

PERSONAL INFORMATION

Angeliki Malakasioti

📍 Psychari 14, 11141 Athens (Greece)

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💬 Skype Angeliki Malakasioti

Sex Female | Date of birth 01 January 1983

🌐 <https://digitalartcourses.wixsite.com/angeliki-malakasioti>
<https://avarts.ionio.gr/gr/department/people/559-malakasioti/>

EDUCATION AND TRAINING

2009–2016

Doctor of Philosophy (PhD)

Department of Architecture – University of Thessaly, Volos (Greece)

Title: *Anatomy of the Digital Body – Spatial Aspects of the Self and the Intangible on the Web*

Graduated with Honours

2007–2008

Postgraduate studies: MArch Architectural Design
AVATAR | Advanced Virtual And Technological Architectural
Research

Bartlett School of Architecture, Faculty of the Built Environment, University College London, (United Kingdom)

Graduated with Distinction

2000–2006

Dip. of Architecture

Department of Architecture, Aristotle University of Thessaloniki (Greece)

ACADEMIC EXPERIENCE

Academic Rank

2019, Assistant Professor

Field: Digital and Graphic Arts

Department of Audio and Visual Arts, Ionian University of Corfu

<https://avarts.ionio.gr/gr/department/people/559-malakasioti/>

Teaching experience
in undergraduate studies

As Assistant Professor

Course: [VIS430] Graphic Arts I - Visual Identity

Academic Year: 2020-2021, 2022-2023, 2023-2024

Course: [VIS847] 3D Modelling and Composition

Academic Year: 2020-2021, 2022-2023, 2023-2024

Course: [AVA930] Atmospheres: Visual Language and Conceptual Design

Academic Year: 2020-2021, 2023-2024

Course: [VIS530] Graphic Arts II - Visual Narration

Academic Year: 2020-2021, 2023-2024

Adjunct Instructor in the Department of Audio and Visual Arts, Ionian University of Corfu

Course: Research Methodologies in Arts

Academic Year: 2019-2020

Course: History of Digital Arts

Academic Year: 2019-2020

Course: Materials, Techniques and Media of Artistic Practice

Academic Year: 2019-2020

Adjunct Instructor in the Department of Architecture, Aristotle University of Thessaloniki

Course: Insights: Architecture of Specialized Buildings / Transcendental Spaces and Digital Culture

Academic Year: 2018-2019

Course: Digital Media Design, Spaces of the Mind

Academic Year: 2018-2019

Adjunct Instructor in the Department of Architecture, University of Thessaly

Track: Audiovisual Arts - Special Topics of Representation

Course: Digital Totems - Transcendental representations and digital media

Academic Year: 2017-2018

Assistant Tutor in the following courses of the Department of Architecture, University of Thessaly:

Course: Architectural Design III-V Z: Digital Landscapes

Professor: S. Papadopoulos Academic Year: 2013-2014

Course: Narratives and Spatial Representations. Architecture and Video Games

Professor: S. Papadopoulos Academic Year: 2012-2013

Course: Architectural Design I

Professor: S. Papadopoulos Academic Year: 2012-2013

Course: Architectural Design Studio VII | Athens Ground

Professors: A. Antonas, Z. Kotionis, F. Oreopoulos Academic Year: 2011-2012

Course: Image – Sound – Multimedia II

Professors: S. Papadopoulos, A. Psychoulis Academic Year: 2009-2010, 2010-2011, 2012-2013

Course: Architectural Design Studio VII | Central Void - Void and Reserve

Professors: A. Antonas, Z. Kotionis, K. Panigiris, F. Oreopoulos Academic Year: 2010-2011

Course: The Dream Mechanism (Formative Arts)

Professor: A. Psychoulis Academic Year: 2008-2009 2009-2010

Course: Art and Contemporary Technology

Professors: S. Papadopoulos, A. Psychoulis Academic Year: 2009-2010, 2011-2012

Teaching experience
in postgraduate studies

As Assistant Professor in the Department of Audio and Visual Arts, Ionian University of Corfu, Postgraduate program 'Audiovisual Arts in the Digital Age'

Course: Digital Illustration – Motion Graphics

2020-2021 in collaboration with k. Tiligadis, F. Raftopoulos

Course: Art of the Moving Image

2020-2021, 2022-2023, 2023-2024 in collaboration with k. Tiligadis, F. Raftopoulos, N. Kokkalis

Adjunct Instructor in the Joint postgraduate program: "Information and Communication Technologies in Education", Department of Education and Early Childhood Education, National and Kapodistrian University of Athens

Course: "Moving image as an expression and communication medium"

Co-teaching with professor S. Papadopoulos, Academic Year: 2014-2016

Assistant Tutor in the postgraduate Architectural Design Studio III – decaARCHITECTURE, Postgraduate Course in Architectural Design, Department of Architecture / University of Thessaly, Theme: 'Machines of Civic Pleasure' Academic Year: 2009-2010

Curriculum Vitae

Teaching experience in international workshops

Instructor in the **International Workshop ‘Changing Landscapes - Mediterranean Sensitive Areas Design’**, Erasmus IP, Volos,
Department of Architecture / University of Thessaly, June 2011

Supervision

Member of 3 PhD advisory boards
2 undergraduate full theses and
3 individual research student projects
currently supervising 10 full theses

Invited Lectures

Participation in “Modified: Book launch”

Social Fictions Conference, Crown College, University of California at Santa Cruz, 2021

“Sound and Light 1821- 2021: Presentation of projection Mapping for the 200 years Anniversary of the Greek revolution”, Ionian University, Corfu, 2021

“Melancholia: Sadness and Beauty in Video Game Environments”

Lecture at Tulane Philosophy Club, Department of Philosophy, School of Liberal Arts,
Tulane University, New Orleans, Year: 2020

“Interpretations of Melancholy in Electronic Game Environments”

Course: Interactive Digital Environments, Professors: Sitorengo, A., Tiligadis, K., Tsioutas,
Postgraduate Program: Interior Architecture: Sustainable and Social Design, K., Department of Interior
Architecture, Decorative Arts & Design, Technological Education Institute of Athens,
Academic Year: 2019-2020

PhD presentation: a methodology

Course: The moving image as an expression and communication medium, Professor: S.
Papadopoulos

Joint postgraduate program: Information and Communication Technologies in Education
Academic Year: 2017-2018

Anatomy of the Digital Body. Spatial aspects of the intangible.

Course: Interdisciplinary research, Professors: F. Giannisi, S. Papadopoulos, A. Tsagrasouli, F.
Oraiopoulos

Department of Architecture, University of Thessaly
Academic Year: 2014-2015

The Metaphysics of Avatar

Course: Architecture for other places, Professor: F. Vavili
Department of Architecture, Aristotle University of Thessaloniki
Academic Year: 2012-2013

Representations and Spatial Narratives

Course: The moving image as an expression and communication medium, Professor: S.
Papadopoulos

Joint postgraduate program: Information and Communication Technologies in Education
Academic Year: 2012-2013

Space in Video Games

Course: The moving image as an expression and communication medium, Professor: S.
Papadopoulos

Joint postgraduate program: Information and Communication Technologies in Education
Academic Year: 2011-2012

Broadcast Yourself – Scenarios of the Self in the Digital Era

Course: Architecture for other places, Professor: F. Vavili
Department of Architecture, Aristotle University of Thessaloniki

Academic Year: 2011-2012

Synaptic Scenarios

Course: Architecture for other places, Professor: F. Vavili
Department of Architecture, Aristotle University of Thessaloniki

Academic Year: 2010-2011

Mapping a Hallucinatory Moment

Course: Architecture for other places, Professor: F. Vavili
Department of Architecture, Aristotle University of Thessaloniki
Academic Year: 2008-2009

Audiovisual Representation of the Other Body

Course: Art and Contemporary technology, Professors: S.Papadopoulos, A. Psychoulis
Department of Architecture, University of Thessaly
Academic Year: 2008-2009

Research activity

Participation in the program: Digital Browsing Guide with the Use of Augmented Reality and Holograms” Operational Program "Ionian Islands 2014-2020
Scientific Director: Yannis Delligiannis, Ionian University

Member of Research Team, in the program: Representations and Interaction with Greek Landscape in Video Games

Scientific Director: S. Papadopoulos, Department of Architecture, University of Thessaly, Greece, 2018-2020

Research Member, INARTS Interactive Arts Lab, Department of Audio and Visual Arts/School of Music and AudioVisual Arts/Ionian University/Greece, 2019-present

PostDoctoral research “From the architecture of melancholy to video game design: the question of space”, Aristotle University of Thessaloniki, 2017-2019, supported by the State Scholarships Foundation

Member of the research Laboratory of Multimodal Design and Research of Hybrid Environments, 2014 - present

Department of Architecture / University of Thessaly, <http://escapelab.net/>

Member of the research Laboratory of Environmental Communication and Audiovisual Documentation, 2014 - present

Department of Architecture/School of Engineering/University of Thessaly/Greece, <http://lecad.arch.uth.gr/en/>

Research Project – Urban Landscapes in Videogames. Representations and Spatial Narratives.

Scientific Director: S. Papadopoulos, Department of Architecture / University of Thessaly, 2011-2013
<http://www.arch.uth.gr/urbanlandscapesinvideogames>

Participation in conferences

"A fallen dialogue: The creation of a soundscape in electronic poetry", 6th Conference on Acoustic Ecology, Film Department of the School of Fine Arts of the Aristotle University of Thessaloniki in collaboration with the Hellenic Society of Acoustic Ecology, 2021, in collaboration with Loufopoulos, A.

"Self:Nous:Space Visual and Textual Metaphors of Digital Experience", Art Machines 2, International Symposium on Machine Learning and Art, Tokyo, 2021

"Design Studios: For/Through/Within technological transcendencies", Conference Uncommon Senses III: The Future of the Senses, Concordia University, Montreal, Canada, 6-9 May, 2021

"Digital Selfhood and its Mental Spatialities: Abstracts of Textual Constructs", Electronic Literature Conference 2021 ELO 2021 Conference and Festival: Platform (Post?) Pandemic, Aarhus, 2021

"Transcendental Spaces and Digital Culture", Symposium, "And yet it moves 2019: Consumable Bodies", University of Thessaly, 2019, Volos

"The art of Melancholy. Decoding Affective Spatialities in Videogame environments", DCAC 2019, Digital Culture and Audiovisual Challenges, Interdisciplinary Creativity in Arts and Technology, Corfu

"Travelling Exhibition: Idea - Ancient Greek Science and Tchnology", 1st International Conference TMM_CH, Transdisciplinary Multispectral Modelling and Cooperation for the Preservation of Cultural Heritage, 2018, Eugenides Foundation, Athens

"Melancholic Architectures: The Case of Video Games", Moving Images - Static Spaces. Architectures, Media, Film, Communication, Digital Art and Design", Amps Conference, 2018, Istanbul

"Video game environments and depression: healing aspects of contemporary digital spaces",

Curriculum Vitae

Health: The Design, Planning and Politics of How and Where We Live, Amps Conference, 2018, Bristol

“The identity of the Greek landscape in video games”, 2nd Panhellenic Place Marketing and Place Branding Conference, 2017, Larisa

“Dialogue 2 - The future of ambiances”, 3rd International Congress on Ambiances, 2016, Volos

“Educating 20.000.000 urban planners: videogames as a multimodal educational tool for urban planning”, Greek Conference on Urban Planning, Regional Planning and Regional Development, 2015, Volos

“Electronic Game Environments and Educational Applications in Architecture”, symposium “Digital Media and Cultural Heritage”, 2015, Volos

“Double Cities - Rereading the real-life Metropolis behind the screen”, EURAU 14, Composite Cities, European Symposium on Research in Architecture and Urban Design, 2014, Istanbul

“The Urban Landscape in Video Games. Representations and Spatial Narratives”, International symposium “Multimedia databases as narrative mechanism”, 2013, Volos

Presentation of individual research, 1st meeting of Doctoral research of the Polytechnic School, University of Thessaly, 2013

“Spatial Stimuli in Video Games. An Audio-Visual Breakdown.”, International Conference on Sound Spaces and Audiovisual Spaces: Creation, Representation and Design, 2013, Madrid

“CLOUDS. Urban Landscapes in Video Games – Representations and Spatial Narratives”, The Hybrid City II: Subtle rEvolutions, 2013, Athens

“Direct it- Arcade games as a qualitative urban weave”, EURAU 12, European Symposium on Research in Architecture and Urban Design, 2012, Porto

“Bajo la “Dirección” Videojuegos y Formación Arquitectónica”, AVANCA | CINEMA 2012 International Conference Cinema - Art, Technology, Communication, Avanca

“Symptomatic Architectures - Spatial aspects of digital experience”, ISEA Conference 2011, Istanbul

“Self-Spatialities of Gaming Experience”, 5th International conference on the Philosophy of Computer Games, 2011, Athens

“The Rendered Self - Disintegration and Synthesis in Cyberspace”, The Hybrid City Symposium, 2011, Athens

“Diagnosis of the virtual – mental phenomena of cyberspatial experience”, 8th Cyberspace Conference, 2010, Brno, Czech Republic

“Aspects of fragmentation and self-experience - Towards a dissection of the digital body”, Amber Conference “(un)Cyborgable” - Amber Art and Technology Festival, 2009, Istanbul

“The ‘engineer’ Peter Rice and his contribution to 20th Century Architecture”, National Interdisciplinary Conference on Constructions, 2007, Xanthi

“Alternatives to hospital facilities for senior citizens: A new challenge for design” 27th International UIA Public Health Seminar, The Future of Hospitals in the coming 25 years, 2007, Beijing

“Optical illusions at architectural objects”, Architecture & Phenomenology, Faculty of Architecture and Town Planning, Technion, I.I.T., 2007, Haifa

Publications **THESIS**

Malakasioti, A., *Anatomy of the Digital Body. Spatial Aspects of the Self and the Intangible on the Web*. Doctor of Philosophy, University of Thessaly, 2015, <http://hdl.handle.net/10442/hedi/36641>

CONFERENCE PROCEEDINGS

Loufopoulos, A., Malakasioti, A. (2021) "A fallen dialogue: The creation of a soundscape in electronic poetry", 6th Conference on Acoustic Ecology, Film Department of the School of Fine Arts of the Aristotle University of Thessaloniki in collaboration with the Hellenic Society of Acoustic Ecology

Malakasioti, A., "Digital Selfhood and its Mental Spatialities: Abstracts of Textual Constructs", Electronic Literature Conference 2021 ELO 2021 Conference and Festival: Platform (Post?)

Pandemic, published on ELMCIP database, 2021

Malakasioti, A., "Self:Nous:Space Visual and Textual Metaphors of Digital Experience", Art Machines 2, International Symposium on Machine Learning and Art, 2021

Malakasioti, A., "The art of Melancholy. Decoding Affective Spatialities in Videogame environments", DCAC 2019, Digital Culture and Audiovisual Challenges, Interdisciplinary Creativity in Arts and Technology, Corfu (under publication)

Ioannidis, P., **Malakasioti, A.**, Mavrokostidou, M. (2018) "Travelling Exhibition: Idea - Ancient Greek Science and Tchnology", 1st International Conference TMM_CH, Transdisciplinary Multispectral Modelling and Cooperation for the Preservation of Cultural Heritage, 2018, Eugenides Foundation, Athens

Malakasioti, A., (2018) "Melancholic Architectures: The Case of Video Games", Moving Images - Static Spaces. Architectures, Media, Film, Communication, Digital Art and Design, Amps Conference, 2018, Istanbul

Malakasioti, A., Vavili, F., (2018) "Video game environments and depression: healing aspects of contemporary digital spaces", Health: The Design, Planning and Politics of How and Where We Live, Amps Conference, 2018, Bristol

Papadopoulos S., **Malakasioti A.**, Loukou, M., Zavitsanou, A. (2017) "The identity of the Greek landscape in video games", 2nd Panhellenic Place Marketing and Place Branding Conference, Larisa

Papadopoulos S., Loukakis, G., **Malakasioti A.**, (2015) "Educating 20.000.000 urban planners: videogames as a multimodal educational tool for urban planning", Greek Conference on Urban Planning, Regional Planning and Regional Development, Volos

Papadopoulos S., **Malakasioti A.** (2014) "Double Cities - Rereading the real-life Metropolis behind the screen", EURAU 14, Composite Cities, European Symposium on Research in Architecture and Urban Design, 2014, Istanbul, online at: http://www.eurau.org/resources/files/eurau-files/107_Spiros_Papadopoulos_and_Angeliki_Malakasioti.pdf

Papadopoulos, S., **Malakasioti, A.**, (2013), "Estímulos espaciales en los videojuegos. Un desglose audiovisual", Proceedings of Conference: "Espacios Sonoros y Audiovisuales. Creación, Representación y Diseño", Universidad Autónoma de Madrid (UAM), Ισπανία, pp. 326 - 341

Papadopoulos, S., **Malakasioti, A.**, Loukakis, G., Kalaouzis, G., (2013), "CLOUDS. Urban Landscapes in Video Games – Representations and Spatial Narratives", Proceedings of the International Biennial Conference: Hybrid City 2013, Subtle rEvolutions, University Research Institute of Applied Communication, Athens, 2013, pp. 451 - 454

Papadopoulos S., **Malakasioti A.** (2012) "Direct it- Arcade games as a qualitative urban weave", EURAU 12, European Symposium on Research in Architecture and Urban Design, Porto, online at: <http://www.eurau12.arq.up.pt/sites/default/files/222.pdf>

Papadopoulos S., **Malakasioti A.**, Loukakis G., Kalaouzis G. (2012) "Bajo la "Dirección" Videojuegos y Formación Arquitectónica", AVANCA | CINEMA 2012 International Conference Cinema - Art, Technology, Communication, Portugal, pp. 842-848

Malakasioti A., Papadopoulos S. (2011) "Symptomatic Architectures - Spatial aspects of digital experience", ISEA Conference 2011, Istanbul, conference proceedings ISEA2011 and online at: <https://isea2011.sabanciuniv.edu/paper/symptomatic-architectures-spatial-aspects-digital-experience>

Malakasioti A., Papadopoulos S. (2011) "Self-Spatialities of Gaming Experience", 5th International conference on the Philosophy of Computer Games, Athens, online at: http://gameconference2011.files.wordpress.com/2010/10/self-spatialities-of-gaming-experience_full-paper.pdf

Malakasioti A., (2009) "Aspects of fragmentation and self-experience. Towards a dissection of the digital body.", proceedings of Amber Conference 2009 - Uncyborgable?, Istanbul, pp. 30 - 33, or online at: <https://www.scribd.com/doc/140414917/amberConference-2009-Proceedings>

Tsinikas, N., **Malakasioti, A.** (2007) " 'Engineer' Peter Rice and his contribution to the architecture of the 20th century", National Conference on History of Building Structures, Xanthi, cd-rom proceedings or online at: <http://infojdk.arch.duth.gr/idk1/praktika.html>

Vavili, F., **Malakasioti, A.** (2007) "Alternatives to hospital facilities for senior citizens: A new challenge for design", 27th International UIA Public Health Seminar, The Future of Hospitals in the coming 25 years, Beijing, in cd-rom or online at: <http://www.uia-public-health->

Curriculum Vitae

group.org/Seminars/Beijing_2007/paper/Fani%20Vavili-Angeliki%20Malakasioti.pdf

Vavili, F., **Malakasioti, A.** (2007) "Optical illusions at architectural objects", Architecture & Phenomenology conference cd-rom, Faculty of Architecture and Town Planning, Technion, I.I.T. Haifa

MONOGRAPHS

Malakasioti, A. *The Poetics of Melancholic Space*, Mov Skiouros Publications, Athens, 2020

BOOKS (EDITOR)

Kokkiou, C. and Malakasioti, A. *Beauty and Monstrosity in Art and Culture*, Routledge, 2023 (signed contracts, under publication).

IN COLLECTIVE VOLUMES

Malakasioti, A., work presentation in the book *Science, Art and Technology, in Greek art from the decades from the 1960s-1970s to today*. Edited by Elena Hamalidi, Melissa Publishing House (under publication)

Malakasioti, A., "Seven Ghosts: Critical Confessions of a Psyborg Mind", in *Modified: Living as a Cyborg (the 'Work')*, edited by Chris Hables Gray, Steven Mentor and Heidi Figueroa Sarriera, Routledge Publications

ELECTRONIC JOURNALS

Malakasioti, A. (2021) *On Drones and Ectoplasms: Breath of Gaia, Platypus, The CASTACBlog - Committee for the Anthropology of Science, Technology, and Computing*, August 19, 2021, <https://blog.castac.org/2021/08/on-drones-and-ectoplasms-breath-of-gaia/>

Malakasioti, A. (2021) *Interview on CityCampus about the challenges of modern distance learning*. On citycampus.gr

Malakasioti, A. (2020) *Thirteen Ways after Wallace Stevens (1954)*, in Backslash Lit Journal, iss. 2, <https://backslashlit.com/issues/2/angeliki-malakasioti-thirteen-ways>

Malakasioti, A., (2013) Interview and presentation of artworks in Teknokultura - Revista de Cultura Digital y Movimientos Sociales, "On the mental life and spatial symptoms of the digital self. Interview with Angeliki Malakasioti by Chris H. Gray", North America, 10, Mar. 2013, online at: <http://teknokultura.net/index.php/tk/article/view/129>

Malakasioti, A. (2009), "Ultrasound recognition of spatial umbilical cords", art presentation, Opticon1826, issue 6, U.C.L. academic review, London, online at: http://www.ucl.ac.uk/opticon1826/archive/Issue6/ImageGallery/index/Angeliki_pdf

PRESS

Malakasioti, A., (2009), "March threads", YourCity vol.6, In_Front, 2009, p. 14

Malakasioti, A., (2009), "...the huge grey beast", presentation of the novel "The thief of always" by Clive Barker, YourCity vol 5, In_Front, 2009, p. 21

Malakasioti, A., (2009), "La Antena", presentation of the film "La Antena" by Esteban Sapir, YourCity vol 4, In_Front, 2009, p. 29

Malakasioti, A., (2008), presentation of personal artworks, "Micro-events", YourCity vol.3, In_Front, 2008, p. 27

EXHIBITION & FESTIVAL CATALOGUES

"Memories of animate being", Photobiennale 2010, Topos, 21st International meeting of photography, exhibition Locus Loci, Thessaloniki Museum of Photography, pp. 270-271

"Noone, Never, Nowhere", Athens Video Art festival, digital image, 2009, Athens, https://issuu.com/athensdigitalartsfestival/docs/avaf_catalogue_2009, p. 133

"Vagabond Reality", Athens Video Art festival, κατηγορία video art, 2009, Αθήνα, https://issuu.com/athensdigitalartsfestival/docs/avaf_catalogue_2009, σελ. 73

"Vagabond Reality", 6th NIFF | Naoussa International Film Festival 2009, p. 50

"Standstill", 21 Semana de Cine Experimental de Madrid, 2011, p. 118, online at:

<https://issuu.com/koldofuentes/docs/21scem>

"Altered Spaces", Bartlett School of Architecture Summer Show 2009 catalogue, category of March Architectural Design, pp. 163 – 168

OTHER ACTIVITIES

Presentation of the project 'IcebergDock', 2013 in the following web magazines:

- MOCO LOCO, web magazine, October 13th, 2013, <http://mocosubmit.com/iceberg-dock/>
- Morfae, web magazine, 2013, <http://www.morfae.com/1913-iceberg-team/> Iceberg Dock
- +Design, www.designmag.gr, 2013, October 15th, 2013, <http://www.designmag.gr/iceberg-dock/8773>
- Proto Thema, www.protothema.gr, November 5th 2013, <http://www.protothema.gr/technology/article/325532/iceberg-dock-i-elliniki-vasi-dock-station-gia-samsung-galaxy-s4/>

Assistant Editor of the catalogue 'Changing Landscapes - Mediterranean Sensitive Areas Design', Volos, June 2011, Department of Architecture, University of Thessaly, in collaboration with L. Papadopoulos, S. Papadopoulos, V. Trova, G. Rymenidis, Th. Dimopoulou

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| Reviewer | 2019-22, Movie Selection Committee , Animation Festival ICONA, CIAK Ionian University 2020, Reviewer for Leonardo LABS (Leonardo Abstracts Service), MIT Press , https://www.leonardo.info/labs 2018-2019, Reviewer for Leonardo Journal, MIT Press , https://www.leonardo.info/leonardo 2014 - 2017, Member of the Reviewing Board for the journal: 'Teknokultura' - Revista de Cultura Digital y Movimientos Sociales, http://teknokultura.net |
| Parallel academic and scientific activities | 2023, Member of communication committee , Ionian University 2023, Member of the Steering Committee of the Doctoral Studies Programme , Department of Audio and Visual Arts, Ionian University 2021, Advisory Board for first year undergraduate studies , Department of Audio and Visual Arts, Ionian University 2012, Assistant Coordinator for the participation of the Department of Architecture, University of Thessaly at the 1st Architecture Biennale "Architecture and the City in SE Europe", Thessaloniki, 2012, with the installation "Incubator, Installation and Actions», in collaboration with I. Lykourioti, E. Gavrilou, K. Panigiri, L. Papadopoulos, S. Papadopoulos 2011, Assistant Coordinator for the international workshop 'Changing Landscapes - Mediterranean Sensitive Areas Design' – Volos 2011, Erasmus IP, Department of Architecture, University of Thessaly, Volos, June 2011, in collaboration with L. Papadopoulos, S. Papadopoulos, V. Trova |
| Communication design for Ionian University | 2023, Artwork and Visual Identity Design for AudioVisual Arts Festival 2023, Ionian University 2023, Supervision of promo spot design for AudioVisual Arts Festival 2023, Ionian University 2023, Ionian University logo redesign (in progress) 2023, Graphic Communication DCAC 2023 2022, Exhibition stand design and graphic communication for the participation of the Ionian University in the International Exhibition of Thessaloniki 2022, Artwork and Visual Identity Design for AudioVisual Arts Festival 2022, Ionian University 2022, Production of printed catalog for Ionian University "Discover your own future" 2022, Logo design for theater group AVARTS THEATER 2022, Production of printed material for the unveiling ceremony of the portrait of Lord Frederick North Guildford, Ionian University |

Curriculum Vitae

2021, Artwork and Visual Identity Design for AudioVisual Arts Festival 2021, Ionian University

2021, Logo design for Audiovisual Arts festival

2021, Promo spot design for AudioVisual Arts Festival 2021, Ionian University

2021, Logo Design for Avarts Portfolio

2021, Logo Design for AV School

2021, Design of printed material for the event "Art and Communication: The Challenges of Digital Media", Department of Digital Media and Communication

2021, Graphic editing of website <https://avarts.ionio.gr/festival/>

2020, Design and video production as part of the production team of the "Sound and Light 1821-2021" cartographic projection, See details in the section *Projection Mapping*

WORK EXPERIENCE

2013–2016 Creative works, digital content production

Associate in the architectural office, **TETRAGON**, Thessaloniki (Greece)

- concept design / 2d and 3d modelling / Film production / Museological and museographical studies / Exhibition design

2009–2016 Architecture, graphic design, audiovisual and artistic projects

Private practice, Volos (Greece)

2006–2009 Architecture, digital content production, 3d modelling

Associate in the **architectural office of N. Tsinikas, F. Vavili**, Thessaloniki (Greece)

- concept design / architectural design / 2d and 3d modelling

Architectural projects

Proposal for an exhibition stand of the Ionian University at the International Exhibition of Thessaloniki, 2022

Çaçade Design, CSG office, Volos, Greece, 2020

Interior design - renovation in private houses in Kala Nera, Pelion, 2017

Design of architectural models-exhibits for use in the permanent exhibition of the Chios Mastic Museum, PIOP - Piraeus Bank Group Cultural Foundation

(in collaboration with Tetragon, Imaginary Reality, Matthaios Karamolegkos)

Model 1: model of typical mastic village (mastichochoori)

Model 2: model of typical mastic residence

Periodic exhibition of OTE Telecommunications Museum

(in collaboration with Tetragon)

Periodic exhibition IDEA – Ancient Greek Science and Technology, NOESIS – Science Centre and Technology Museum,

concept design, design of audiovisual material, organization of exhibition units, content editing (in collaboration with Tetragon)

Study of innovative European Bioclimatic School complex in Crete, for UIA-ARES international architectural competition, 2012,

(in collaboration with S. Papadopoulos architectural office)

Proposal for reforming the main entrance of 'Papastratos' Cigarette Factory in Aspropyrgos

(in collaboration with S. Papadopoulos architectural office)

Stage design for athletic sports show 2012

(in collaboration with S. Papadopoulos architectural office)

Transformation of the City Building (former Primary School in Pouri) in place of remembrance for D. G. Kasla, Municipality of Zagora – Moursi, Pouri, participation in the museographic study

(in collaboration with E. Boubari).

Music School, Municipality of Giannitsa
(in collaboration with N. Tsinika – F. Vavili architectural office)

Cultural Centre of Arab-Greek Friendship in Kalamata
(in collaboration with N. Tsinika – F. Vavili architectural office)

Papageorgiou Hospital expansion in Thessaloniki
(in collaboration with N. Tsinika – F. Vavili architectural office)

Interior design of school auditorium in Giannitsa
(in collaboration with N. Tsinika – F. Vavili architectural office)

Architectural study of Giannitsa Conservatory
(in collaboration with N. Tsinika – F. Vavili architectural office)

Interior design and acoustics study for Rhodes National Theatre
(in collaboration with N. Tsinika – F. Vavili architectural office)

Participation in study for ARES COMPETITION - UIA (Technical Chamber of Greece and the UIA International Work Programme "ARES" (Architecture and Renewable Energy Sources) "Renewable Energy Sources and Bioclimatic Architecture for shells, to shelter people affected by Natural Disasters",
(in collaboration with N. Tsinika – F. Vavili architectural office)

Participation in study for architectural competition about the reconstruction of 'Salats' area in Kilkis
(in collaboration with N. Tsinika – F. Vavili architectural office)

Artworks and audiovisual projects

3D MODELING & ANIMATION

2009-present

Production of 3d models and animations for use in:

- Architectural representations
- Museum exhibits (e.g. representation of prehistoric animals or mechanisms), permanent and periodic exhibitions
- Art exhibitions and festivals
- Illustrations & graphic design
- Music video

COMMUNICATION DESIGN

2009-present

- Design for exhibitions
- Website design
- Design for interactive environments
- EP & Music album covers
- Book covers
- Logo design & corporate identity
- Printed advertising works

Filmography

2021 | Launching trailer for interactive game poem: Ode to a fallen dialogue – 0.44 –

2021 | Promo spot for Audiovisual Arts Festival, Ionian University – 0.47 –

2019 | The Room – 3.08 – 3d animation for video installation, in collaboration with K.Tiligadis, A.Loufopoulos

2019 | 05TT11 – Showreel, Project Selections, presentation at Thessaloniki Design Week

2018 | Video Game Environments and Depression – Healing Aspects of Contemporary Digital Spaces – 19.08 – film production in the context of "Health: The Design, Planning and Politics of How and

Curriculum Vitae

Where We Live”, Amps Conference, 2018, Bristol

2016 | Lemnos: Hephaestus Island – 5.33 – video production for use in permanent museum exhibition (in collaboration with Tetragon)

2016 | Parthenon – 3.52 – 3d animation for use in periodic exhibition (in collaboration with Tetragon)

2015 | Archimedean Solids – 3.03 – holographic projection for use in periodic exhibition (in collaboration with Tetragon)

2015 | Animals Plants Stones – 4.19 – holographic projection for use in periodic exhibition (in collaboration with Tetragon)

2015 | Platonic Solids – 3.10 – 3d animation for use in periodic exhibition (in collaboration with Tetragon)

2015 | On the nature of uncertainty – 3.56 – video installation

2015 | Panaoules – 4.05 – video production for use in permanent museum exhibition (in collaboration with Tetragon)

2015 | Sarakatsanoi – 0.57 – video production for use in permanent museum exhibition (in collaboration with D. Katopodi, Tetragon)

2014 | O “kliste hore” (Tsakonikos Horos) – 4.25 – video production for use in permanent museum exhibition (in collaboration with OikoM, Tetragon)

2014 | Greek Volcanoes – 8.44 – video production for use in periodic exhibition (in collaboration with Tetragon)

2014 | Rock Blossoms – 6.50 – video production for use in periodic exhibition (in collaboration with Tetragon)

2013 | Iceberg Dock – 1.28 – short presentation spot

2013 | A thousand and One Returns – 1.37 – video installation

2012 | The Dream of 20kHz – 1.20 – 3d animation

2011 | You're Lionel Richie – 3d animation – 8.32 – Mogwai MV Contest

2009 | Storyless – 4.07 – experimental short film

2009 | TV Spot for Crashfest 4 Festival, Thessaloniki – 0.20

2008 | Vagabond Reality – 4.07 – experimental short film

2008 | Body in NonSpace – 2.11 – 3d animation – experimental short film

Script and film production supervising

in the following audiovisual productions for use in the periodic exhibition IDEA – Ancient Greek Science and Technology, NOESIS – Science Centre and Technology Museum, Thessaloniki (in collaboration with Tetragon, PlanB)

2023 | Supervision of promo spot design for Audiovisual Arts Festival, Ionian University

2016 | Aeolopile – 1.52 – 3d animation

2016 | Lifting Machine – 2.28 – 3d animation

2016 | The Antikythera Mechanism – 1.42 – 3d animation

2016 | Olympic Games – A timeless Institution – 2.35 – video production

2016 | Automatic Temple Gates – 1.24 – 3d animation

2016 | Beacons Networks – Streets of Fire – 2.00 – 3d animation

2016 | Pottery – Types and Uses – 2.57 – video production

2016 | The vases tell a story – 2.36 – video production

2016 | Archimedes Screw – 1.08 – 3d animation, video production

2016 | Lavrio – A Mining Treasure – 3.49 – video production

2016 | The Tower of Winds – 2.30 – video production

2016 | Mechanical Equipment – From Ancient to Modern Theatre – 3.09 – video production

2016 | Musical Instruments in Ancient Greece – 3.49 – video production

2016 | The ship of Kyrenia – 0.48 – 3d animation

2016 | *Trireme* – 1.32 – 3d animation
2016 | *Acoustics in Ancient Greek Theatre* – 2.53 – video production
2016 | *Catapult or Oxyvelis* – 1.44 – 3d animation
2016 | *Mobile Automatic Theatre* – 1.55 – 3d animation
2016 | *Hydraulic Telegraph* – 1.44 – 3d animation
2016 | *The Method of Lost Wax Casting* – 2.18 – 3d animation, video production
2016 | *Ancient Greek Cartography* – 3.40 – video production
2016 | *Hysplex* – 1.46 – 3d animation

Film and video festivals

2021 | **Audiovisual Arts Festival, AVARTS Ionian University**, 2021, Video Installation: The room
2020 | **Athens Video Art festival**, Athens | video Installation: The Room
in collaboration with K.Tiligadis, A.Loufopoulos
2011 | **STRANGE SCREEN III** - Experimental movie festival and parallel actions, Center of
Performing Arts Mitos, Anemicinema, Cyprus | Film: Standstill
2011 | **Semana de Cine Experimental de Madrid** | Film: Standstill
2011 | **'Panic Theatre'**, Quilombo show, Athens | Film: Standstill
2010 | **Rompan Limites** | Experimentar el cine | Maldonado + Uy, Muestra Internacional de Cine
Experimental | Film: Standstill
2010 | **EyeAm / women behind the lens | experimental screening series**, Anthology Film Archives
in New York City | Film: Standstill
2010 | **Alternative Film Video | Festival of New Film and Video**, Academic Film Center, Serbia |
Film: Standstill
2009 | **Artfools Video Festival**, Short Film Festival, Larisa | Film: Storyless
2009 | **Crashfest 4 Festival**, Thessaloniki | TV Spot for Crashfest
2009 | **Athens Video Art festival**, Athens | Film: Vagabond Reality
2009 | **6th Niff** | Naoussa International Film Festival, Category: Experimental Shorts | Film:
Vagabond Reality
2008 | **Master's Design Work Exhibition** | Bartlett School of Architecture, Faculty of the Built
Environment, University College London | Film 1: Vagabond Reality | Film 2: Body in NonSpace2011

Participation in exhibitions

**Platforming Utopias (and Platformed Dystopias) exhibition, ELO 2021 Conference and
Festival**, Work: Ode to a fallen Dialogue, 2021
**Video Installation in the context of the Press conference for the "Hellenic Initiative
Against Alzheimers Disease" – HIAAD**, Zappeion Megaro, Athens, 2019
Title: The room - in collaboration with K.Tiligadis, A.Loufopoulos
**Periodic exhibition IDEA – Ancient Greek Science and Technology, NOESIS – Science Centre
and Technology Museum**, Thessaloniki, exhibition design and production: Tetragon,
Exhibit design, holographic projections, audiovisual material, 2016-present
Video production 1: Parthenon
Video production 2: Archimedean Solids
Video production 3: Animals Plants Stones
Chios Mastic Museum, PIOP – Piraeus Bank Group Cultural Foundation, participation in the
design of architectural models-exhibits for use in the permanent exhibition
History Information Center and Maritime Tradition in Moudros, Municipality of Lemnos,
audiovisual productions for use in the permanent exhibition
Video production: Lemnos: Hephaestus Island (geology exhibition unit)
Historical Museum of Alexandroupolis, Collection of Eleni Filippidi, audiovisual productions for use
in the permanent exhibition
Video production 1: Sarakatsanoi (in collaboration with D. Katopodi)
Video production 2: Panaoules
Periodic exhibition AEGEAN - Creation of an Archipelago, organization: Natural History Museum
of the Lesvos Petrified Forest, in collaboration with Aristotle University of Thessaloniki, University of the
Aegean and University of Crete, design and production: Tetragon, 2014-2016
Hosted by:

Eugenides Foundation, Athens
National Hellenic Museum, Chicago

Audiovisual productions:

Video production 1: Rock Blossoms, (in collaboration with D. Katopodi)

Video production 2: Greek Volcanoes, (in collaboration with D. Katopodi)

“Fabrica of Culture” - Promotion Center of Agricultural History and the Sea Road in Eastern Peloponnese, Leonidio, Municipality of South Kynouria, implementation: OikoM, Tetragon, The Green Travellers, Athens Technology Center, Menon Network, audiovisual production for use in the permanent exhibition

Video production: Ο «κλίστη hore» (Tsakonikos Horos), (in collaboration with D. Katopodi)

Default Festival 5 - Long time no sea, Tsalapatas Museum, Volos, 2015

Video title: On the nature of uncertainty

1st Architecture Biennale "Architecture and the City in SE Europe", Thessaloniki, 2012, Participation in the exhibition "Incubator, Installation and Actions" organized by the Department of Architecture, University of Thessaly

Video title: The Dream of 20kHz | City Ultrasound

Photobiennale 2010, 21st International Photography Meeting, Ministry of Culture and Tourism, Museum of Photography, Thessaloniki, Exhibition: Locus Loci, Mylos, Thessaloniki

Series title: Memories of Animate Being

Athens Video Art festival 2010 on tour, Volos and Tripoli, Category: Digital Image

Series title: Submersibles

Exhibition of the International Photography Contest, Biodiversity - the art of nature, 2010, Photography Center of Thessaloniki, Stavroupoli Botanical Garden

Series title: Digital Biodiversity

Photographic Diary '365 friends and artist anywhere / text and image encounters online',

PostScriptum, Museum of Photography Thessaloniki, Kastanioti Publications

Title: The Other Room

Athens Video Art festival 2009, Category: Digital Image

Title: No one, Never, Nowhere

Research Images as Art – Art Images as Research - Competition\Exhibition UCL, 2008, U.K.

Title: Ultrasound

Master's Design Work Exhibition 2008 | Work Abstracts

Bartlett School of Architecture, Faculty of the Built Environment, University College London

Curation of participation in
festivals and exhibitions -
Coursework material

2022 | **Corfu International Festival 2022**, Participation of postgraduate course abstracts

2021 | **Audiovisual Arts Festival, AVARTS Ionian University**, 2021, Participation of undergraduate and postgraduate course abstracts in the session Audiovisual Works

2021 | **Miden Festival, 2021**, Participation of postgraduate course abstracts

2019 | **Thessaloniki Design Week**, 05TT11 — Showreel, Student Projects' Selections, participation in the context of the Department of Architecture, Aristotle University of Thessaloniki, 2019.

Projection Mapping

2020-2021 \ Lead Graphic Design - Creative Producer in the Region of Ionian Islands and Department of Audio and Visual Arts Projection Mapping event and performance: "Sound and Light 1821 - 2021"

The two-day online event premiered the projection mapping and the in situ performance that took place at Panagia ton Xenon in Corfu, specifically for the celebration of the year 2021 in the Region of Ionian Islands. The project "Sound and Light 1821 - 2021", which utilizes state-of-the-art audiovisual technologies to capture in a pioneering way the message of the anniversary, was designed and implemented entirely by the Department of Audio and Visual Arts of the Ionian University.

<https://avarts.ionio.gr/en/news/19927/>

New Media Poetry

2021, Ode to a Fallen Dialogue, interactive game-poem
<https://www.fallendialogue.com/>

2020 Thirteen Ways, after Wallace Stevens (1954)
<https://backslashlit.com/issues/2/angeliki-malakasioti-thirteen-ways>
(Temporarily in the address <https://angelikimalakasioti.wixsite.com/mysite>)

Other

2015 | Photographing, digitization and cataloging of exhibition material for use in the permanent Traditional Crafts Exhibition and Environmental Information Centre in Kastanitsa, Arcadia (in collaboration with Tetragon)

2015 | Photographing, και editing of visual material for use in the permanent exhibition of Neapoli Maritime Museum, (in collaboration with Tetragon, OikoM)

2015 | Photographing, και editing of visual material for use in the permanent exhibition of Environmental Information Centre in Divri, Petralia Mansion, Olympia (in collaboration with Tetragon, OikoM)

2013 | Product design 'Iceberg Dock' - Samsung Galaxy S4, and development of crowdsourcing campaign.

ADDITIONAL INFORMATION

Honors and awards

Winner of the Amps Intellect Books Mediated City Award,
Malakasioti, A., Vavili, F., Video Game Environments and Depression, 2021

Shortlist, Alpine Fellowship Academic Writing Award 2021,
Malakasioti, A. "Untamed: on Wilderness and Civilization"

Prize Engr. Fernando Gonçalves Lavrador - Best Communication Prize
AVANCA | CINEMA 2012 International Conference Cinema - Art, Technology, Communication
Best Communication Prize: Under the direction – Video Games and Architectural Education ["Bajo la "Dirección" Videojuegos y Formación Arquitectónica]

Winning Shorts

Rompan Límites 2010 - Experimentar el cine, Maldonado + Uy, Muestra Internacional de Cine Experimental, Film: Standstill

Honorable Mention

International Photography Contest – Plant Biodiversity – The art of nature, 2010,
Photography Centre of Thessaloniki – Botanical Garden of the municipality of Stavroupoli, Series title: Digital Biodiversity

Photo of the day - June 26

Photographic Calendar '365 friends artists everywhere / text and image encounters online',
PostScriptum, Museum of Photography Thessaloniki Kastoniotis Publications, 2010, Title: The other room

Best experimental Film Prize

6th Niff | Naoussa International Film Festival, 2009, Film: Vagabond Reality

First Prize Winner

Research Images as Art – Art Images as Research, 2008, Competition\Exhibition UCL, U.K., Title: Ultrasound, Theme: Ultrasound representation of spatial umbilical cords

Scholarships

Scholarship by State Scholarships Foundation for PostDoctoral Research (2017).

University of Thessaly Scholarship for PhD research (2012).

University of Thessaly Scholarship for PhD research (2011).

Sofokleous Achilopoulou Foundation Scholarship for postgraduate studies in London (2007).

Curriculum Vitae

PERSONAL SKILLS

Mother tongue Greek

Other language

| | UDNERSTANDING | | SPEAKING | | WRITING |
|---------|---------------|---------|--------------------|-------------------|---------|
| | Listening | Reading | Spoken interaction | Spoken production | |
| English | C2 | C2 | C2 | C2 | C2 |

Certificate of Proficiency in English, University of Michigan, March 2002
Certificate of Proficiency in English, University of Cambridge, December 2001
I.E.L.T.S. International English Language Testing System, July 2007
First certificate in English, University of Cambridge, December 1995

Levels: A1/A2: Basic user - B1/B2: Independent user - C1/C2: Proficient user
Common European Framework of Reference for Languages

Digital competence

Excellent computer skills
Excellent use of programs for text creation and presentations
Excellent internet use
Use of 2d and 3d design software, image and sound editing, video editing and montage
Experience with video game production engine 'CryEngine'