

# **CURRICULUM VITAE**

**Dr. Emmanouel Rovithis**

**June 2021**

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## Personal Details

**Name:** Emmanouel Rovithis  
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**Portfolio / Websites:** www.sonicmanos.com  
www.soundcloud.com/rovithis  
www.vimeo.com/emmanouelrovithis  
www.researchgate.net/profile/Emmanouel\_Rovithis  
www.ionio.academia.edu/EmmanouelRovithis

## Education

### Academic

- Ph.D in Electronic Music Composition** 2016  
Ionian University, Corfu, Greece  
Department of Music Studies, Rating «Excellent»,  
Thesis Title: Kronos: Electronic Audio Game based on Electronic Music  
Composition in Educational Applications
- M.A. in Music Composition** 2004  
Anglia Polytechnic University, Music Department, Cambridge, UK
- Diploma in German Literature** 2001  
National Kapodistrian University of Athens, Greece  
Department of German Language and Literature, Rating «Excellent»

### Other

- Degree in Classical Guitar** 2000  
State Conservatoire «Rhythm»
- Degree in Harmony** 2000  
State Conservatoire «Rhythm»
- Degree in Counterpoint** 2000  
State Conservatoire «Rhythm»
- Abitur Certificate in German Language** 1996  
German School of Athens
- High School Certificate** 1996  
German School of Athens

## Research Activity

### Fields of Interest

- Electronic Audio Games
- Augmented Reality Audio
- Augmented Reality
- Playful Learning
- Data Sonification
- Audio Accessible Interfaces
- Electronic Music Synthesis

### Research Experience

#### Post-doctoral Researcher

2019-ongoing

Department of Audio & Visual Arts, Ionian University

Research Project Title: «Immersive Adventure Game for the Promotion of Local Creativity, Art and Tradition in the Town of Corfu»

October 2019 - June 2020

Operational Program “Ionian Islands 2014-2020” (grant MIS number: 80405), co-financed by Greece and the European Union (European Social Fund (ESF)).

Contribution to the project: concept design, game mechanics design, sound design.

#### Post-doctoral Researcher

2018 - 2019

Department of Audio & Visual Arts, Ionian University

Research Project Title: «Augmented Reality Audio Games»

June 2018 - December 2019

Operational Program Human Resources Development, Education and Life- long learning, Priority Axes 6, 8, 9, Act "Supporting Researchers with emphasis on New Researchers" (grant MIS number: 5007016), co-financed by Greece and the European Union (European Social Fund - ESF)

Contribution to the project: concept design, game mechanics design, sound design, experiment design, bibliographical research, results analysis and dissemination.

## Publications

### PhD Dissertation (in greek)

**Rovithis, E.** (2015). *Kronos: Electronic Audio Game based on Electronic Music Composition in Educational Applications*. (Doctoral Dissertation, Ionian University, Dept. of Music Studies).

### Chapters in Books (in english)

Papadopoulou, A., **Rovithis, E.**, Panagopoulos, I., (In Press) Serious Film Games (S.FI.GA): Integrating Game Elements with Filmmaking Principles into Playful Script Writing., in Linda Daniella (Ed.). *Smart Pedagogy of Game-based Learning*. Springer

### International Peer-reviewed Journals (in english)

**Rovithis, E.**, Moustakas, N., Floros, A., & Vogklis, K. (2019) Audio Legends: Investigating Sonic Interaction in an Augmented Reality Audio Game. *Multimodal Technologies Interact.* 2019, 3, 73, DOI: 10.3390/mti3040073

**Rovithis, E.**, Floros, A., Moustakas, N., Vogklis, K., & Kotsira, L. (2019). Bridging Audio and Augmented Reality towards a new Generation of Serious Audio-only Games. *The Electronic Journal of e-Learning*, 17(2), pp. 144-156, available online at [www.ejel.org](http://www.ejel.org), DOI: 10.34190/JEL.17.2.07

### International Peer-reviewed Conferences (in english)

**Rovithis, E.**, Papadopoulou, A., & Floros, A. (in press). Designing Audio Technology-Oriented Practices for Teaching Art to Primary School Pupils. *In Proceedings of the 2nd Digital Culture & AudioVisual Challenges Conference on Interdisciplinary Creativity in Arts and Technology (DCAC)*. Ionian University.

Moustakas, K., **Rovithis, E.**, Vogklis, K., & Floros, A. (2020, October). Adaptive Audio Mixing for Enhancing Immersion in Augmented Reality Audio Games. *In Companion Publication of the 2020 International Conference on Multimodal Interaction* (pp. 220-227).

Moustakas, N., Floros, A., **Rovithis, E.**, & Vogklis, K. (2019). Augmented Audio-Only Games: A New Generation of Immersive Acoustic Environments through Advanced Mixing. In *Audio Engineering Society Convention 146*. Audio Engineering Society (AES)

**Rovithis, E.**, Floros, A., & Kotsira, L. (2018). Educational Audio Gamification: Theory and Practice. In *Proceedings of the 17th European Conference on e-Learning (ECEL)* (pp. 497–505). ACPI.

**Rovithis, E.**, & Floros, A. (2018). AstroSonic: an Educational Audio Gamification Approach. In *Proceedings of the 1st Digital Culture & AudioVisual Challenges Conference on Interdisciplinary Creativity in Arts and Technology (DCAC)*. Ionian University.

**Rovithis, E.**, Floros, A., Mniestris, A., & Grigoriou, N. (2014). Audio games as educational tools: Design principles and examples. In *Proceedings of Games Media Entertainment (GEM), 2014 IEEE*  
<http://doi.org/10.1109/GEM.2014.7048083>

**Rovithis, E.**, Mniestris, A., & Floros, A. (2014). Educational audio game design: sonification of the curriculum through a role-playing scenario in the audio game 'Kronos'. In *Proceedings of the 9th Audio Mostly: A Conference on Interaction With Sound* (p. 21). ACM. <http://doi.org/10.1145/2636879.2636902>.

**Rovithis, E.** (2012). A classification of audio-based games in terms of sonic gameplay and the introduction of the audio-role-playing-game: Kronos. In *Proceedings of the 7th Audio Mostly Conference on Interaction with Sound - AM '12*. ACM Press. <http://doi.org/10.1145/2371456.2371483>

## National Peer-reviewed Conferences (in greek)

**Rovithis, E.**, Moustakas, N., Voglis K., & Floros, A. (in press). Audio Legends: Approaching the Educational Aspect of Augmented Reality Audio Games. In *Proceedings of the 1st Panhellenic Conference «Educational games in formal and informal learning»*. School Life and Education Museum, National Centre of Research & Preservation of School Material.

**Rovithis, E.**, & Papadopoulou, A. (in press). A Classification of Tablet Audio-creative Applications in terms of Curriculum, Gamification, and Interface. In *Proceedings of the 1st Panhellenic Conference «Educational games in formal*

*and informal learning*». School Life and Education Museum, National Centre of Research & Preservation of School Material.

**Rovithis, E.**, Moustakas, N., Floros, A., & Voglis, K. (2018). Augmented Reality Audio Games: a First Approach. In *Proceedings of the 9th Panhellenic Conference «Acoustics 2018» Hellenic Institute of Acoustics (HELINA)*. Kalamata, Greece: Hellenic Institute of Acoustics.

**Rovithis, E.** (2018). The Last Universal Common Ancestor: a project-oriented approach in teaching Digital Sound Processing. In *Proceedings of the 9th Panhellenic Conference «Acoustics 2018» Hellenic Institute of Acoustics (HELINA)*. Kalamata, Greece: Hellenic Institute of Acoustics.

**Rovithis, E.**, Metallinou, F.-A., & Floros, A. (2016). Hearing the Magnetic Storm: an educational interactive audio environment. In *Proceedings of the 8th Panhellenic Conference «Acoustics 2016» Hellenic Institute of Acoustics (HELINA)*. Aigaleo, Greece: Hellenic Institute of Acoustics.

**Rovithis, E.**, & Floros, A. (2016). Cerberus: Educational Audio Game on Noise. In *Proceedings of the 4th Conference of the Hellenic Society of Acoustic Ecology (HSAE) «Sound, Noize, Environment»*. Mytilini, Greece: Hellenic Society of Acoustic Ecology.

**Rovithis, E.**, Kotsira, L., & Marantou, N. (2016). Melodic Path: Educational Audio Game for Teaching Melodic Dictation. In *Proceedings of the «Education in the Time of ICT» Conference*. Athens, Greece: New Educator.

**Rovithis, E.**, Floros, A., & Mniestris, A. (2015). Educational Audio Game Design - Kronos, a Role-Playing Game. In *Proceedings of the 1st Hellenic Conference of Art Education «Wherever one hears music..modern approaches in music education»*. Patras, Greece: University of Patras.

**Rovithis, E.**, Floros, A., & Mniestris, A. (2014). Serious audio-only games: a modern educational approach. In *Proceedings of the 3rd Conference of the Hellenic Society of Acoustic Ecology (HSAE) «Acoustic Ecology & Education»*. Athens, Greece: Hellenic Society of Acoustic Ecology.

## Teaching Experience

### Academic Experience

<b>Laboratory Research &amp; Teaching Staff</b> Department of Audio and Visual Arts, Ionian University	2020-today
<b>Academic Scholar</b> Department of Audio and Visual Arts, Ionian University	2019-2020
<b>Lecturer</b> Department of Audio and Visual Arts, Ionian University	2017-2019

### Academic Courses

#### **Teaching Technologies in Art Education**

Pedagogical Training Programme for Educational Competence offered by the Department of Audio and Visual Arts of the Ionian University.

The subject matter of this 2-semester course for primary and secondary education respectively includes providing prospective art teachers with expertise in designing and implementing educational scenarios through the use of audio-interactive technologies.

#### **Audio Processing Software Design (MA)**

Postgraduate Programme "Sonic Arts and Audio Technologies" offered by the Department of Music Studies and the Department of Audio and Visual Arts of the Ionian University.

The subject matter of this course extends from the theoretical analysis of digital sound synthesis and processing techniques to the development of relevant modules on the open-source programming platform "Pure Data"

#### **Audio Technology**

The subject matter of this course includes the presentation and analysis of the impact, potential, and restrictions of technological media on artistic creation and performance.

#### **Digital Sound Processing**

The subject matter of this course includes the design and application of processing algorithms on digital audio signals using the open-source programming platform "GNU Octave".



### **Algorithmic Composition and Sound Structure**

The subject matter of this course includes the theoretical analysis and practical development of audio synthesis modules based on formalised automated systems using the open-source programming platform “Pure Data”.

### **Electroacoustics & Spatial Acoustics**

The subject matter of this course refers to understanding the technical specifications and functions of specialized equipment for the design of audio installations, as well as the behavior of acoustic space in the acoustic quality.

## **Dissertation Supervision**

### **Main Supervisor (MA)**

**2019-2020**

Interdisciplinary Postgraduate Programme  
“Sound Arts and Technologies” (SONARTS),  
Ionian University, Departments of Music Studies and Audio and Visual Arts.  
Dr. Rovithis supervised the dissertation “Generative Sound Synthesis for the Creation of an Interactive Soundscape” including the conceptual and practical implementation of an interactive audio environment on the “Pure Data” programming platform.

### **Special Consultant and Reviewer (MA)**

**2019**

Interdepartmental / Interdisciplinary Postgraduate Programme “Advanced Computer and Communication Systems”, Aristotle University of Thessaloniki  
Dr. Rovithis reviewed the dissertation “Educational Environment for Sound and Music Synthesis” including the implementation of a series of video tutorials about the programming platform “Pure Data”.

## **Workshops & Seminars**

### **Space Audissey**

**2019-2020**

Musix Lab - The Friends of Music Society (Athens Megaron Music Hall)  
Workshop for late primary and early secondary education students that employs a series of original audio game activities in physical space, laptops and tablets to familiarize participants with sound collage techniques, while being introduced to concepts from the subject of Astronomy.

### **Digital Kids Orchestra**

**2016-2017**

Hellenic-American Educational Foundation (Athens College)  
Workshop for elementary school students to be introduced to basic music concepts by experimenting with musical instruments as physical objects and iPad applications respectively.

The workshop was also delivered at the Athens Digital Arts Festival in May 2017.

### **Music Games in a Digital World**

**2015**

Hellenic-American Educational Foundation (Athens College), Summer Camp Workshop for elementary school students to be introduced to basic music concepts by individually and/or collectively playing music games on the iOS mobile platform.

### **Sound Design**

**2006-2012**

“Mikro Polytexneio” Foundation for the Arts

Series of seminars introducing participants of various age groups and musical background to basic concepts of digital sound design. Each series focuses on different directions, such as soundscape synthesis, live performance, interactive installations, music for theatre, and photography augmentation.

## **Other Teaching Experience**

### **English Language: Gmat Verbal Section**

Private lessons preparing students for the verbal section of the Graduate Management Admission Test (Gmat).

### **German Language: diplomas B1, B2 & C1**

Private lessons preparing students for acquiring the B1, B2 and C1 german language certifications.

### **Guitar Lessons**

Private lessons in classical, acoustic and electric guitar, including song accompaniment, solo improvisation techniques, and preparation for admission to music universities.

## **Organizational Experience**

Participation in organizing the international **Audiovisual Arts Festival 2019** of the Ionian University (Depts. of Music Studies and Audiovisual Arts) as the curator of the undergraduates' exhibition and the supervisor of the festival's volunteers.

Participation in organizing the international joint **ICMC-SMC 2014 Conference** «Music Technology meets Philosophy» in Athens, Greece, as the personal assistant of honored guests Jean-Claude Risset and John Chowning.

## Product Development

### **I.D.E.A. Inclusive Digital Educational Amusement**

**2017-2020**

Dr. Rovithis is co-founder and art-director of the creative team I.D.E.A., which deals with designing and implementing educational games in physical and digital space, while focusing on enhancing the inclusion of students with learning disabilities through new technologies.

### **Kronos**

**2015**

Educational audio role-playing game, in which players are introduced to concepts and practices of electronic music composition and guided to construct and customize a digital musical instrument, while following the game's storyline. It was developed as the practical part of Dr. Rovithis' Ph.D. dissertation and presented at the Cultures of the Digital Economy Conference 2016 (Anglia Ruskin University, Cambridge, UK), and at the Audiovisual Festival 2017 (Ionian University, Athens, Greece).

### **Hearing the Magnetic Storm**

**2016**

Interactive audio application (mac, pc) for the sonification of scientific data, specifically the impact of the sun's radiation on Earth's magnetic field during a solar storm. It was presented at the Athens Science Festival 2016, and at the 8<sup>th</sup> Panhellenic Conference on Acoustics 2016.

### **Explorer's Path**

**2015**

Educational audio game (mac, pc) for introducing elementary school students to melodic dictation. It was tested at the Hellenic-American Educational Foundation to investigate the educational efficiency of sound interaction. The game was later donated to that same institution.

### **Noize Games**

**2014**

Educational audio games (mac, pc) on the concept of noise, based on timbre recognition and memory. They were developed on behalf of the Department of Audio & Visual Arts (Ionian University) and presented at public schools in Corfu in the context of the International Noise Awareness Day, in order to raise the pupils' awareness on acoustic ecology.

### **the Freq**

**2012**

Accessible audio game (iPhone) based on pitch recognition. It was released on AppStore in 2011, whereas its computer version (mac, pc) was presented at the Athens Gaming Forum 2012 (co-organized by the British Council and Athens Information Technology) and donated to the Panhellenic Association for the Blind in the following year.

## Distinctions

The audio game «**the Freq**» was selected in the top 10 games at the Athens Gaming Forum 2012 for its innovative and accessible gameplay. (April 2012)

The game development team «**Audio Based Games**» (ABG), managed by Dr. Rovithis, was selected in the 3 most innovative startup suggestions within the business incubator initiative «Ekinisi Lab» for supporting the entrepreneurship of young researchers. (June 2014)

## Music Composition & Sound Design

### Theatre

<b>Ragada</b>	2020
Theatre Group Kapil, director: Mario Banushi	
<b>Dotted</b>	2018
Fingerprint Dancetheatre Group, Artiria@Athens, director: Vicky Sachpazi	
<b>Dead end</b>	2012
Alkmini Theatre, director: Ilias Pimenidis	
<b>The cherry orchard</b>	2012
Mikro Polytexnio Theatrical Workshop, director: Dimitris Kanellos	
<b>The train that brought tear and laughter</b>	2012
Mikro Polytexnio Theatrical Workshop, director: Giota Koundouraki	
<b>Road dance theater</b>	2012
Mikro Polytexnio Theatrical Workshop, director: Christina Sougioultzi	
<b>Judgement day</b>	2012
Mikro Polytexnio Theatrical Workshop, director: Alexandra Sakellaropoulou	
<b>I think one square meter is enough</b>	2011
Greek Centre of International Theatre Institute, director: Takis Tzamargias	
<b>Homeriad</b>	2010
The Free Fall Company, director: Esther Andre Gonzalez	
<b>The fabulous case of the bat</b>	2009
The Free Fall Company, director: Vicky Sachpazi	
<b>The kiss of space</b>	2008
The Flying Octopuses Theatre Group, director: Sofia Filippidou	
<b>From now on only happy end</b>	2008
The Happy End Theatre Group, Theatres Chora & Epi Kolono, director: Georgia Mavragani	

<b>On seeing the 100% perfect girl</b>	2007
The Happy End Theatre Group, Theatre Epi Kolono, director: Georgia Mavragani	
<b>Women, whose men are missing</b>	2007
Mikro Polytexnio Theatrical Workshop, director: Sofia Seirli	
<b>Sweet bird of youth</b>	2007
Mikro Polytexnio Theatrical Workshop, director: Anita Kagkalou	
<b>The short story of my life</b>	2006
Pocket Theatre Festival, director: Kyriakos Chatzimichailidis	
<b>The beauty and the beast</b>	2006
Theatrical Workshop of Vrilissia Municipality, director: Tonia Stavropoulou	
<b>The little prince</b>	2005
Theatrical Workshop of Vrilissia Municipality, director: Tonia Stavropoulou	
<b>Moon week</b>	2005
Pocket Theatre Festival, director: Thrasos Kaminakis	
<b>Plutus</b>	2002
Hellenic College of London, director: Maria Matsouka	

## Cinema

<b>The last pornmovie</b>	2006
under the alias «Asad», director: Costas Zapas	
<b>Tsiou</b>	2005
under the alias «Savage Mambas», director: Makis Papadimitratos	

## Installations

<b>LUCA the last universal common ancestor</b>	2018
Audiovisual Arts Festival, Ionian University, Corfu Four-channel interactive audio installation that interprets sonically the evolutionary process of living beings from simple, unicellular to complex, multicellular organisms, by means of the sound's fidelity and the processing algorithms' complexity.	
<b>Kronos</b>	2017
Audiovisual Arts Festival, Megaron Concert Hall, Athens Interactive audio installation, in which users are introduced to concepts and practices of electronic music composition by solving riddles and accomplishing	

tasks within the context of an electronic role-playing game.

**Hearing the magnetic storm**

2016

Athens Science Festival, Technopolis, Athens

Interactive audio installation that aims at informing and raising awareness about the phenomenon of magnetic storms by sonically representing the alteration of Earth's magnetic field caused by solar energy.

**The hidden poets garden**

2012

Asomaton Theatre, Thisseio, Athens

Performance based on processing pre-recorded recitation of poems and live improvisation with sound producing objects.

**Original Vs Copy**

2010

Design Walk Festival, Monastiraki, Athens

Interactive audiovisual installation based on the collage of fragmented pre-recorded interviews, aiming to represent the complexity of human existence. The installation's space was scenographically prepared with threads interconnecting excerpts from the interviews written on the walls to enhance the audience's immersion.

**The Box**

2008

Booze Cooperativa, Kolokotroni, Athens

Interactive audiovisual installation based on time-travelling to different eras. The installation took place in a specially constructed chamber (time-machine) to enhance the audience's immersion.

**Rockaby**

2007

Bios, Pireos, Athens

Interactive audiovisual installation based on Samuel Beckett's respective play. Sound was stochastically de- and re-constructing the pre-recorded narration, while space was prepared with props from the life of the play's character to enhance the audience's immersion.

**Laptop Hug**

2002

Babble's Festival, APU University, Cambridge, UK

Projection of audiovisual material (video) criticizing people's excessive dependency on technology.

**Hangover**

2002

Kettle's Yard Gallery, Cambridge, UK

Audio installation with processed fragments of pre-recorded human speech randomly collected during a night-out.

## Software Expertise

Music Production and Processing Software:

- Max/MSP
- PureData
- GNU Octave
- Adobe Audition
- Steinberg Cubase
- Ableton Live

## Other Work Experience

### Customer Service Supervisor

2016-2017

Teleperformance Hellas, project «Salt», Athens  
duties: Training and evaluating agents

### Customer Service Representative

2015-2016

Teleperformance Hellas, project «Salt», Athens  
duties: Technical and financial customer support (phone & email)

### Travel Agent

2001

Pierre One, Mykonos  
duties: Sales, reservations & guided tours

## Foreign Languages

- Greek (native)
- English (fluently)
- German (fluently)

## General Interests

- Astronomy
- Electronic Games
- Cooking