

Curriculum Vitae

Elena Dzardanova

Department of Product and Systems Design Engineering

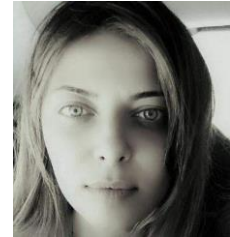
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Personal Information

Date of Birth: 02 April 1988 (Vladikavkaz, Russia)
Nationality: Greek, Russian
Current Address: Hermoupolis, Syros, 84100, Greece
Tel: +30 6985858494
E-mail: lena@aegean.gr



Short Bio

Elena Dzardanova is a [social anthropologist and a historian](#) (2009 – 2015). During her undergraduate studies she became interested in ethnographic film and the usage of media as a methodological tool for the collection and analysis of primary research data. Those interests led to her working as a video editor and a junior video editor in production companies in [London](#) (2012-2013) and in [Leipzig](#) (2016) respectively, as well as a research associate and video editor at the [Image, Sound and Cultural Representation Laboratory](#) of the Department of Cultural Technology and Communication of the University of the Aegean for two consecutive years (2014-2016). Her hands on experience in variant productions was further enhanced by a master's degree in [Cultural Informatics and Communication](#). Since 2017 she is a PhD candidate at the Department of Product and Systems Design Engineering, and she is continuously employed as a researcher in funded academic research programs all intermixing novel technologies and culture. Her thesis examines psycho-social implications and proposes a new research methodology for better developing and understanding virtual reality and immersive technologies. She is an expert in the design, management and conduction of social experiments with human participants and in her career so far she has interviewed, either for audio-visual productions or her own experiments, over 300 individuals.

Her diverse personal and educational background has allowed her to approach all types of media with profound insight, balancing cultural and societal understandings with the demands and challenges of the implicated technologies employed and practicalities of development.

Professional Experience

- [01/10/2016 – 31/03/2017] **Accentus Music GmbH – Junior Video Editor**
State Scholarship (IKY) Erasmus+ Placement | Leipzig, Germany
Credited as junior video editor:
 - [Midori spielt Bach](#) | Midori plays Bach's Sonatas and Partitas at the castle of Köthen)
 - [Silenced: Composers in Revolutionary Russia](#)
 - [Beethoven: Symphony No. 5](#) | *Triple Concerto with Herbert Blomstedt and the Gewandhausorchester*
- [01/08/2015 – 15/01/2016] **Documentary for the refugees entering the EU**
University of the Aegean (UoA) | Mytilene, Lesvos, Greece
Tasks: Camerawoman, production, and post-production responsibilities; Administrative responsibilities
- [15/06/2015 – 30/09/2015] **AEGIS: Wildfire Prevention and Management Information System**
Operational Program "Education and Lifelong Learning" (Action's Beneficiary: General Secretariat for Research and Technology), co-financed by the European Social Fund (ESF) and the Greek State (Code Number 1862), UoA | Mytilene, Lesvos, Greece
Tasks: [Video production](#)
- [24/04/2015 – 30/05/2015] **Production of [two videos](#) for the University of the Aegean**
UoA | Mytilene, Lesvos, Greece
Tasks: Post-production, video editor
- [01/07/2014 – 30/09/2016] **Image, Sound, and Cultural Representation Laboratory – Associate, Researcher**
Department of Cultural Technology and Communication, UoA | Mytilene, Lesvos, Greece
Credited as assistant video editor and/or camerawoman:
 - [Michael Cacoyannis](#)

- [Janus's Legacy: Refugee Passage to Europe](#)
- [Amanedes](#)

- [13/12/2013 – 31/01/2014] **Region of the North Aegean, Regional Unit of Lesvos, Department of Tourism**
Mytilene, Lesvos, Greece
Internship – Administrative and secretarial responsibilities
- [04/01/2013 – 03/06/2013] **Spectacle Productions Ltd. – Production Assistant**
State Scholarship (IKY) Erasmus+ Placement | London, UK
Tasks: Journalism; Administrative and secretarial responsibilities; Logging and post-production responsibilities; “Digital Video Production for Anthropologists and Social Researchers” workshop coordinator. Production assistant:
 - [Outside the Law: Stories from Guantánamo](#)
 - [Shaker Aamer: A Decade of Injustice](#)
 - [Battersea Power Station](#)

Education

- [Feb 2017 – Dec 2022] **PhD Candidate**
Department of Product and Systems Design Engineering, UoA | Hermoupolis, Syros Greece
Thesis Title: *The Body is the Message: Theoretical and Experimental Examination of the Body in Shared Mixed Reality Environments*
State Scholarship | This research is co-financed by Greece and the European Union (European Social Fund- ESF) through the Operational Programme «Human Resources Development, Education and Lifelong Learning» in the context of the project “Strengthening Human Resources Research Potential via Doctorate Research” (MIS-5000432), implemented by the State Scholarships Foundation (IKY).
- [Oct 2015 – Feb 2017] **MSc in Cultural Informatics and Communication (9,01/10)**
Department of Cultural Technology and Communication, UoA | Mytilene, Lesvos, Greece
Dissertation Title: *Body Ownership Illusion in Virtual Reality: The Impact of Social Context* (10/10)
- [Sep 2012 – Dec 2012] **State Scholarship (IKY) Erasmus+ Studies**
Department of Anthropology, University College of London (UCL) | London, UK
- [Sep 2009 – Oct 2015] **BSc in Social Anthropology and History (8,34/10)**
Department of Social Anthropology and History, UoA | Mytilene, Lesvos, Greece

Research Programs

- Feb 2021 – Today **Interregional Digital Transformation of the Aegean Archipelago in Culture and Tourism (e-Aegean CulTour) – Researcher**
UoA, Department of Product and Systems Design engineering | This research was funded by the Research e-Infrastructure “Interregional Digital Transformation for Culture and Tourism in Aegean Archipelagos” {Code Number MIS 5047046} which is implemented within the framework of the “Regional Excellence” Action of the Operational Program “Competitiveness, Entrepreneurship and Innovation”. The action was co-funded by the European Regional Development Fund (ERDF) and the Greek State [Partnership Agreement 2014–2020] | Lesvos, Greece.
Tasks: Research; Experimental design; Research and authorship of education materials
- [May 2020 – Today] **[Nonverbal Communication in Immersive Virtual Reality](#) – Proposal Author, Researcher**
UoA, Department of Product and Systems Design engineering | This research is supported by the Hellenic Foundation for Research and Innovation (H.F.R.I.) under the “First Call for H.F.R.I. Research Projects to support Faculty members and Researchers and the procurement of high-cost research equipment grant” (Project Number: HFRI-FM17- 1168) | Lesvos & Syros, Greece.

Tasks: Research; Technological advisability; Experimental design, setup & execution; Evaluation; Data & analysis; Publications, deliverables; Workshop coordinator; Video production

[Aug 2020 – Dec 2021] **Aggregation and Provision of Integrated Tourist and Travel Services, Researcher**

TouristHub is a research project (action number: MIS 5030469) implemented in the framework of the Single RTDI State Aid Action “RESEARCH – CREATE – INNOVATE” under the priority sectors of Tourism, Culture and Creative Industries. The “RESEARCH – CREATE – INNOVATE” support measure has been launched under the Intervention II – Business Partnerships with Research Organizations, and is financed by the Operational Programme Competitiveness, Entrepreneurship and Innovation 2014-2020 (EPAnEK).

University of the Aegean, Department of Product and Systems Design Engineering.

Tasks: End user applications design.

[Aug 2018 – Dec 2019] **Social Interaction in Virtual Reality Environments – Proposal Author, Researcher**

UoA, Department of Product and Systems Design Engineering | This research was co-financed by Greece and the European Union (European Social Fund- ESF) through the Operational Programme "Human Resources Development, Education and Lifelong Learning 2014-2020" in the context of the project "Social Interaction in Virtual Reality Environments" (MIS 5004223) | Hermoupolis, Syros, Greece.

Tasks: Research; Technological advisability; Experimental design, setup & execution; Evaluation; Data & analysis; Publications, deliverables

[Aug 2020 – Today] **Creation of infrastructures for the evaluation and development of open-source technologies and interaction software in a virtual reality (VR) environment, Researcher**

UoA, Department of Cultural Technology and Communication | This research was co-financed by NSRF 2014-2020 under the call “Upgrade, completion and/or expansion and/or creation of research structures, in the areas North Aegean-Priority Axis 1. Immediate halting of the contraction of productive business activity, strengthening the attractiveness, competitiveness and extroversion of the islands of the Region, especially of small and medium-sized enterprises, and increasing the regional added value, with innovation at the forefront”

Tasks: VR infrastructure design and monitoring.

Teaching Experience

Department of Cultural Technology and Communication, UoA

- Postgraduate Program Courses (M.Sc. Cultural Informatics and Communication)
 - Digital Storytelling (2022-2023)
- Seminar Courses
 - Philosophy of Games (Sep 2018)
 - Psychology & Videogames (Sep 2018)

Department of Product and Systems Design Engineering, UoA

- Undergraduate Courses – supplementary teaching
 - Digital Storytelling (2020-2021; 2021-2022)
 - Animation (2020-2021; 2021-2022)
- Seminar Courses | “Development of Digital Games” (General Secretariat for Lifelong Learning & General Secretariat for Communication & Media)
 - Philosophy of Games (Sep 2018)
 - Psychology & Videogames (Sep 2018)

School of Film, Faculty of Fine Arts, Aristotle University of Thessaloniki

- Seminar Courses | “Development of Digital Games” (General Secretariat for Lifelong Learning & General Secretariat for Communication & Media)

- Philosophy of Games (Oct 2018)
- Psychology & Videogames (Oct 2018)

Publications

Dissertations

- [D1] **E. Dzardanova**, “Body Ownership Illusion in Virtual Reality: The Impact of Social Context”. M.Sc. Thesis, Department of Cultural Technology and Communication, UoA | Mytilene, Greece, Feb. 2017.

Editorials

- [E1] D. Gavalas, S. Sylaiou, V. Kasapakis and **E. Dzardanova**, “Special issue on virtual and mixed reality in culture and heritage”, *Personal and Ubiquitous Computing*, 24, pp. 813-814, 2020.
<https://doi.org/10.1007/s00779-020-01377-4>

Peer Reviewed International Scientific Journals

- [J1] V. Kasapakis and **Dzardanova, E**, “Virtual reality learning environments: using high-fidelity avatars to enhance distance learning experience”, *Interactive Learning Environments*, pp. 1-14, 2022. IF: 4.965.
<https://doi.org/10.1080/10494820.2022.2146140>
- [J2] **E. Dzardanova** and V. Kasapakis, “Virtual Reality: A Journey from Vision to Commodity”, *Annals of History of Computing*, pp. 1-13, 2022. IF: 0.619.
<https://doi.org/10.1109/MAHC.2022.3208774>
- [J3] **E. Dzardanova**, V. Kasapakis, D. Gavalas and S. Sylaiou. “Virtual reality as a communication medium: a comparative study of forced compliance in virtual reality versus physical world”, *Virtual Reality*, 21:1, pp. 737-757, 2021. IF: 5.095.
<https://doi.org/10.1007/s10055-021-00564-9>
- [J4] S. Sylaiou, V. Kasapakis, D. Gavalas and **E. Dzardanova**, “Avatars as storytellers: Affective narratives in virtual museums,” *Personal and Ubiquitous Computing*, vol. 24, no. 6, pp. 829-841, 2020. IF: 2.395.
<https://doi.org/10.1007/s00779-019-01358-2>
- [J5] **E. Dzardanova**, V. Kasapakis and D. Gavalas, “On the Effect of Social Context in Virtual Reality: An Examination of the Determinants of Human Behavior in Shared Immersive Virtual Environments”, *Consumer Electronics Magazine*, 7:4, pp. 44-52, 2018. IF: 3.789.
<https://doi.org/10.1109/MCE.2018.2816204>

Encyclopedias

- [EN1] **E. Dzardanova**, V. Kasapakis and D. Gavalas, "Social Virtual Reality", in N. Lee (eds) *Encyclopedia of Computer Graphics and Games*, Springer, Cham, March 2018.
https://doi.org/10.1007/978-3-319-08234-9_204-1
- [EN2] V. Kasapakis, **E. Dzardanova** and D. Gavalas, "Mixed Reality", in N. Lee (eds) *Encyclopedia of Computer Graphics and Games*, Springer, Cham, May 2018.
https://doi.org/10.1007/978-3-319-08234-9_205-1

- [EN3] V. Kasapakis, D. Gavalas and E. **Dzardanova**, "3D Modelling through Photogrammetry in Cultural Heritage", in N. Lee (eds) *Encyclopedia of Computer Graphics and Games*, Springer, Cham, June 2018.
https://doi.org/10.1007/978-3-319-08234-9_206-1
- [EN4] V. Kasapakis, D. Gavalas and E. **Dzardanova**, "Mobile Persuasive Applications. In: Lee, N. (eds) *Encyclopedia of Computer Graphics and Games*", in N. Lee (eds) *Encyclopedia of Computer Graphics and Games*, Springer, Cham, June 2018.
https://doi.org/10.1007/978-3-319-08234-9_207-1

Peer Reviewed International Conferences

- [C1] E. **Dzardanova** and V. Kasapakis, "First Impressions Matter! IVR Haptic Feedback Effect on User Perception Towards Non-Player Characters", in *FDG '22: Proceedings of the of the 17th International Conference on the Foundations of Digital Games (ACM)*, pp. 1-3, September 2022.
<https://doi.org/10.1145/3555858.3555911>
- [C2] E. **Dzardanova** and V. Kasapakis, "Does having a virtual body make a difference during cinematic VR experiences?", in *MMVE '22: Proceedings of the 14th International Workshop on Immersive Mixed and Virtual Environment Systems (ACM)*, pp. 1-4, June 2022.
<https://doi.org/10.1145/3534086.3534329>
- [C3] V. Kasapakis, E. **Dzardanova**, V. Nikolakopoulou, & S. Vosinakis. "Evaluation of a Virtual Reality Learning Environment testbed and Non-Verbal Cue Integration", in *IMET '22: Proceedings of the International Conference on Interactive Media, Smart Systems and Emerging Technologies (IEEE)*. pp. 1-2, October 2022.
<https://doi.org/10.1109/IMET54801.2022.9929618>
- [C4] V. Kasapakis, E. **Dzardanova**, S. Vosinakis, & K. Psarrou. "Language in Immersive VR: Design, Development, and Evaluation of a Testbed Prototype", in *VRST '22: Proceedings of the 28th Symposium on Virtual Reality Software and Technology (ACM)*. pp. 1-2, November 2022.
<https://doi.org/10.1145/3562939.3565676>
- [C5] V. Kasapakis, E. **Dzardanova**, V. Nikolakopoulou, S. Vosinakis, I. Xenakis and D. Gavalas, "Exploring non-verbal cues and user attention in IVR with eye tracking technologies", in *MMVE '22: Proceedings of the 14th International Workshop on Immersive Mixed and Virtual Environment Systems (ACM)*, pp. 47-50, June 2022.
<https://doi.org/10.1145/3534086.3534337>
- [C6] E. **Dzardanova** and V. Kasapakis, "Preliminary evaluation of an IVR user experience design model using eye-tracking attention measurements", in *2022 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)*, pp. 822-823, April 2022.
<https://doi.org/10.1109/VRW55335.2022.00262>
- [C7] V. Kasapakis, E. **Dzardanova**, V. Nikolakopoulou, S. Vosinakis, I. Xenakis, and D. Gavalas, "Social Virtual Reality: Implementing Non-verbal Cues in Remote Synchronous Communication," in *International Conference on Virtual Reality and Mixed Reality*, pp. 152-157, Springer, Cham, 2021.
https://doi.org/10.1007/978-3-030-90739-6_10
- [C8] V. Kasapakis and E. **Dzardanova**, "Using high fidelity avatars to enhance learning experience in virtual learning environments", in *2021 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)*, pp. 645-646 (IEEE), March 2021.
<https://doi.org/10.1109/VRW52623.2021.00205>
- [C9] S. Sylaiou, V. Kasapakis, E. **Dzardanova** and D. Gavalas, "Assessment of Virtual Guides' Credibility in Virtual Museum Environments", in *Proceedings of the 6th International Conference on Augmented Reality, Virtual Reality and Computer Graphics (AVR '19)*, pp. 230-238 (Springer, Cham), June 2019.
https://doi.org/10.1007/978-3-030-25999-0_20
- [C10] E. **Dzardanova**, V. Kasapakis, D. Gavalas and S. Sylaiou, "Exploring aspects of obedience in VR-mediated communication", in *2019 Eleventh International Conference on Quality of Multimedia Experience (QoMEX)*, pp. 1-3 (IEEE), June 2019.
<https://doi.org/10.1109/QoMEX.2019.8743196>

- [C11] S. Sylaiou, V. Kasapakis, **E. Dzardanova**, and D. Gavalas, “Leveraging Mixed Reality Technologies to Enhance Museum Visitor Experiences”, in 2018 *International Conference on Intelligent Systems (IS)*, pp. 595-601 (IEEE), May 2019. <https://doi.org/10.1109/IS.2018.8710530>
- [C12] V. Kasapakis, **E. Dzardanova**, D. Gavalas and S. Sylaiou, “Remote Synchronous Interaction in Mixed Reality Gaming Worlds”, in *MMVE '18: Proceedings of the 10th International Workshop on Immersive Mixed and Virtual Environment Systems, co-located with ACM Multimedia Systems Conference (MMSys'2018)*, pp. 13-15 (ACM), June 2018. <https://doi.org/10.1145/3210438.3210441>
- [C13] V. Kasapakis, D. Gavalas and **E. Dzardanova**, “Robust Outdoors Marker-Based Augmented Reality Applications: Mitigating the Effect of Lighting Sensitivity”, in *Proceedings of the 5th International Workshop on Augmented Reality, Virtual Reality and Computer Graphics (AVR '18)*, pp. 423-431 (Springer, Cham), July 2018. https://doi.org/10.1007/978-3-319-95270-3_36
- [C14] V. Kasapakis, **E. Dzardanova** and C. Paschalidis, “Conceptual and Technical Aspects of Full-Body Motion Support in Virtual and Mixed Reality”, in *Proceedings of the 5th International Workshop on Augmented Reality, Virtual Reality and Computer Graphics (AVR '18)*, pp. 668-682 (Springer, Cham), July 2018. https://doi.org/10.1007/978-3-319-95282-6_47
- [C15] V. Kasapakis, D. Gavalas and **E. Dzardanova**, “Creating Room-Scale Interactive Mixed-Reality Worlds Using Off-the-Shelf Technologies”, in *Proceedings of the 14th International Conference on Advances in Computer Entertainment Technology (ACE '17)*, pp. 1-13 (Springer, Cham) February 2018. https://doi.org/10.1007/978-3-319-76270-8_1
- [C16] **E. Dzardanova**, V. Kasapakis and D. Gavalas, “Affective Impact of Social Presence in Immersive 3D Virtual Worlds”, in 2017 *IEEE Symposium on Computers and Communications (ISCC)*, pp. 6-11 (IEEE), September 2017. <https://doi.org/10.1109/ISCC.2017.8024496>