

CURRICULUM VITAE

PERSONAL DATA

Name: Ioannis Vrellis

Address: The Educational Approaches to Virtual Reality Technologies Lab (EARTH LAB)
Department of Primary Education, The University of Ioannina
Ioannina, GR 45110, Greece

Position: Laboratory Teaching Staff and Technical administrator

Tel: +30-2651005746

Fax: +30-2651005854

email: ivrellis@uoi.gr

ACADEMIC QUALIFICATIONS

1995 **Diploma in Electrical and Computer Engineering**, University of Patras, Greece

2013 **PhD in Electrical and Computer Engineering**, University of Patras, Greece

PROFESSIONAL EXPERIENCE

2014 - **University of Ioannina, Greece**
Laboratory Teaching Staff and Technical administrator at EARTH LAB

2002-2014 **University of Ioannina, Greece**
Technical administrator at EARTH LAB

2000-2002 **University of Ioannina, Greece**
Network Engineer at the Network Operations Center

- 'Greek Schools Network' Project
- Design and administration of wired and wireless data networks for schools
- Metropolitan fiber optics networks design in the Epirus Region

1998-1999 **Military Service, Greece**
High power radio technician.

1996-1997 **University of Patras, Greece**
Department of Electrical and Computer Engineering
Design and development of microcontroller boards for industrial applications

TRAINING SCHOOLS

- 9/2015** **IAS-Lab, Information Engineering Department, University of Padova, Italy**
Educational Robotics
(LLP/Erasmus Staff Training)
- 8/2013** **Humanities Lab, Lund University, Sweden**
3D scanning, motion capture, eye tracking, EEG
(LLP/Erasmus Staff Training)
- 8/2012** **g-tec, Schiedlberg, Austria**
Biosignal Acquisition & Analysis, Brain Computer Interfaces
(LLP/Erasmus Staff Training)
- 7/2011** **VideaLAB - Universidad de a Coruña, Spain**
Mundos Digitales 2011 Conference, a Coruña, Spain
Computer graphics – Virtual Reality
(LLP/Erasmus Staff Training)
- 4/2008** **International training course on "Multimodal Signals: Cognitive and Algorithmic Issues", Vietri sul Mare, Italy**
(European COST Action 2102).
- 7/2007** **1st PEACH Summer School, "Presence: towards human machine confluence-Presence technologies and Foundations", Santorini, Greece**
(PEACH - FP6 Coordination Action).
- 8/1994** **Université Catholique de Louvain, Belgium**
Summer course in Microelectronics
(BEST, Board of European Students of Technology)

PUBLICATIONS

- Vrellis, I., Avouris, N., & Mikropoulos, T. A. (2016). Learning outcome, presence and satisfaction from a science activity in Second Life. *Australasian Journal of Educational Technology*, 32(1), 59-77.
doi: <http://dx.doi.org/10.14742/ajet.2164>
- Zacharis, G. K., Tsiara, A., Chalki, P., Vrellis, I., & Mikropoulos, T. A. (2016). Brain Activity and Visual Scientific Content: A Study on Earthquake Precaution. In M. Riopel & Z. Smyrniou (Eds.), *New Developments in Science and Technology Education* (pp. 31-40). Cham: Springer International Publishing.
- Ntalakas, G., Papachristos, N., Vrellis, I., & Mikropoulos, T. (2016). Virtual environments for vocational training: user experience in culinary education. Paper presented at the 10th Pan-Hellenic and International Conference "ICT in Education", Ioannina, Greece.
- Mantziou, O., Vrellis, I., & Mikropoulos, T. A. (2015, June 10-12). *Do Children in the Spectrum of Autism Interact with Real-time Emotionally Expressive Human Controlled Avatars?* Paper presented at the 6th International Conference on Software Development and Technologies for Enhancing Accessibility and Fighting Infoexclusion (DSAI 2015) Fraunhofer FIT, Sankt Augustin, Germany.
doi: <http://dx.doi.org/10.1016/j.procs.2015.09.268>

- Vrellis, I., Moutsioulis, A., & Mikropoulos, T. A. (2014, 7-10 July 2014). *Primary School Students' Attitude towards Gesture Based Interaction: A Comparison between Microsoft Kinect and Mouse*. Paper presented at the Advanced Learning Technologies (ICALT), 2014 IEEE 14th International Conference on. doi: 10.1109/ICALT.2014.199
- Zacharis, G. K., Tsiara, A., Chalki, P., Vrellis, I., & Mikropoulos, T. A. (2014, May 29-31). *Brain activity during observation of affective pictures with scientific content*. Paper presented at the 1st International Conference on: New Developments in Science and Technology Education, Corfu, Greece.
- Papachristos, N. M., Vrellis, I., Natsis, A., & Mikropoulos, T. A. (2014). The role of environment design in an educational Multi-User Virtual Environment. *British Journal of Educational Technology*, 45(4), 636-646. doi: 10.1111/bjet.12056
- Vrellis, I., Papachristos, N. M., Natsis, A., & Mikropoulos, T. A. (2012). Presence in a Collaborative Science Learning Activity in Second Life. In A. Jimoyiannis (Ed.), *Research on e-Learning and ICT in Education* (pp. 241-251). New York: Springer.
- Natsis, A., Vrellis, I., Papachristos, N. M., & Mikropoulos, T. A. (2012). *Technological Factors, User Characteristics and Didactic Strategies in Educational Virtual Environments*. Paper presented at the IEEE International Conference on Advanced Learning Technologies.
- Vrellis, I., Papachristos, N. M., Natsis, A., & Mikropoulos, T. A. (2010). *Measuring presence in a collaborative physics learning activity in Second Life*. Paper presented at the 7th Pan-Hellenic Conference with International Participation "ICT in Education", Korinthos, Greece.
- Vrellis, I., Papachristos, N. M., Bellou, J., Avouris, N., & Mikropoulos, T. A. (2010, July 5-7). *Designing a Collaborative Learning Activity in Second Life - An Exploratory Study in Physics*. Paper presented at the 10th IEEE International Conference on Advanced Learning Technologies (ICALT) Sousse, Tunisia. doi: 10.1109/ICALT.2010.65
- Messinis, I., Vrellis, I., & Pintelas, P. (2009). Presence in stressful virtual environments. *International Journal of Teaching and Case Studies*, 2(2), 136 - 145.