Curriculum Vitae

PERSONAL INFORMATION	Angeliki Malakasioti

📍 Psychari 14, 11141 Athens (Greece)

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✉ amalakasioti@ionio.gr

💬 Skype Angeliki Malakasioti

Sex Female | Date of birth 01 January 1983

🌐 www.angelikimalakasioti.com

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

Teaching experience in undergraduate studies | *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
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

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

Lectures
"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

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 reserach 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

"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, Transdiciplinary 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", 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   CONFERENCE PROCEEDINGS

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 Syymposium 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://infoidk.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, Beiging, in cd-rom or online at: http://www.uia-public-health-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

BOOKS
Malakasioti, A., "Digital Ghosts: 7 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 (signed contract, in progress)

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

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

JOURNALS

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 PUBLICATIONS

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

Presentation of Angeliki Malakasioti's photography exhibition in the context of Photobiennale, FMAG, fmag.gr, July 11th 2010, http://fmag.gr/node/520

Parallel academic and scientific activities	2020, **Reviewer for Leonardo LABS (Leonardo Abstracts Service), MIT Press,** https://www.leonardo.info/labs

2019-2020, **Member of the Organizing Committee**, AudioVisual Arts Festival, Department of Audio and Visual Arts, Ionian University, Corfu (forthcoming)

2019, **Movie Selection Committee**, Animation Festival ICONA, CIAK Ionian University, 2019

2018, **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*

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

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   Façade 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 (mastichochori)
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 – Mouresi, 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

2019 | The Room, 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 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

2011 | Drunk Goldfish – 6.51 – Music video, TIM VEKKA2010 | Standstill – 8.21 – experimental short film

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)

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

<table>
<tr><td>Film and video festivals</td><td>2011 | STRANGE SCREEN III - Experimental movie festival and parallel actions, Center of Performing Arts Mitos, Anemicinema, Cyprus | Film: Standstill</td></tr>
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Film and video festivals

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 Límites** | Experimentar el cine | Maldonado + Uy, Muestra International 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

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

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

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: O «kliste 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

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

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 International 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

2 Honorable Mentions
IPA - International Photography Awards, 2010, Category: Fine Art: Abstract Non – Pro:
Title 1: MnemoVertebra
Title 2: Anemotion

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
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 Achillopoulou Foundation Scholarship for postgraduate studies in London (2007).

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'