

Authors	Title	Journal/Conference	Year
Dzardanova, Elena; Kasapakis, Vlasios; Gavalas, Damianos; Sylaiou, Stella;	Virtual reality as a communication medium: a comparative study of forced compliance in virtual reality versus physical world	Virtual Reality	2022
Dzardanova, Elena; Kasapakis, Vlasios;	Preliminary evaluation of an IVR user experience design model using eye-tracking attention measurements	2022 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)	2022
Kasapakis, Vlasios; Dzardanova, Elena; Nikolakopoulou, Vasiliki; Vosinakis, Spyros; Xenakis, Ioannis; Gavalas, Damianos;	Exploring non-verbal cues and user attention in IVR with eye tracking technologies	Proceedings of the 14th International Workshop on Immersive Mixed and Virtual Environment Systems	2022
Dzardanova, Elena; Kasapakis, Vlasios;	Does having a virtual body make a difference during cinematic vr experiences?	Proceedings of the 14th International Workshop on Immersive Mixed and Virtual Environment Systems	2022
Gavalas, Damianos; Kasapakis, Vlasios; Kavakli, Evangelia; Koutsabasis, Panayiotis; Catapoti, Despina; Vosinakis, Spyros;	ARtefact: A Conceptual Framework for the Integrated Information Management of Archaeological Excavations	Extended Reality: First International Conference, XR Salento 2022, Lecce, Italy, July 6–8, 2022, Proceedings, Part II	2022
Dzardanova, Elena; Kasapakis, Vlasios;	Virtual Reality: A Journey from Vision to Commodity	IEEE Annals of the History of Computing	2022
Kasapakis, Vlasios; Dzardanova, Elena; Nikolakopoulou, Vasiliki; Vosinakis, Spyros;	Evaluation of a Virtual Reality Learning Enviroment testbed and Non-Verbal Cue Integration	2022 International Conference on Interactive Media, Smart Systems and Emerging Technologies (IMET)	2022
Dzardanova, Elena; Kasapakis, Vlasios;	First Impressions Matter! IVR Haptic Feedback Effect on User Perception Towards Non-Player Characters.	Proceedings of the 17th International Conference on the Foundations of Digital Games	2022
Malouta, Alexandra; Chrysanthi, Angeliki; Kasapakis, Vlasios;	Herstory: an AR storytelling application presenting women's heroic lives in public space	2022 International Conference on Interactive Media, Smart Systems and Emerging Technologies (IMET)	2022
Kasapakis, Vlasios; Dzardanova, Elena;	Virtual reality learning environments: using high-fidelity avatars to enhance distance learning experience	Interactive Learning Environments	2022
Marios, Ioannidis; Kasapakis, Vlasios;	Experience Variations Between Immersive and Non-Immersive RPGs	Proceedings of the 28th ACM Symposium on Virtual Reality Software and Technology	2022
Dzardanova, Elena; Kasapakis, Vlasios; Vosinakis, Spyros; Psarrou, Konstantina;	Sign Language in Immersive VR: Design, Development, and Evaluation of a Testbed Prototype	Proceedings of the 28th ACM Symposium on Virtual Reality Software and Technology	2022
Vasilogamvros, Panagiotis; Kasapakis, Vlasios;	The Effect of In-Game Advertising on Non-Immersive Game Experience	2022 IEEE Games, Entertainment, Media Conference (GEM)	2022
Neamoniti, Sophia; Kasapakis, Vlasios;	Hand Tracking vs Motion Controllers: The effects on Immersive Virtual Reality Game Experience	2022 IEEE International Symposium on Multimedia (ISM)	2022
Agelada, Androniki; Rizopoulos, Giorgos; Flamos, Isidoros; Kasapakis, Vlasios;	Users as Craftspeople: Demonstrating Traditional Crafts using Interactive Immersive Virtual Reality	2022 IEEE International Conference on Artificial Intelligence and Virtual Reality (AIVR)	2022

Bourg, Lorena; Chatzidimitris, Thomas; Chatzigiannakis, Ioannis; Gavalas, Damianos; Giannakopoulou, Kalliopi; Kasapakis, Vlasios; Konstantopoulos, Charalampos; Kypriadis, Damianos; Pantziou, Grammati; Zaroliagis, Christos;	Enhancing shopping experiences in smart retailing	Journal of Ambient Intelligence and Humanized Computing	2021
Kasapakis, Vlasios; Dzardanova, Elena;	Using High Fidelity Avatars to Enhance Learning Experience in Virtual Learning Environments	IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR)	2021
Kasapakis, Vlasios; Dzardanova, Elena; Nikolakopoulou, Vasiliki; Vosinakis, Spyros; Xenakis, Ioannis; Gavalas, Damianos;	Social Virtual Reality: Implementing non-verbal cues in remote synchronous communication	Virtual Reality and Mixed Reality: 18th EuroXR International Conference, EuroXR 2021, Milan, Italy, November 24–26, 2021, Proceedings 18	2021
Gavalas, Damianos; Sylaiou, Stella; Kasapakis, Vlasios; Dzardanova, Elena;	Special issue on virtual and mixed reality in culture and heritage	Personal and Ubiquitous Computing	2020
Sylaiou, Stella; Kasapakis, Vlasios; Gavalas, Damianos; Dzardanova, Elena;	Avatars as storytellers: Affective narratives in virtual museums	Personal and Ubiquitous Computing	2020
Chatzidimitris, Thomas; Gavalas, Damianos; Kasapakis, Vlasios; Konstantopoulos, Charalampos; Kypriadis, Damianos; Pantziou, Grammati; Zaroliagis, Christos;	A location history-aware recommender system for smart retail environments	Personal and Ubiquitous Computing	2020
Vassilakis, Costas; Kotis, Konstantinos; Spiliotopoulos, Dimitris; Margaris, Dionisis; Kasapakis, Vlasios; Anagnostopoulos, Christos-Nikolaos; Santipantakis, Georgios; Vouros, George A; Kotsilieris, Theodore; Petukhova, Volha;	A semantic mixed reality framework for shared cultural experiences ecosystems	Big Data and Cognitive Computing	2020
Gavalas, Damianos; Giannakopoulou, Kalliopi; Kasapakis, Vlasios; Kehagias, Dionisis; Konstantopoulos, Charalampos; Kontogiannis, Spyros; Kypriadis, Damianos; Pantziou, Grammati; Paraskevopoulos, Andreas; Zaroliagis, Christos;	Renewable Mobility in Smart Cities: TheMOVESMART Approach	Smart Technologies for Smart Cities	2020
Papadopoulou, Ermioni-Eirini; Kasapakis, Vlasios; Vasilakos, Christos; Papakonstantinou, Apostolos; Zouros, Nikolaos; Chroni, Athanasia; Soulakellis, Nikolaos;	Geovisualization of the excavation process in the Lesvos petrified forest, Greece using augmented reality	ISPRS International Journal of Geo-Information	2020
Dzardanova, Elena; Kasapakis, Vlasios; Gavalas, Damianos; Lee, N;	Social Virtual Reality.		2019
Kasapakis, Vlasios; Gavalas, Damianos; Dzardanova, Elena;	Mixed Reality.		2019
Dzardanova, Elena; Kasapakis, Vlasios; Gavalas, Damianos; Sylaiou, Stella;	Exploring aspects of obedience in VR-mediated communication	2019 Eleventh International Conference on Quality of Multimedia Experience (QoMEX)	2019

Sylaiou, Stella; Kasapakis, Vlasios; Dzardanova, Elena; Gavalas, Damianos;	Assessment of virtual guides' credibility in virtual museum environments	Augmented Reality, Virtual Reality, and Computer Graphics: 6th International Conference, AVR 2019, Santa Maria al Bagno, Italy, June 24–27, 2019, Proceedings, Part II 6	2019
Bourg, Lorena; Chatzidimitris, Thomas; Chatzigianakis, Ioannis; Gavalas, Damianos; Giannakopoulou, Kalliopi; Kasapakis, Vlasios; Konstantopoulos, Charalampos; Kypriadis, Damianos; Pantziou, Grammati; Zaroliagis, Christos;	Enhanced buying experiences in smart cities: the SMARTBUY approach	Ambient Intelligence: 15th European Conference, Aml 2019, Rome, Italy, November 13–15, 2019, Proceedings 15	2019
Nika, Chrysanthi; Varelas, Ioannis; Bubaris, Nikos; Kasapakis, Vlasios;	Interactive spatial storytelling for location-based games: a case study	Games and Learning Alliance: 8th International Conference, GALA 2019, Athens, Greece, November 27–29, 2019, Proceedings 8	2019
Chatzidimitris, Thomas; Gavalas, Damianos; Kasapakis, Vlasios; Konstantopoulos, Charalampos; Kypriadis, Damianos; Pantziou, Grammati; Zaroliagis, Christos;	A location history-aware retail product recommender system	2019 International Conference on Wireless and Mobile Computing, Networking and Communications (WiMob)	2019
Kasapakis, Vlasios; Gavalas, Damianos; Sylaiou, Styliani; Dzardanova, Elena;	Exploring aspects of obedience in VR-mediated communication	2019 Eleventh International Conference on Quality of Multimedia Experience (QoMEX)	2019
Kasapakis, Vlasios; Gavalas, Damianos; Dzardanova, Elena;	Creating room-scale interactive mixed-reality worlds using off-the-shelf technologies	Advances in Computer Entertainment Technology: 14th International Conference, ACE 2017, London, UK, December 14-16, 2017, Proceedings 14	2018
Kasapakis, Vlasios; Dzardanova, Elena; Gavalas, Damianos; Sylaiou, Stella;	Remote synchronous interaction in mixed reality gaming worlds	Proceedings of the 10th International Workshop on Immersive Mixed and Virtual Environment Systems	2018
Dzardanova, Elena; Kasapakis, Vlasios; Gavalas, Damianos;	On the effect of social context in virtual reality: An examination of the determinants of human behavior in shared immersive virtual environments	IEEE Consumer Electronics Magazine	2018
Kasapakis, Vlasios; Dzardanova, Elena; Paschalidis, Charalabos;	Conceptual and technical aspects of full-body motion support in virtual and mixed reality	Augmented Reality, Virtual Reality, and Computer Graphics: 5th International Conference, AVR 2018, Otranto, Italy, June 24–27, 2018, Proceedings, Part II 5	2018
Kasapakis, Vlasios; Gavalas, Damianos; Elena, Dzardanova;	Robust outdoors marker-based augmented reality applications: Mitigating the effect of lighting sensitivity	Augmented Reality, Virtual Reality, and Computer Graphics: 5th International Conference, AVR 2018, Otranto, Italy, June 24–27, 2018, Proceedings, Part I 5	2018
Gavalas, Damianos; Giannakopoulou, Kalliopi; Kasapakis, Vlasios; Kehagias, Dionisis; Konstantopoulos, Charalampos; Kontogiannis, Spyros; Kypriadis, Damianos; Pantziou, Grammati; Paraskevopoulos, Andreas; Zaroliagis, Christos;	Renewable mobility in smart cities: Cloud-based services	2018 IEEE Symposium on Computers and Communications (ISCC)	2018
Sylaiou, Stella; Kasapakis, Vlasios; Dzardanova, Elena; Gavalas, Damianos;	Leveraging mixed reality technologies to enhance museum visitor experiences	2018 international conference on intelligent systems (IS)	2018

Kasapakis, Vlasios; Gavalas, Damianos;	Occlusion handling in outdoors augmented reality games	Multimedia Tools and Applications	2017
Gavalas, Damianos; Kasapakis, Vlasios; Konstantopoulos, Charalampos; Pantziou, Grammati; Vathis, Nikolaos;	Scenic route planning for tourists	Personal and Ubiquitous Computing	2017
Dibbelt, Julian; Konstantopoulos, Charalampos; Wagner, Dorothea; Gavalas, Damianos; Kontogiannis, Spyros; Zaroliagis, Christos; Kasapakis, Vlasios; Pantziou, Grammati;	Multimodal route and tour planning in urban environments	2017 IEEE Symposium on Computers and Communications (ISCC)	2017
Ioannidi, Anastasia; Gavalas, Damianos; Kasapakis, Vlasios;	Flaneur: Augmented exploration of the architectural urban scape	2017 IEEE Symposium on Computers and Communications (ISCC)	2017
Dzardanova, Elena; Kasapakis, Vlasios; Gavalas, Damianos;	Affective impact of social presence in immersive 3D virtual worlds	2017 IEEE Symposium on Computers and Communications (ISCC)	2017
Kasapakis, Vlasios; Gavalas, Damianos;	Revisiting design guidelines for pervasive games	International Journal of Pervasive Computing and Communications	2017
Kasapakis, Vlasios; Gavalas, Damianos;	User-generated content in pervasive games	Computers in Entertainment (CIE)	2017
Dzardanova, E; Kasapakis, V; Gavalas, D;	On the effect of social context in virtual reality		2017
Gavalas, Damianos; Kasapakis, Vlasios; Pantziou, Grammati; Konstantopoulos, Charalampos; Vathis, Nikolaos; Mastakas, Konstantinos; Zaroliagis, Christos;	Scenic Athens: A personalized scenic route planner for tourists	2016 IEEE Symposium on Computers and Communication (ISCC)	2016
Vlasios, Kasapakis;	Pervasive Role Playing Games: Design, Development and Evaluation of a Research Prototype		2016
Kasapakis, Vlasios;	Pervasive role playing games: development and evaluation of a research prototype		2016
Kasapakis, Vlasios; Gavalas, Damianos; Galatis, Panagiotis;	An efficient geometric approach for occlusion handling in outdoors augmented reality applications	Augmented Reality, Virtual Reality, and Computer Graphics: Third International Conference, AVR 2016, Lecce, Italy, June 15-18, 2016. Proceedings, Part I 3	2016
Kasapakis, Vlasios A;	Pervasive role playing games: design, development and evaluation of a research prototype		2016
Kasapakis, Vlasios; Gavalas, Damianos;	Investigating the effect of User Generated Content in pervasive games	2016 IEEE Symposium on Computers and Communication (ISCC)	2016
Kasapakis, Vlasios; Gavalas, Damianos; Galatis, Panagiotis;	Augmented reality in cultural heritage: Field of view awareness in an archaeological site mobile guide	Journal of Ambient Intelligence and Smart Environments	2016
Galatis, Panagiotis; Gavalas, Damianos; Kasapakis, Vlasios; Pantziou, Grammati E; Zaroliagis, Christos D;	Mobile Augmented Reality Guides in Cultural Heritage.	MobiCASE	2016
Kasapakis, Vlasios; Gavalas, Damianos;	Pervasive gaming: Status, trends and design principles	Journal of Network and Computer Applications	2015

Chatzidimitris, Thomas; Gavalas, Damianos; Kasapakis, Vlasios;	PacMap: transferring PacMan to the physical realm	Internet of Things. User-Centric IoT: First International Summit, IoT360 2014, Rome, Italy, October 27-28, 2014, Revised Selected Papers, Part I	2015
Kasapakis, Vlasios; Gavalas, Damianos; Bubaris, Nikos;	Pervasive games field trials: recruitment of eligible participants through preliminary game phases	Personal and Ubiquitous Computing	2015
Gavalas, Damianos; Kasapakis, Vlasios; Konstantopoulos, Charalampos; Pantziou, Grammati; Vathis, Nikolaos; Zaroliagis, Christos;	The eCOMPASS multimodal tourist tour planner	Expert systems with Applications	2015
Kasapakis, Vlasios; Gavalas, Damianos; Chatzidimitris, Thomas;	Evaluation of pervasive games: recruitment of qualified participants through preparatory game phases	Internet of Things. User-Centric IoT: First International Summit, IoT360 2014, Rome, Italy, October 27-28, 2014, Revised Selected Papers, Part I	2015
Gavalas, Damianos; Kasapakis, Vlasios; Guo, Bin;	Theme issue on mobile and pervasive games	Personal and Ubiquitous Computing	2015
Kasapakis, Vlasios; Gavalas, Damianos;	Geolocative Raycasting for real-time buildings detection in pervasive games	2015 international workshop on network and systems support for games (netgames)	2015
Kasapakis, Vlasios; Gavalas, Damianos;	Determining Field of View in Outdoors Augmented Reality Applications	Ambient Intelligence: 12th European Conference, Aml 2015, Athens, Greece, November 11-13, 2015, Proceedings 12	2015
Kasapakis, Vlasios; Gavalas, Damianos;	Blending history and fiction in a pervasive game prototype	Proceedings of the 13th International Conference on Mobile and Ubiquitous Multimedia	2014
Kasapakis, Vlasios; Gavalas, Damianos;	Design Aspects and Context Awareness in Pervasive Games	Creating Personal, Social, and Urban Awareness through Pervasive Computing	2014
Gavalas, Damianos; Kasapakis, Vlasios; Konstantopoulos, Charalampos; Pantziou, Grammati; Vathis, Nikolaos; Zaroliagis, Christos;	A personalized multimodal tourist tour planner	Proceedings of the 13th International Conference on Mobile and Ubiquitous Multimedia	2014
Kasapakis, Vlasios; Gavalas, Damianos; Bubaris, Nikos;	Pervasive games research: a design aspects-based state of the art report	Proceedings of the 17th panhellenic conference on informatics	2013
Gavalas, Damianos; Kasapakis, Vlasios; Konstantopoulos, Charalampos; Mastakas, Konstantinos; Pantziou, Grammati;	A survey on mobile tourism recommender systems	2013 third international conference on communications and information technology (ICCIT)	2013
Kasapakis, Vlasios; Gavalas, Damianos; Bubaris, Nikos;	Addressing openness and portability in outdoor pervasive role-playing games	2013 Third International Conference on Communications and Information Technology (ICCIT)	2013