

ΜΑΥΡΟΜΜΑΤΗ ΕΙΡΗΝΗ**ΣΥΝΟΠΤΙΚΗ ΛΙΣΤΑ ΕΠΙΣΤΗΜΟΝΙΚΩΝ ΔΗΜΟΣΙΕΥΣΕΩΝ**

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ΕΥΡΕΣΙΤΕΧΝΙΕΣ | PATENTS

1. **[2005]** Information processing system. Inventors: Irene Mavrommati, Deidre Van Velzen, assignee: Philips Electronics N.V.. International Classification G09G 500. US patent no: 6,842,185B1. Submitted: Oct 23, 1998. Issued: Jan 11, 2005

ΕΠΙΜΕΛΕΙΑ ΣΥΝΤΑΞΗΣ ΕΠΙΣΤΗΜΟΝΙΚΩΝ ΣΥΓΡΑΜΜΑΤΩΝ | EDITORIAL WORK

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|-------------------------------------|--|
| Journal Special Issue Editor | <ol style="list-style-type: none"> 1. [2018] Gamification, Playfulness and Ludicity in IoT environments, Special Issue in: Applied Sciences (IF: 1.679, http://www.mdpi.com/journal/applsci/special_issues/intelligent_environments) Guest Editors: I. Chatzigiannakis, I. Mavrommati, P. Markopoulos. In Progress. Submissions deadline: August 2018 2. [2016] Reflections and advances in Ambient Intelligence, Thematic issue in: Journal of Ambient Intelligence and Smart Environments, IOS Press 8(5):489-490. Guest Editors: Boris de Ruyter, Achilles Kameas, Irene Mavrommati. DOI: 10.3233/AIS-160392, (https://content.iospress.com/articles/journal-of-ambient-intelligence-and-smart-environments/ais392), 31 October 2016 1. [2015] Hybrid Environments and the Real World Internet, Special Issue in: International Journal of Intelligent Engineering Informatics IJIEI 3(2/3) 2015. Guest Editors: Irene Mavrommati and Ioannis Chatzigiannakis, (http://www.inderscience.com/info/inarticletoc.php?jcode=ijiei&year=2015&vol=3&issue=2/3) Inderscience Publishers |
| Collective Volume Editor | <ol style="list-style-type: none"> 2. [2015] Ambient Intelligence, Proceedings of 12th European Conference, Aml2015, B.D.Ruyter, A.Kameas, P. Chatzimisios, I. Mavrommati. Springer LNCS9425, ISBN: 978-3-319-26004-4, Nov.2015 3. [2007] The Disappearing Computer: Interaction Design, System Infrastructures and Applications for Smart Environments. Norbert Streitz, Achilles Kameas, Irene Mavrommati (Eds.). Springer, Heidelberg. LNCS 4500, May 2007 |
| Volume Section Editor | <ol style="list-style-type: none"> 4. [2003] Design Education at the age of the Disappearing Computer. Session Editors: I. Mavrommati, J. Darzentas. (Volume section editors, following special session organization in DCTales event, 2003), with chapters from: W. Mackay, R.van Kranenburg, P. Ehn, F. Raby and A. Dunne, P. Purgathofer and K. Baumann, J. Darzentas, L. Bannon, A. Brooks, D. Papalexopoulos, M. Rauterberg. Tales of the Disappearing Computer, Greek Letters publishers, June 2003 ISBN960-406-461-4 (section pages 99-209) |
| Web-zine Executive Editor | <ol style="list-style-type: none"> 5. [2007] Convivio Web-zine. (Executive Editor). Online periodic publication, with selected articles in sessions by invitation and by review. In 2004-2006 a total of six issues were published online. A collective volume was made available online as pdf in Jan.2007. (http://daisy.cti.gr/webzine/) |

ΕΠΙΣΤΗΜΟΝΙΚΑ ΠΕΡΙΟΔΙΚΑ | JOURNALS**Journal &
Scientific Magazine articles**

1. **[2018]** Ubiquity journal of Pervasive Media. A conceptual Framework for component-based ubicomp environments supporting End User Development. Mavrommati I., provisionally accepted, publication due in 2018. <http://www.ubiquityjournal.net/> .
2. **[2017]** Journal of Ambient Intelligence and Smart Environments 9 (2017) DOI 10.3233/AIS-170457 IOS Press. Delivering elder-care environments utilizing TV-channel based mechanisms. Amaxilatis D., Chatzigiannakis I., Mavrommati I., Vasileiou E., Vitaletti A. p.p. 783-798
3. **[2017]** IoT IEEE Newsletter: Green Awareness via IoT Infrastructure, Educational Labs and Games in Schools: the GAIA case. Georgios Mylonas, Dimitrios Amaxilatis, Irene Mavrommati, (<https://iot.ieee.org/newsletter/november-2017.html>), November 2017, available at: <https://iot.ieee.org/newsletter/november-2017/green-awareness-via-iot-infrastructure-educational-labs-and-games-in-schools-the-gaia-case>
4. **[2013]** Networking Science, Dec. 2013, Springer-Verlag Berlin Heidelberg (NWSC Special Issue on Internet of Things). A conceptual framework for the design of IoT architectures that support end-user development. I. Mavrommati, G. Birbilis, J. Darzentas
5. **[2012]** IEEE Learning Technology, Volume 14 Issue 2, ISSN 1438-0625, April 2012: Teaching design from a distance: the deviantArt case of Virtual Design Studio. I. Mavrommati, P. Fotaris, pp.24-26
6. **[2011]** The Journal of Systems & Software vol. 84 issue 11, November 2011. Implementing multiplayer pervasive installations based on mobile sensing devices: Field experience and user evaluation from a public showcase. Chatzigiannakis, I.; Mylonas, G.; Kokkinos, P.; Akribopoulos, O.; Logaras, M.; Mavrommati, I. (pp. 1989-2004). DOI: 10.1016/j.jss.2011.06.062
7. **[2007]** eMinds: International Journal on Human-Computer Interaction (ISSN: 1697-9613), Vol.1, Issue 3, Dec. 2007. Article: End User Development in Aml: a user centered design overview of issues and concepts. I. Mavrommati, J. Darzentas
8. **[2005]** Communications of the ACM (CACM), March 2005/vol.48 no 3, article: Configuring the e-Gadgets. A. Kameas, I.Mavrommati. (pp69)
9. **[2004]** Personal and Ubiquitous Computing. ACM, Springer-Verlag London Ltd. ISSN: 1617-4909, Volume 8, Numbers 3-4. July 2004. An Editing tool that manages the devices associations. I. Mavrommati, A. Kameas, P. Markopoulos. pp. 255-263
10. **[2003]** Personal and Ubiquitous Computing. ACM, Springer-Verlag London Ltd. ISSN: 1617-6909, Vol7, No. 3-4. July 2003. The evolution of objects into Hyper-objects. I. Mavrommati, A. Kameas, pp.176-181

ΕΚΠΑΙΔΕΥΤΙΚΟ ΥΛΙΚΟ ΑΕΞΑΕ | EDUCATIONAL MATERIAL OPEN DISTANCE LEARNING

- Graphic Arts MMedia MA**
1. **[2015] Author of “Visual perception” educational content:** 90 pages of online course material (wiki), for the Master Degree programme: Graphic Arts and Multimedia (module GTP50), School of Applied Arts, Hellenic Open University (HOU), developed and certified by HOU to be suitable for open and distance learning.
- GTP, ASP Masters**
- Coordination of online material for two Master courses, developed and certified for open and distance learning methodology, for the following modules:*
2. **[2015]** Coordination, structure development of online course module GTP51-Graphic Design: 300 pages, MA Graphic Arts – Multimedia
 3. **[2015]** Coordination of MA Acoustics design online course module ASP51: 160 pages
- Acoustics Design Master**
- Coordination of two print volumes, for the Master Course in Acoustics Design and Digital Sound, for distance education module: Sound and Arts (ASP50), Hellenic Open University (HOU). Both printed volumes were developed and certified for distance learning methodology by HOU:*
4. **[2013]** ASP50-Vol. A: Sound and Acoustics in Music (150pages)
 5. **[2013]** ASP50-Vol.B: Acoustics and Architecture (150pages)

ΚΕΦΑΛΑΙΑ ΣΕ ΒΙΒΛΙΑ | BOOK CHAPTERS

- Chapters in collective volumes**
1. **[2015]** Large-scale multiplayer pervasive games: the case of the Fun in Numbers platform. Georgios Mylonas, Ioannis Chatzigiannakis, Irene Mavrommati, Orestis Akribopoulos, Marios Logaras, Panagiotis Kokkinos, In: Hyperconnectivity and the Future of Internet Communication, Adrian David Cheok (Eds), Lambert Academic Publishing, ISBN 978-3-659-54415-6, 2015
 2. **[2015]** Towards trans-disciplinary design of Ubiquitous computing systems supporting End User Development. Irene Mavrommati. In: Ekman, Ulrik, Jay David Bolter, Lily Diaz, Maria Engberg, Morten Søndergaard, eds. Ubiquitous Computing, Complexity, and Culture. New York: Routledge/Taylor and Francis Group 2015
 3. **[2007]** Towards Ubiquitous Computing Applications Composed from Functionally Autonomous Hybrid Artifacts, N. Drossos, I. Mavrommati, A. Kameas, in The Disappearing Computer: Interaction Design, System Infrastructures and Applications for Smart Environments. N.Streitz, A.Kameas, I. Mavrommati (Eds). Springer, Heidelberg. LNCS 4500, May 2007, pp. 161-181
 4. **[2005]** Computing in tangible: using artifacts as components of Ambient Intelligent Environments, A. Kameas, I. Mavrommati, P.Markopoulos. in Ambient Intelligence: the evolution of technology, communication and cognition towards the future of human-computer interaction. Riva, G., Vatalaro, F., Davide, F. and Alcaniz, M.: (Eds). Emerging Communication series. IOS press, 2005, Ch.7, pp.121-141

Author of part 2: User Interface Design. 3 chapters in *User Interface Design of Electronic Appliances*, edited by K. Baumann & B.Thomas, published by Taylor & Francis, ISBN 0415243351, 2001. pp.49-128:

5. **[2001]** Creativity Techniques, I. Mavrommati, in *User Interface Design of Electronic Appliances*, edited by K. Baumann & B.Thomas, published by Taylor & Francis, ISBN 0415243351, 2001, pp.49-76
6. **[2001]** Design Principles, A. Martel and I. Mavrommati, in *User Interface Design of Electronic Appliances*, edited by K. Baumann & B.Thomas, published by Taylor & Francis, ISBN 0415243351, 2001, pp.77-107
7. **[2001]** Design of on-Screen Interfaces, I. Mavrommati, In *User Interface Design of Electronic Appliances*, edited by K. Baumann & B.Thomas, published by Taylor & Francis, ISBN 0415243351, 2001, pp.108-128

ΣΥΝΕΔΡΙΑ | CONFERENCE PAPERS

Conference proceedings.
Published in printed volume

1. **[2015]** Museum Takes a Walk: An Outlook on New Trends. Manolopoulou Georgia and Mavrommati Irene. In: *Museums In Motion*, Symposium proceedings, Volos 3-4 July 2015, Eds: S. Alifragkis, G. Papakonstatinou, C. Papasarantou. ISBN 978-960-9439-40-4, pp.57-63
2. **[2015]** Readable City Soundscapes: reading visual noise in the hybrid city. Antonaki, Glinou, Mavrommati, Birbilis. In: *Proceedings of the 3rd International Conference: Hybrid City III, Data to the People*, eds. I. Theona, D. Charitos. Athens 17-19 Sept 2015. University Research Institute of Applied Communication (URIAC), ISBN 978-960-99791-2-2 pp. 313-317
3. **[2015]** Teaching Design from a distance: a case study of Virtual Design Studio teaching via a social network. P. Fotaris, I. Mavrommati, R. Leinfellner, T. Mastoras, EDULEARN 2015, Barcelona
4. **[2015]** Re-appropriating old furniture via IoT, in an artistic context: the case of "DolceVita. Grivas Konstantinos, Irene Mavrommati, DAPI, HCI2015. In: *Distributed, Ambient, and Pervasive Interactions*, Volume 9189 of the series *Lecture Notes in Computer Science* pp 429-436 DOI 10.1007/978-3-319-20804-6_39
5. **[2014]** UbiComp Applications for Assisting Visually Impaired People Live an Independent Life: A Participatory Conceptualization Design Phase. Anna Leda Liakopoulou, Irene Mavrommati. In: Streitz N., Markopoulos P. (eds) *Distributed, Ambient, and Pervasive Interactions*. DAPI 2014. *Lecture Notes in Computer Science*, vol 8530. Springer, Cham DOI https://doi.org/10.1007/978-3-319-07788-8_26 HCI (21) 2014: 272-281
6. **[2014]** Mobile Phone Casual Games Design with Appeal to Children. Vasiliki Aggelopoulou, Irene Mavrommati. (Short paper). In: Stephanidis C. (eds) *HCI International 2014 - Posters' Extended Abstracts*. HCI 2014. *Communications in Computer and Information Science*, vol 435. Springer, Cham. HCI (27) 2014: 366-370

7. **[2014]** Mapping Interactions in a Pervasive Home Environment, Konstantinos Grivas, Stelios Zerefos, Irene Mavrommati. In: Streitz N., Markopoulos P. (eds) Distributed, Ambient, and Pervasive Interactions. DAPI 2014. Lecture Notes in Computer Science, vol 8530. Springer, Cham, .25-36
8. **[2013]** Realizing Large-Scale Street Games Using Heterogeneous Future Internet Technologies. Orestis Akribopoulos, Marios Logaras, Georgios Mylonas, Ioannis Chatzigiannakis, Irene Mavrommati. IEEE Intelligent Environments 2013: 165-172
9. **[2011]** Indoors multi-visitors pervasive installations using mobile sensor networks. Chatzigiannakis, A. Krölller, I. Mavrommati. International Conference on Indoor Positioning and Indoor Navigation (IPIN), 2011
10. **[2010]** ASTRA awareness connectivity platform based on service oriented concepts, I. Mavrommati and I. Kalemis. in: Gerhäuser, H.; Hupp, J.; Efstratiou, C.; Heppner, J. (Eds.) Constructing Ambient Intelligence; Communications in Computer and Information Science, Vol. 32, 2010, Springer, ISBN: 978-3-642-10606-4, (revised papers from Aml 2008 workshop), pp.70-74
11. **[2008]** Designing GUI for the User Configuration of Pervasive Awareness Applications. T. Fokidou, E. Romoudi, I. Mavrommati. IADIS International Conference on Cognition and Exploratory Learning in Digital Age (CELDA 2008), 13-15 Oct. 2008, Freiburg, Germany
12. **[2007]** End User Tools for Ambient Intelligence Environments: an overview. Mavrommati I. Darzentas J. In J. Jacko (Ed): Human-Computer Interaction. Interaction Platforms and Techniques, Lecture Notes in Computer Science Volume 4551, 2007, Springer, ISBN 978-3-540-73106-1, pp 864-872
13. **[2007]** EISH - Exercises in Studying HCI. K. Baumann, P. Kotze, L. Oestreicher, L. Bannon, A. Varey, D. De Greunen, G. nav der Veer, H. Petrie, I. Jounila, I. Mavrommati, N. Garay-Vitoria. O. Özcan, P. Purgathofer, P.A. Silva. Short paper and poster in: HCI Educators conference 2007, March 2007, Aveiro, Portugal
14. **[2007]** Crisis Rooms are Ambient Intelligence Digital Territories. Mavrommati I, Kameas A. In In Stephanidis, C. (Eds), Universal Access in Human-Computer Interaction. Ambient Interaction, Lecture Notes in Computer Science Volume 4555, 2007, pp 151-157
15. **[2006]** An overview of Aml from a User Centered Design Perspective. Mavrommati I. Darzentas J., Proceedings of the 2nd IET International Conference on Intelligent Environments (IE06), 5-6 July 2006, Athens, Greece. Published by IET, ISBN0-86341-663-2, pp.81-88
16. **[2004]** End-User Configuration of Ambient Intelligence Environments: Feasibility from a User Perspective. P. Markopoulos, I. Mavrommati, A. Kameas in: 'Ambient Intelligence' ISBN 3-540-23721-6 Springer Lecture Notes on Computer Science (LNCS3295), Proceedings of European Symposium on Ambient Intelligence (EUSAI2004), pp.243-254

17. **[2004]** The concepts of an end user enabling architecture for ubiquitous computing. Mavrommati, I., Kameas, A. In: Ferscha, A., Mattern, F. (eds.) Pervasives 2004. LNCS, vol. 3001, Springer, Heidelberg (2004)
18. **[2004]** Medical eGadgets. S. Bellis, D. Murphy, D. Harty, J. Barton, B. O'Flynn, K. Delaney, C. O'Mathuna N. Drossos, A. Kameas, I. Mavrommati, A. Pounds-Cornish, A. Holmes, M. Colley, V. Callaghan. Short paper in adjunct proceedings, The Sixth International Conference on Ubiquitous Computing, (UBICOMP2004) September 7–10, Nottingham, UK
19. **[2003]** Visibility and accessibility of a component-based approach for Ubiquitous Computing applications: the e-Gadgets case. I. Mavrommati, A. Kameas, P. Markopoulos. In Stephanidis, C. & Jacko, J., (2003) Human Computer Interaction, Theory and Practice, Vol. III, Proceedings HCI International, Lawrence Erlbaum and Associates, pp.178-182
20. **[2003]** Vehicle navigation systems: case studies from VDO Dayton. I. Mavrommati. In Stephanidis, C. & Jacko, J., (2003) Human Computer Interaction, Theory and Practice, Proceedings HCI International, Lawrence Erlbaum and Associates pp. 183-187
21. **[2003]** Unobtrusive Transducer Augmentation of Everyday Objects for Systems with Dynamic Interactivity. K. Delaney, S. Bellis, S.C. O'Mathuna, A. Kameas, I. Mavrommati, M. Colley, A. Pounds-Cornish, in: Sensors & their Applications XII 2 – 4, S. J. Prosser & E. Lewis (Eds.), University of Limerick, Ireland, 9/2003. Series in Sensors, T&F, ISBN0750309784
22. **[2003]** Sustainable 'disappearing computer' artifacts and spaces, designed for extended human use. I. Mavrommati, A. Munro, L. Goulden. Tales of the Disappearing Computer International Conference, 1-3 June 2003, Santorini, Greek Letters publishers, ISBN960-406-461-4, pp.39-46
23. **[2003]** Re-appearing interfaces of objects. I. Mavrommati, A. Kameas. In Stephanidis, C., Jacko, J., (2003) Human Computer Interaction, Theory and Practice, Proc. HCI International, Lawrence Erlbaum, pp.414-418
24. **[2003]** Experiencing Extrovert Gadgets. Mavrommati, I., Markopoulos, P., Kalemis, J., Kameas, A., (2003). In: Johnson, H., Gray, P. and O'Neil, E. (Eds) Proceedings of BCS HCI 2003, Volume 2, Research Press International, 179-182
25. **[2003]** End user programming tools in ubiquitous computing applications. I. Mavrommati, A. Kameas. In Stephanidis, C. & Jacko, J. (Eds), (2003) Human Computer Interaction, Theory and Practice, Vol. III, Proceedings HCI International, Lawrence Erlbaum and Associates. pp. 173-177
26. **[2003]** Aspects of human interaction with collections of objects translated into artefact architecture specifications. I. Mavrommati, A. Kameas. Tales of the Disappearing Computer International Conference, 1-3 June 2003, Santorini. Greek Letters publishers, ISBN960-406-461-4, pp. 47-52

27. **[2003]** An Architecture that Treats Everyday Objects as Communicating Tangible Components. Kameas, Bellis, Mavrommati, Delanay, Colley, Pounds Cornish. IEEE international conference on Pervasive Computing and Communications, (PERCOM2003), Texas, 23-26 March 2003. Proc. PerCom03, IEEE, Forth Worth
28. **[2002]** eComP: an Architecture that Supports P2P Networking Among Ubiquitous Devices. A.D. Kameas, I. Mavrommati, D. Ringas, P. Wason. 2nd IEEE international conference on Peer to Peer Computing, (P2P 2002) 5-7 Sept. 2002, Linkoping, Sweden
29. **[1997]** The Multimedia Library; centre of an information-rich community. G.Jorna, M. Wouters, P. Gardien, H. Kemp, J. Mama, I. Mavrommati, I.McClelland, L. Vodegel Matzen, Computer Human Interaction conference ACM-SIGCHI (C.H.I. 1997), USA
- Greek conference proceedings (peer reviewed)**
30. **[2011]** The Design studio as a method of distant teaching in design. P. Fotaris, I. Mavrommati. 2nd Panhellenic Conference Συνέδριο: Use of ICT in the Educational process, 28-30 April 2011, Patras, Greece
31. **[2001]** Interacting with ubiquitous computing applications: Issues and Methodology. A. Kameas, I. Mavrommati. Panhellenic Conference on Computer Human Interaction (PC-CHI 2001), Dec.2001 Patra. (Advances in Human Computer Interaction 1, Typorama publications, pp. 394-399)

ΣΥΝΕΔΡΙΑ: ΛΟΙΠΕΣ ΠΑΡΟΥΣΙΑΣΕΙΣ | CONFERENCES: OTHER PRESENTATIONS

- Conference presentations, poster and video papers**
1. **[2017]** 3rd International Conference on Creative Writing, Corfu, 6-8 Oct 2017. Karageorgou Z. Mavrommati I. presentation on Narrative and Creative writing in illustration and digital representation in the student stage (accepted by abstract submission).
2. **[2012]** ACOUSTICS2012. Organization, presentation in Special Session: Acoustic Design and Digital Sound, Master Course: presentation of structure and content of the Hellenic Open University Master programme followed by Panel discussion. Corfu, 8-10 Oct. 2012
3. **[2010]** Mobile, Locative and Collaborative Distributed Games using Pervasive Technologies. Orestis Akribopoulos, Marios Logaras, Panagiotis Kokkinos, Irene Mavrommati, Georgios Mylonas, Ioannis Chatzigiannakis (Video Paper). Internet of Things 2010 conference, 29 Nov-1 Dec, Tokyo, Japan. Best Video Award
4. **[2010]** Multimedia Tourist Guide. Zevgolis D., Kotsopoulos S. Mavrommati I. Proceedings of 10th International Conference of the Association for Language Awareness (July 25th-28th, 2010), Kassel, Germany
5. **[2007]** Preliminary requirements and approach for Tools that configure pervasive awareness applications: the ASTRA case. Kalemis I. Mavrommati I. Poster and short paper in: HCI International 2007, July 2007, Beijing, China

Workshop papers in international conferences (peer reviewed)

6. **[2017]** Green Awareness via Embedded Sensors and Games in the School Environment: the GAIA case. Mylonas G., Hofstaetter J., Mavrommati I., Tziortzioti Ch, In: Arguing on the Holodeck, CHI Play 2017 Workshop, 14-18 Oct. 2017, Amsterdam, the Netherlands
7. **[2014]** Creating large-scale educational games with the Fun in Numbers platform. I. Mavrommati, G. Mylonas, I. Chatzigiannakis. Workshop paper at DEG2011/ISEUD2011. Involving End Users and Domain Experts in Design of Educational Games, (organizer: N. Avouris), 3rd Int. Symposium on End-User Development, June 7-10, 2011, Torre Canne, Italy
8. **[2008]** Pervasive Awareness applications: Aesthetic and Ludic aspects, M. Divitini, I. Mavrommati. Workshop organization. Proceedings of the 3rd ACM International Conference on Digital Interactive Media in Entertainment and Arts DIMEA 2008, ISBN:978-1-60558-248-1, pp 490-492.
9. **[2000]** Situated Interaction in an educational setting. Mavrommati Irene, Position paper (peer reviewed) in 'Situated Interaction in Ubiquitous Computing', Workshop (organized by A. Schmidt) CHI2000 workshop, 3 April 2000, the Hague.

ΑΡΘΡΑ ΣΕ ΔΙΑΔΙΚΤΥΑΚΑ ΔΙΕΠΙΣΤΗΜΟΝΙΚΑ ΠΕΡΙΟΔΙΚΑ | ONLINE ARTICLES

Articles-Scientific Webzine

1. **[2006]** The need to evaluate Aml systems. Mavrommati I., Viewpoint article, issue 4 of the Convivio Web-zine
2. **[2006]** User-centered design concerns in Aml Environments. Mavrommati I., Darzentas J. Article, Issue4, Convivio Web-zine
3. **[2006]** Teaching a design perspective, Mavrommati I. Article in 5nd issue on HCI education of the Convivio Web-zine
4. **[2006]** Sustainable 'disappearing computer' artifacts and spaces. Goulden L., Mavrommati I. Munro A. Article in issue 6 of the Convivio Web-zine (2007) (revised publication from conference: Tales of the Disappearing Computer, 2003)
5. **[2005]** Enabling end users to compose Ubiquitous Computing applications. Mavrommati I., Kameas A. Article in issue 2 of the Convivio Web-zine (<http://daisy.cti.gr/webzine/>)

ΔΙΑΤΡΙΒΕΣ & ΛΟΙΠΕΣ ΜΕΛΕΤΕΣ | DISSERTATIONS / OTHER

Dissertations

- **[2011]** (Interaction Design): Enabling user independence and creativity in ubiquitous computing environments: Concepts, models, tools, User Interfaces. University of the Aegean, Products and Systems Design Engineering Dpt, (Supervisor: John Darzentas). June 2011. DOI 10.12681/eadd/26029

Contribution in research reports (EC)

- **[2007]** Digital Territories: Towards the protection of public and private space in a digital and Ambient Intelligence environment. B. Daskala , I. Maghiros, 2007, Joint Research Center, European Commission, EUR 22765EN. Member of expert group in the study (annex II)

ΠΡΟΣΚΕΚΛΗΜΕΝΕΣ ΠΑΡΟΥΣΙΑΣΕΙΣ | INVITED PRESENTATIONS

- International:**
1. **[2002]** Doors of Perception 7 @ Flow, 14-16 Nov. 2002, Amsterdam. Invited speech: "eGadgets case description". (Doors were a series of curated, high impact, bi-yearly conferences). Proceedings: http://flow.doorsofperception.com/content/mavrommati_trans.html
 2. **[2001]** People and machines, who is driving whom. (Panel), Orbit Comdex 2001 Invited presentation and panel. Basel, Switzerland, 28/9/2001
 3. **[2011]** Hybrid City Symposium 2011. Towards pervasive systems that can support end user development. Mavrommati I., Darzentas J., Athens, 4-5/3/2011
 4. **[2013]** Multiplayer Sensor based games used in public spaces. Irene Mavrommati, Invited opening presentation In: Sociable Smart City workshop, Intelligent Environments (IE13), Athens, 2013
 5. **[2015]** Digital Media and Cultural Heritage: Symposium panel (by invitation), Volos Greece, 16 May 2015
- Greece:**
6. **[2003]** Symposium of AKTO College of Art and Design / Middlesex University London: "Visual Education & Applied Arts 2003". Invited presentation titled: Co-evolution and interdependency of the perspectives of art and technology for ICT R&D. Athens, 2003
 7. **[2007]** Symposium: Technological Educational Institute of the Ionian Islands. Department of informatics for management and finance. Invited presentation on: Disappearing Computer: an overview. Lefkada 19 Jan. 2007

ΑΝΑΓΝΩΡΙΣΗ - ΒΡΑΒΕΥΣΕΙΣ | AWARDS - ACKNOWLEDGEMENTS

- Ministry of Education
Project award**
1. **[2012] Ministry of Education Aristeia award 2012**, promoting Academic and Research Excellence in Higher Education: for FunInNumbers (FinN). <http://excellence.minedu.gov.gr/listing/84-funinnumbers>
- Conference submissions
Best video paper award**
2. **[2010] IoT Best Video Award:** Mobile, Locative and Collaborative Distributed Games using Pervasive Technologies. Orestis Akribopoulos, Marios Logaras, Panagiotis Kokkinos, Irene Mavrommati, Georgios Mylonas, Ioannis Chatzigiannakis (Video Paper). Internet of Things 2010 conference, 29 Nov-1 Dec, Tokyo, Japan.