



### Academic Personnel Short Profile / Short CV

<b>University:</b>	University of Nicosia
<b>Surname:</b>	Kosmas
<b>Name:</b>	Panagiotis
<b>Rank/Position:</b>	Adjunct faculty
<b>Faculty:</b>	Education
<b>Department:</b>	Education
<b>Scientific Domain: *</b>	Educational Technology, Language Learning

*\* Field of Specialization*

Academic qualifications (list by highest qualification)				
Qualification	Year	Awarding Institution	Department	Thesis title (Optional Entry)
PhD	2018	Cyprus University of Technology	Multimedia and Graphic Arts	Investigating Embodied Learning with technology in authentic classroom environments
MA in New Technologies for Learning	2015	Cyprus University of Technology	Communication and Internet Studies	Online Sharing of Knowledge Among In-service Teachers for Professional Development Purposes
M.Ed. in Education	2007	University of Rome III-Italy	Education	Teaching history with technology: A comparative study between Italy and Cyprus
BSc in Classics	2006	National & Kapodistrian University of Athens	Philosophy	

### Employment history in Academic Institutions/Research Centers – List by the three (3) most recent

Period of employment		Employer	Location	Position
From	To			
2020	Present	CARDET	Nicosia	Head of Education
2019	2020	Cyprus University of Technology	Limassol	Postdoc
2017	Present	University of Nicosia	Nicosia	Adjunct Faculty

### Key refereed journal papers, monographs, books, conference publications etc. List the five (5) more recent and other five (5) selected –(max total 10)

Ref. Number	Year	Title	Other authors	Journal and Publisher / Conference	Vol.	Pages
1	2021	Emergency remote teaching during COVID-19 pandemic: lessons learned from Cyprus	Nisiforou, A Vrasidas, C	Educational Media International		1-7
2	2020	Education in precarious times: a comparative study across six countries to identify design priorities for mobile learning in a pandemic	Hall, T et al.	Information and Learning Sciences	121	433-442
3	2021	Comparing a digital and a non-digital embodied learning intervention in geometry: can technology facilitate?	Georgiou, Y Ioannou, A	Technology, Pedagogy and Education	30	345-363

4	2019	Creating the Profile of Participants in Mobility Activities in the Context of Erasmus+: Motivations, Perceptions, and Linguistic Needs.	Parmaxi, A Perifanou, M Economides, A Zaphiris, P	International Conference on Human-Computer Interaction		499-511
5	2019	Words in action: investigating students' language acquisition and emotional performance through embodied learning	Zaphiris, P	Innovation in Language Learning and Teaching	14	317-332
6	2019	Embodied Interaction in Language Learning: Enhancing Students' Collaboration and Emotional Engagement	Zaphiris, P	IFIP Conference on Human-Computer Interaction, Springer, Cham		179-196
7	2019	Enhancing accessibility in cultural heritage environments: considerations for social computing	Galanakis, A Constantinou, V Drossis, G Christofi, M Klironomos, I Zaphiris, P Margherita, A & Stephanidis, C	Universal Access in the Information Society	19	471-482
8	2018	Moving Bodies to Moving Minds: A Study of the Use of Motion-Based Games in Special Education	Ioannou, A Retalis, S	TechTrends	62	594-601
9	2018	Implementing embodied learning in the classroom: effects on children's memory and language skills	Ioannou, A Zaphiris, P	Educational Media International	56	59-74



10	2017	Using embodied learning technology to advance motor performance of children with special educational needs and motor impairments	Ioannou, A Retalis, S	European Conference on Technology Enhanced Learning	111-124
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**Research Projects. List the five (5) more recent and other five (5) selected (max total 10)**

Ref. Number	Date	Title	Funded by	Project Role*
1	2019	Building School-Wide Inclusive, Positive and Equitable Learning Environments Through A Systems-Change Approach	Erasmus+	Scientific/Project Coordinator
2	2019	Game to EMbrace INtercultural education	Erasmus +	Scientific/Project Coordinator
3	2019	Inspiring Next Generation of Girls through Inclusive STE(A)M Learning in Primary Education	Erasmus +	Scientific/Project Coordinator
4	2018	Using Mobile Augmented Reality Games to develop key competences through learning about sustainable development	Erasmus +	Scientific/Project Coordinator
5	2018	OPENLang (OPEN EUROPEAN LANGUAGES AND CULTURES NETWORK)	Erasmus+ KA1	Project Manager /Researcher



6	2017	INTELed (Innovative Training via Embodied Learning and Multisensory Techniques for Inclusive Education)	Erasmus+ KA2	Researcher
7	2018	Designing and Evaluating Innovative Mobile Learning Pedagogies	Erasmus+ KA2	Researcher
8	2018	Boosting Virtual Reality Learning within Higher Business Management Education	Erasmus+	Project Manager /Researcher
9	2016	Network for Social Computing Research (NOTRE)	European Commission (H2020)	Researcher
10	2007	Daphne III (Fight Against Violence)	Erasmus+	Researcher

*\*Project Role: i.e. Scientific/Project Coordinator, Research Team Member, Researcher, Assistant Researcher, other*

**Academic Consulting Services and/or Participation in Councils / Boards/ Editorial Committees.  
List the five (5) more recent (Optional Entry)**

Ref. Number	Period	Organization	Title of Position or Service	Key Activities
1	2015 - Present	Cyprus Interaction Lab	Affiliated/Collaborating Researcher	Research, Grant writing, Scientific publications, Project management
2	2016–2017	13th Joint Summer School on Technology Enhanced Learning (JTELSS)	Organizing committee	Organization of workshops and conferences
3	2017-Present	European Conference of	PC Member	Reviewing of papers



		Technology Enhanced Learning		
4	2015–2017	Summer School Research Methods in Human Computer Interaction	Organizing committee	Organization of workshops and conferences
5	2019 – present	Member of the Association of EUROCALL	Organizing committee	Consulting

**Awards / International Recognition (where applicable). List the five (5) more recent and other five (5) selected. (max total 10) (Optional Entry)**

Ref. Number	Date	Title	Awarded by:
1	2018	Best Paper Award “Embodied Cognition and Its Implications in Education: An Overview of Recent Literature”	International Conference of Computers and Education