

CYPRUS INTERACTION LAB

www.cyprusinteractionlab.com

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More information at:
www.cyprusinteractionlab.com

The Cyprus Interaction Lab of the Department of Multimedia and Graphic Arts of the Cyprus University of Technology studies the interaction of people with technology in various fields.

The lab aims to :

- > Understand, through research, the significant supportive and mediating role of technology in promoting learning, communication, collaboration, and social change.
- > Produce and disseminate Educational Technology and HCI research with real-world impact.

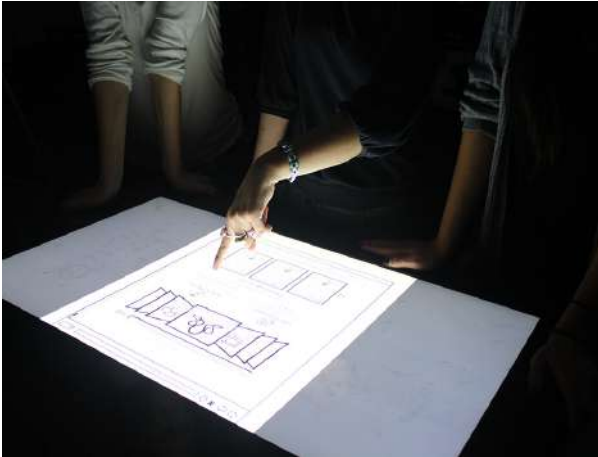
CIL research aims towards theoretical and practical frameworks in three thematic areas:

- > Embodied Play and Learning using Technology
- > Interaction Design and Creative Collaborative Spaces
- > Inclusive Design and Social Change using Technology

CIL research typically spans across the above-mentioned thematic areas, whilst it draws on:

- > Constructivist and Constructionism pedagogy
- > Co-design with educators and stakeholders
- > Human-centered design
- > Authentic learning environments and real-world settings

Welcome note from the lab director



Assistant Prof. Andri Ioannou
Lab Co-founder & Director



The Cyprus Interaction Lab is the only research facility in Cyprus conducting interdisciplinary research in the areas of Educational Technology, Social Computing and Human Computer Interaction. We are now a team of 19 researchers and we carry complementary expertise in these areas.

Year 2017 has been a very productive year with numerous new publications and projects in these areas of research.

As a space the Lab has a specially equipped usability laboratory (see <http://cyprusinteractionlab.com/facilities>). This year we have invested on the purchase of various educational robotics models as well as technologies for setting up interactive walls and floors.



The Lab also offers an [MA Interaction Design](http://idmaster.eu) (<http://idmaster.eu>) and organizes the [HCII Affiliated Conference on Learning and Collaboration Technologies](#).

CIL instigates interdisciplinary interaction and promotes collaboration between industry, academia and research organizations in research areas of global importance. We are proud to engage in research that helps unpack the potential of emerging technologies to positively influence our society. We hope you will enjoy reading our newsletter which highlights our major achievements of the year 2017.



The director,
Assistant Prof. Andri Ioannou



Graduate PhD students



Christina Vasiliou

Christina Vasiliou is a post-doctoral researcher at Newcastle University working in collaboration with Northern Stage on incorporating digital technologies into the design, production and post-production activities associated with theatrical productions. Christina holds a PhD in Human-Computer Interaction (Cyprus University of Technology), a MSc in Human-Centred Interactive Technologies (University of York, UK) and a BSc in Computer Science (University of Cyprus). In her doctoral work, she focused on understanding the complex interactions and interdependencies in an artifact ecology from a distributed cognition perspective and produced a number of design implications for interaction and instructional designers.



Thomas Photiadis

Thomas Photiadis is part time lecturer at European University Cyprus and at CIM. Thomas holds his Ph.D. in Human-Computer Interaction at the Cyprus University of Technology, at the Department of Multimedia and Graphic Arts. His dissertation is entitled "Virtual Well-Being: Emotional and Behavioral Appraisal Patterns of an Immersive User Experience". It emphasized on user's behavior, identifying, analyzing, clarifying and associating the elicited emotions and satisfied needs with the stimulated behaviors and actions. The data analyses revealed implicit knowledge of individuals' online experience, stressing meanings and the interpretations of the virtual social user experience.

New PhD students



Chrysanthos Socratous



Stella Timotheou



Aekaterini Mavri



Marianna Ioannou



The Cyprus Interaction Lab members

More information at:
www.cyprusinteractionlab.com/people



research projects

Newly funded projects



ERASMUS + KA2: INNOVATIVE TRAINING VIA EMBODIED LEARNING AND MULTI-SENSORY TECHNIQUES FOR INCLUSIVE EDUCATION [INTELED] 2017-2019

INTELED aims to support special and general education teachers in acquiring knowledge and skills about the use of multi-sensory technology for learning and assessment, for addressing the needs of SEN children in inclusive education contexts. This will be obtained through an innovative training method, driven by theories of embodied cognition, research on embodied learning, and the premise of multi-sensory technologies.

More information at:
<http://inteled.cyprusinteractionlab.com/>



ERASMUS + KA2: ENGINEERING AND INDUSTRY INNOVATIVE TRAINING FOR ENGINEERS [ENGINITE] 2017-2019

ENGINITE (Erasmus + KA202 – Strategic Partnerships for vocational education and training) project aims to develop an innovative vocational training programme which will use synchronous methods aiming to set a higher standard level for engineering training. ENGINITE focuses on the design, development and establishment of a new industrial-oriented postgraduate vocational training programme that aims to bridge the gap between academia and industry and is targeted for graduate and junior engineers by integrating ‘theory’ with ‘practice’ using the Problem Based Learning approach to teaching and learning.

More information at:
<https://enginite.cyprusinteractionlab.com/>



RISE

H2020 TEAMING: RESEARCH CENTRE IN INTERACTIVE MEDIA, SMART SYSTEMS AND EMERGING TECHNOLOGIES [RISE] 2015-2016; 2017-2024

RISE is the first Research centre in Cyprus focusing on Interactive media, Smart systems and Emerging technologies aiming to become a centre of excellence empowering knowledge and technology transfer in the region. It is a joint venture between the three public universities of Cyprus (University of Cyprus, Cyprus University of Technology, Open University of Cyprus), the Municipality of Nicosia, and two renowned international partners, the Max Planck Institute for Informatics (Germany) and University College London (UK).

More information at:
<http://www.rise.org.cy>





research projects

Newly funded projects



Let us know what you are working on!
If you wish to help out or collaborate with the Cyprus Interaction Lab feel free to email us at: info@cyprusinteractionlab.com



MIGRANT INFORMATION CENTRES [MIHUB]
2016-2017

Migrant Information Centres (MICs) provide informational and psychosocial support services to migrants in order to support their social inclusion into the local society. The MICs are under co funding by the European Asylum, Migration and Integration Fund and the Republic of Cyprus. The Centers' service provision includes direct and indirect advocacy on migration, employment, housing, educational opportunities, health care, culture and social inclusion information and so forth. In addition, collaboration is established with relevant governmental organisations and departments, NGOs and voluntary agencies.

More information at <http://www.mihub.eu/en/>



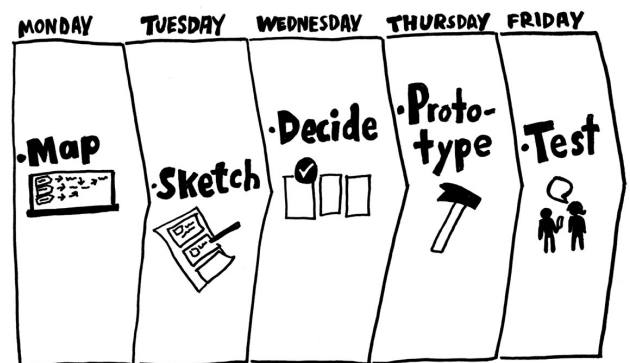
H2020 ITN:INNOVATIVE TRAINING NETWORK ON PARTICIPATORY MEMORY PRACTICES [POEM] 2018-2022

The Horizon 2020 Innovative Training Network POEM trains future experts for the heritage sector and studies participatory memory practices and digital heritage in Europe. POEM starts in April 2018 with the recruitment of early stage researchers for 13 projects. Two of the 13 projects are being led by the Cyprus University of Technology. The project receives funding from the European Union's Horizon 2020 research and innovation programme under the Marie Skłodowska-Curie. Participatory memory work is critical to understanding the inclusion of memories across nations and social situation (gender, wealth, education, migration) into institutional memory work and heritage building and thus to acknowledge them as a significant part of the history and contemporary life in Europe.



CAPACITY-BUILDING TRAINING ON MIGRATION, ENVIRONMENT AND CLIMATE CHANGE [CATER]

This EIT-funded Climate-KIC project aims to develop a strategy that factors migration into environmental and development policies, as well as take environmental change into account in comprehensive migration management policies focusing on the city of Limassol as a case study. This will be achieved through the training of migrants and other stakeholders through an ICT environment aiming to build the capacity of policymakers and practitioners in issues of migration, environment and climate change.



News, events & highlights [Kickoff events]



November 2017

Kickoff meeting for the INTELed European project [INnovative Training via Embodied Learning and multi-sensory techniques for inclusive education]

The kickoff meeting of the INTELed project [INnovative Training via Embodied Learning and multi-sensory techniques for inclusive education] took place with great success on November 20-21, at the Cyprus University of Technology. The INTELed project, which is funded by the European Commission, is composed by four partners (Cyprus University of Technology, CESIE, University of Piraeus, University of Valladolid) in four countries (Cyprus, Italy, Greece, Spain).



December 2017

Kickoff meeting for the ENGINITE European project [“ENGINEERING and Industry Innovative Training for Engineers”]

The kick-off meeting of the ERASMUS+ project entitled: ENGINITE: “ENGINEERING and Industry Innovative Training for Engineers” took place at the Cyprus University of Technology in December 7th and 8th 2017. The project’s consortium is comprised of 7 partners in 4 different European countries: Cyprus University of Technology (Cyprus), Aalborg Universitet (Denmark), CUBEIE L.L.C (Cyprus), London South Bank University (UK), Technical University of Crete (Greece), GrantXpert Consulting (Cyprus), and Useful Simple Projects Limited (UK).



October 2017

Facilitating Public Participation in Urban Design through Augmented Reality

The Cyprus Interaction Lab and Harvard University have begun a collaboration in the intersection of Urban Design, Participation and Augmented Reality. Urban Design and Planning worldwide have long been criticised for their lack of meaningful public consultation and participation in the process of the making of our cities.



November 2017

World Usability Day 2017 – Migration, Environment & Technology

The Social Computing Research Centre (socialcomputing.eu), the Cyprus Interaction Lab, the Migrant Information Centre (MIC), and the Climate-KIC project CATER celebrated the World Usability Day with an event focusing on ‘Migration, Environment, and Technology’.



New Publications



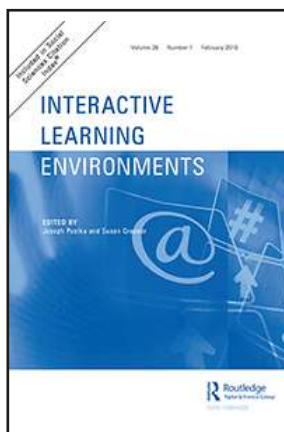
The Cyprus Interaction Lab has published a total of 20 papers in prominent journals and conferences in 2017. For a full list of our publications, please visit our google scholar page at: <http://tinyurl.com/jb4efd9>
Below you can find details of a selection of our 2017 publications.



A GLANCE INTO SOCIAL AND EVOLUTIONARY ASPECTS OF AN ARTIFACT ECOLOGY FOR COLLABORATIVE LEARNING THROUGH THE LENS OF DISTRIBUTED COGNITION

There is steadily growing interest in the design and evaluation of digitally enhanced spaces in the real-world where users use, combine, and appropriate different physical and digital tools based on the task at hand. Under the notion of “ubiquitous computing,” researchers have explored tools and theories to analyze, understand, and model users in complex socio-technical systems. Yet, even though theoretical approaches play a significant role in the work of practitioners, there is a general difficulty in applying them, pushing researchers to explore methodological frameworks with clearer guidelines. Using the distributed cognition for teamwork (DiCoT) framework, we study collaboration and communication patterns, physical movement, and social structures of two groups of learners working on a design problem as they evolve over a 3-month period. Through an in-depth investigation, we present detailed accounts of the social and evolutionary models of DiCoT for each group. Our analysis enriches the DiCoT framework by identifying five new principles: social emersion and social circles of privacy for the social model, and continuity, mutual adaptation, and semantics of body for the evolutionary model. This article contributes to HCI research by refining and extending the existing DiCoT framework and elaborating on two dimensions that have previously been under-developed in the literature.

Vasiliou, C., Ioannou, A., Stylianou-Georgiou, A., & Zaphiris, P. (2017). A Glance into Social and Evolutionary Aspects of an Artifact Ecology for Collaborative Learning through the Lens of Distributed Cognition. *International Journal of Human-Computer Interaction*, 1-13.



WEB 2.0 IN COMPUTER-ASSISTED LANGUAGE LEARNING: A RESEARCH SYNTHESIS AND IMPLICATIONS FOR INSTRUCTIONAL DESIGN AND EDUCATIONAL PRACTICE

This study explores the research development pertaining to the use of Web 2.0 technologies in the field of Computer-Assisted Language Learning (CALL). Published research manuscripts related to the use of Web 2.0 tools in CALL have been explored, and the following research foci have been determined: (1) Web 2.0 tools that dominate second/foreign language classroom; (2) learning/Second Language Acquisition theories that guide their use; (3) skills that Web 2.0 technologies support; (4) reported advantages and challenges in harnessing Web 2.0 tools; and (5) task design considerations. Findings of this study delineate how Web 2.0 tools are utilized in CALL and capitalize Web 2.0 features employed for different types of pedagogical activities. This paper argues that social technologies are valuable tools in the language classrooms but entail challenges regarding their theoretical and pedagogical alignment. The study concludes with some discussion and implications for instructional designers and practitioners.

Parmaxi, Antigoni, and Panayiotis Zaphiris. "Web 2.0 in Computer-Assisted Language Learning: a research synthesis and implications for instructional design and educational practice." *Interactive Learning Environments* 25, no. 6 (2017): 704-716.

Contact us



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Please use the map below for directions.

