

	Personal Information
Surname:	Christou
Name:	Chris
Rank:	Associate Professor
School:	Humanities
Department:	Design & Multimedia
Academic Domain:	Interactive Technologies, Virtual Reality, Applied Perception

	Educational Qualifications				
Degree Title	Awarding Institution	Year Awarded			
DPhil	University of Oxford, England	1994			
MSc	Heriot-Watt University, Edinburgh	1989			
BA (Hons)	Sussex University, England	1985			

Employment History				
Period of Employment (MM/YY-MM/YY)	Employer	Location	Position	
2007 - Present	University of Nicosia	Nicosia	Associate Professor	
2004-2007	University College London	UK	Researcher	
2002-2004	Max-Planck Institute for Biological Cybernetics	Tuebingen	Researcher	
1999-2001	Unilever Research, Port Sunlight	UK	Scientist	



Publications

Key <u>refereed</u> journals / conference publications / books (monographs, co-authored, edited, chapters)

	Year	Title	Authors	Journal/Conference/ Book/etc	Vol. No /ISBN	Pages
1	2017	Steering Versus Teleport Locomotion for Head Mounted Displays.	Christou C.G., Aristidou P.	De Paolis L., Bourdot P., Mongelli A. (eds) Augmented Reality, Virtual Reality, and Computer Graphics. AVR 2017. Lecture Notes in Computer Science, vol 10325. Springer		
2	2016	Navigation in Virtual Environments: Comparison of Gaze-Directed and Pointing Motion Control	Christou, C. G., Herakleous, K., Tzanavari, A. & Poullis, C.	MELECON2016, Limassol, Cyprus.		
3	2016	Studying Children's Navigation in Virtual Reality	Tzanavari, A., Christou, C., Herakleous, K., & Poullis, C.	International Conference on Learning and Collaboration Technologies		187-197
4	2015	Psychophysiological responses to virtual crowds: Implications for wearable computing	Christou, C. G., Herakleous, K., Tzanavari, A. & Poullis, C.	International Conference on Affective Computing and Intelligent Interaction, Xi'An, China	IEEE 978- 1-4799- 9953- 8/15	
5	2014	Aliens versus Humans: Do Avatars Make a Difference in How We Play the Game?	Christou, C & Michael D.	Games and Virtual Worlds for Serious Applications (VS- GAMES), 2014 6th International Conference on	10.1109/ VS- Games.2 014.7012 029.	
6	2014	User Experience Observations on Factors That Affect Performance in a Road-Crossing Training Application for Children Using the CAVE.	Tzanavari, A., Matsentidou, S., Christou, C. G., & Poullis, C.	Learning and Collaboration Technologies. Technology-Rich Environments for Learning and Collaboration		91-101
7	2012	Eye-tracking of ESL Learners in Multimedia Learning,	Tzanavari, A., & Christou, C	Cardet: 62nd Annual conference of the International Council for Educational Media.		



8	2010	Virtual Reality in Education	Christou, C.G.	Affective, Interactive and Cognitive Methods for E-Learning Design: Creating an Optimal Education Experience eds Tzanavari A. Tsapatsoulis	228-243
9	2006	A Versatile Large-Scale Multimodal VR System for Cultural Heritage Visualization.	Christou, C., Angus, C., Celine Loscos, C. Dettori, A., Roussou, M.	VRST '06: Proceedings of the ACM symposium on Virtual reality software and technology, ACM Press New York, NY, USA.	
10	2003	Extrinsic cues aid shape recognition from novel viewpoints	Christou C & Bülthoff H	Journal of Vision, 3/3/1 http://journalofvisio n.org/3/3/1	

			Funded	Projects		
	(list up to 10)					
	Project Title	Funding Agency	Project Duration (DD/MM/YY- DD/MM/YY)	Participation Status (e.g. Partner, Principal Investigator, Research Associate)	Total Project's Budget	Allocated / Awarded Budget to the Participant
1	Cyprus Science and Research Centre	EU Horizon 2020	2017-2018	Associate	€400,000	€4,500
2	Early Identification and Assessment of Preschool Children with Specific Language Impairment in Cyprus	RPF	2012-2014	PI	€100,000	€10,000
3	PRESENCCIA (27731)	EU FET	2004-2005	Associate	€2,000,000	€300,000
4	CREATE	EU IST	2005-2010	Associate	€1,000,00	€100,000



	Consultancy and Scholarly Work				
	(E.g. Membership in Boards, Editorial Committees, etc. List up to 10)				
	Period (MM/YY-MM/YY)	Description			
1	2012-2017	Cyprus University of Technology – Adjunct Researcher			
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	Awards and Recognitions					
	(list up to 10)					
	Year	Description				
1	2014	Best Paper Prize: Games and Virtual Worlds for Serious Applications (VS-GAMES), Malta				
2	2001	Appearance on BBC2 series 'Science at Christmas': Episode on the human senses, broadcast demonstrating virtual touch (haptic devices)				
3	2001	Royal Society Summer Exhibition 'Fooling the Senses' - Demonstration of Virtual Touch, in collaboration with Oxford University and Unilever Research, UK.				
4	1993	Medical Research Council, UK, MRC Computational Vision Neuroscientist				