

Academic Personnel Short Profile / Short CV

University:	University of Nicosia
Surname:	Christou
Name:	Chris
Rank:	Associate Professor
Faculty:	Humanities and Social Sciences
Department:	Design & Applied Multimedia
Scientific Domain:	Interactive and Creative Technologies, Cognitive and Motor Rehabilitation, Applied Perception

Academic qualifications

Qualification	Year	Awarding Institution	Department	Thesis title
DPhil	1994	University of Oxford, UK	Physiology	Human Vision and the Physics of Natural Images
MSc	1989	Heriot-Watt University, Edinburgh, UK	Computer Science	Knowledge-Based Systems
BA (Hons)	1985	University of Sussex, UK	Cognitive Sciences	Philosophy and Cognitive Studies

Employment history

Period of employment		Employer	Location	Position
From	To			
2007/10	present	University of Nicosia	Nicosia, Cyprus	Assistant Professor
2004/2	2007/10	University College London	London, UK	Research Fellow
2003/1	2004/1	Max Planck Institute for Biological Cybernetics	Tuebingen, Germany	Research Fellow

Key <i>refereed</i> journal papers, monographs, books, conference publications etc.						
Ref. Number	Year	Title	Other authors	Journal and Publisher / Conference	Vol.	Pages
1	2018	BuzzwireVR: An Immersive Game to Supplement Fine-Motor Movement Therapy	Michael-Grigoriou, D., Sokratous, D. & Tsiakoulia, M.	ICAT-EGVE, G. Bruder, S. Cobb, and S. Yoshimoto (Editors)		
2	2018	Virtual Buzzwire: Assessment of a Prototype VR Game for Stroke Rehabilitation	Michael-Grigoriou, D & Sokratous, D.	IEEEVR 2018, Reutlingen, Germany		
3	2017	Steering Versus Teleport Locomotion for Head Mounted Displays.	Aristidou P.	De Paolis L., Bourdot P., Mongelli A. (eds) Augmented Reality, Virtual Reality, and Computer Graphics. Lecture Notes in Computer Science. Springer	10325	
4	2016	Navigation in Virtual Environments: Comparison of Gaze-Directed and Pointing Motion Control	Herakleous, K., Tzanavari, A. & Poullis, C.	Proceedings MELECON2016, Limassol, Cyprus.		
5	2015	Psychophysiological responses to virtual crowds: Implications for wearable computing	Herakleous, K., Tzanavari, A. & Poullis, C.	International Conference on Affective Computing and Intelligent Interaction, Xi'An, China	IEEE 978-1-4799-9953-8/15	
6	2014	Aliens versus Humans: Do Avatars Make a Difference in How We Play the Game?	Michael D.	Games and Virtual Worlds for Serious Applications (VS-GAMES), 2014 6th International Conference on	10.1109/VS-Games.2014.7012029.	
7	2010	Virtual Reality in Education		Affective, Interactive and Cognitive		228-243

				Methods for E-Learning Design. eds Tzanavari A. Tsapatsoulis		
8	2003	Extrinsic cues aid shape recognition from novel viewpoints	Bülthoff H.	<i>Journal of Vision</i>	3/3/1	online
9	1997	Light source dependence in shape from shading, <i>Vision Research</i>	Koenderink J.J.	Vision Research	V37/11	1441-1449
10	1996	Surface gradients, contours and the perception of surface attitude in images of complex scenes	Koenderink J.J.	Perception	25	701-713

Exhibitions					
Ref. Number	Date	Topic	International / Local	Location	Role in Exhibition
1	2015	Demonstration of Interactive Graphics using LEAP motion controller.	Local	TedX Nicosia	Creator/Presenter
2	2014	Cinematic VR Presentation. <i>War Torn: Life in the Middle East</i>	Local	TedX Nicosia	Creator/Presenter
3	2006	Immersive CAVE VR Installation. <i>MetteLand – An emergent environment that interacts with the mood of its user</i>	International	The Slade Centre for Electronic Media, Node London Exhibition	Co-Creator/Presenter
4	2001	Science at Christmas: The human senses, TV Presentation, Virtual Touch	International	Broadcast on BBC2	Participant. Demonstrator
5	2001	'Fooling the Senses' - Virtual Touch. Haptic Robotic Arms	International	Royal Society Summer Exhibition, London	Creator/Presenter

Research Projects				
Ref. Number	Date	Title	Funded by	Project Role
1	2017	Cyprus Science and Research Center	EU Horizon 2020	Research Team Member
2	2012	Early Identification and Assessment of Preschool Children with Specific Language Impairment in Cyprus	IPE	Principal Investigator
3	2005	PRESENCIA (27731)	EU FET	Research Team Member
4	2004	CREATE	EU IST	Research Team Member

Consulting Services and/or Participation in Councils / Boards/ Editorial Committees.				
Ref. Number	Period	Organization	Title of Position or Service	Key Activities
1	2012-2017	Cyprus University of Technology	Adjunct Researcher	Research using Interactive & Immersive Technology
2	2015-2016	University of Nicosia	Member – Quality Assurance Board	
3	2017-Present	Transactions on Visualization and Computer Graphics Journal	Reviewer	Review of submissions

Awards / International Recognition			
Ref. Number	Date	Title	Awarded by:
1	2014	Best Paper Prize	Games and Virtual Worlds for Serious Applications (VS-GAMES), Malta

Other Achievements			
Ref. Number	Date	Title	Key Activities:
1	Nov. 2018	Session Chair – Eurographics Symposium on Virtual Environments	http://icat-egve2018.rise.org.cy/program/#sess6 Virtual Environments in Education