

Stylianos Mystakidis

Immersive Technologies, Game-based Learning & Digital Storytelling

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Dr. Stylianos Mystakidis is an innovator and researcher on Educational Technology at the University of Patras, Adjunct Faculty member at the Democritus University of Thrace, the Hellenic Open University and Visiting Professor at the International Telematic University UNINETTUNO, Italy. He has published over 120 works in peer-reviewed international journals, conferences and books on Immersive Learning, Metaverse, Extended Reality, Virtual Reality, Gamification, Storytelling, Serious Games, Instructional Design, Open and Distance Education, Artificial Intelligence. His works have generated considerable impact as he is included in the world's top 2% most-cited scientists in Education (Elsevier & University of Stanford's list, 2023, 2024, 2025) and has received several academic awards for his research and teaching. He has participated as a researcher and project manager (PMI/PMP) in 18 international and European projects. He is serving as General Chair of the Annual Conference of the Immersive Learning Research Network (iLRN). His formal studies include a Ph.D. in Cognitive Science at the Faculty of Information Technology, University of Jyväskylä (Finland), MA in Education in Virtual Worlds at the University of West of England Bristol (UK), MSc in Mechanical Engineering at the National Technical University of Athens (Greece) and Postgraduate Certificate at the Open University of Catalonia (Spain).

- Google Scholar: <https://scholar.google.com/citations?user=M4yfbJ4AAAAJ>
- Scopus: <https://www.scopus.com/authid/detail.uri?authorId=55547222700>
- World's Top 2% Scientist profile: <https://topresearcherslist.com/Home/Profile/872030>

Selected Publications

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- Mystakidis, S., & Lympouridis, V. (2023). Immersive Learning. *Encyclopedia*, 3(2), 396–405.
<https://doi.org/10.3390/encyclopedia3020026>
- Christopoulos, A., & Mystakidis, S. (2023). Gamification in Education. *Encyclopedia*, 3(4), 1223–1243.
<https://doi.org/10.3390/encyclopedia3040089>
- Mystakidis, S. (2022). Metaverse. *Encyclopedia*, 2(1), 486–497.
<https://doi.org/10.3390/encyclopedia2010031>
- Papadopoulou, A., Mystakidis, S., & Tsinakos, A. (2024). Immersive Storytelling in Social Virtual Reality for Human-Centered Learning about Sensitive Historical Events. *Information*, 15(5), 244.
<https://doi.org/10.3390/info15050244>
- Mystakidis, S., Theologi-Gouti, P., Christopoulos, A., & Stylios, C. (2024). Virtual Museum Gamification for Discovery-Based Online Learning in the Metaverse. *Proceedings of the 16th International Conference on Computer Supported Education*, 711–719.
<https://doi.org/10.5220/0012756600003693>