

Annual Newsletter

# CYPRUS INTERACTION LAB

2022



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## Connect

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## Location

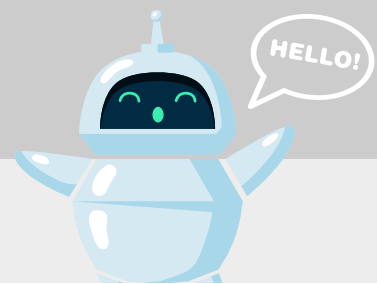
Potamites Building, 1st Floor  
8 Kitiou Kyprianou Street, 3036

### Welcome!

The Cyprus Interaction Lab (CIL) of the Department of Multimedia and Graphic Arts of the Cyprus University of Technology is an interdisciplinary research lab which specialises in Educational Technology and Human Computer Interaction. The lab was co-founded in 2011 by Panayiotis Zaphiris and Andri Ioannou and is the first of its kind in Cyprus, standing out for its high-quality research and facilities.

We design with people and the community in mind, aiming to produce research with real-world impact. We seek to understand the significant supportive and mediating role of technology in promoting learning, communication and collaboration, social change and inclusion in varied circumstances and contexts. Of great interest to us is the development of skills and upskilling in organizations aiming to facilitate digital transformation and digital capacity.

- Technology Enhanced Learning & Skills Development
- UX, LX Design & Social Innovation



## Meet the Lab

### Management



**Andri Ioannou**  
Associate Professor, Lab  
Director (since 2015)



**Panayiotis Zaphiris**  
Professor, Lab Director  
(2011 - 2015)



**Antigoni Parmaxi**  
Senior Researcher and  
Special Teaching Staff  
(since 2015)



**Aekaterini Mavri**  
Senior Researcher and  
Special Teaching Staff  
(since 2012)

## PhD Students



**Marianna Ioannou**  
Research Interests:  
Emerging interactive  
learning environments,  
embodied learning,  
STEM education,  
problem-solving



**Stella Timotheou**  
Research Interests:  
Making, STEAM learning,  
Tech-enhanced learning,  
Assessment and  
development of 21st  
century



**Dora Konstantinou**  
Research Interests:  
Educational Makerspaces,  
21st century skills  
development



**Giorgos Pallaris**  
Research Interests:  
Academic Makerspaces,  
design and evaluation of  
computer science  
curriculum, 21st century  
skills development

## Staff & Researchers



Dr. Ourania Miliou



Dr. Salomi Papadima -  
Sophocleous



Andreas Papallas



Stephanie Papalla



Eirini Christou



Maria Adamou



Leda Solomonidou



Sotiria Vorka



Andreas Stroumpoulis



Dr. Eleni Pashia



Konstantinos Charilaou



# PhD Graduates



**Dr. Leantros Kyriakoullis**

Leantros's main research interests focus on the domain of Human-Computer Interaction and cross-cultural communication. During his PhD studies, he explored how culture influences user behaviour and interaction and the importance of culture in design. His PhD thesis focused on Social Networks and how users with diverse cultural backgrounds use and interact on Facebook. Leantros also holds a degree in Computer Science (BSc) and Electronic Commerce (MSc). Concerning professional experience, he worked in both the private and public sectors in the domain of information technology and for the European Institutions in Brussels. Leantros is also an Agile PM<sup>2</sup> Certified, a project management methodology developed by the European Commission.



**Dr. Chrysanthos Socratous**

Chrysanthos has been a teacher in Primary Schools in Cyprus since 2012. He holds a bachelor's degree in Elementary School Teaching from the Aristotle University of Thessaloniki in Greece (2004-2008), a master's degree in Educational Technology from the same university (2009-2012), and a PhD in Educational Technology from the Department of Multimedia and Graphic Arts of the Cyprus University of Technology (CUT). His research interests are focused on the design, implementation and evaluation of Educational Robotics as tools that may support skills within a 21st century framework such as, problem solving, collaboration, computational thinking and metacognition.

### **DR FLEMP - Digital Reality in Foreign Language Education for medical professionals [2022-2024]**

The DR FLEMP project is an Erasmus + KA2 project that started in January 2022, aims to support the digital transformation in Foreign Language Education (FLE) in the EU, whilst focusing on filling the existing gaps and raising efficacy of foreign language education by nursing and caretaking students, as well as already qualified professionals, through Immersive learning environments that can address the challenges of digitization in educational systems. The coordinator of the project is the Internationale Akademie für Management und Technologie (INTAMT), Germany. CUT is one of the partners of the project along with SPRACHiNVEST GmbH (Germany), Utenos kolegija (Lithuania), UMEA UNIVERSITET (Sweden), and Internationale Agentur für Marketing und Technologietransfer (INTAMT), GmbH (Germany).



### **FemPower - Gender Equality in the Clean Energy Transition [2022-2024]**

The FemPower project is an Erasmus + KA2 project that started in February 2022 and will end in July 2024. The objectives of the FemPower project is to develop tools, methodologies, Open Educational Resources, a peer Learning Network and a cross-sectoral multidisciplinary collaboration that will increase inclusion and diversity in the Clean Energy Transition (CET), develop STEM/STEAM in higher education, in particular women participation in STEM and promote interest and excellence in science, technology, engineering, and mathematics (STEM) and the STEAM approach. The project coordinator is Aristotelio Panepistimio Thessalonikis, Greece (AUTH) and the partners are Politecnico Di Milano, Italy (Polimi), Technologiko Panepistimio Kyprou, Cyprus, the Centre For Research On Women's Issues, Greece (Diotima), Centar Za Promociju Nauke Serbia (CPN), Digijeunes France Toulouse, Universidad Del Pais Vasco Spain País Vasco Leioa (UPV/EHU), Technische Universiteit Delft Netherlands Zuid-Holland (TUDELFT) and Duneworks Netherlands Noord-Brabant.



# Research Projects



## **ARIDLL - Augmented Reality Instructional Design for Language Learning [2022-2025]**

The ARIDLL project is an Erasmus+ KA2 (2022-2025). It aims to develop a cooperation partnership and a professional community in Augmented Reality (AR) instructional design for language learning. The project is motivated by the need for digital innovation in language teaching. Although AR has become a popular technology, however, there are numerous challenges regarding the use of AR in educational settings in general and in foreign language (FL) teaching in particular. The technology is still new, and few best practices examples exist in the teaching community. ARIDLL aspires to fill the identified gaps by providing pre-service and in-service language teachers with support and materials to facilitate the use of AR in their practice. The project will develop these materials and evaluate them in different contexts, from schools to universities, focusing on different languages.



## **Qualitative Study of SELFIE Impact - QUASI [2021-2022] (via CYENS - EdMedia)**

This project aimed to understand the digital readiness of 15 schools from three different countries in Europe (Spain, Netherlands, and Cyprus), explore how SELFIE (a JRC self-reflection tool on schools' digital capacity) is used and perceived by its users, identify and describe the impact of SELFIE, situate its impact in the more complex nexus of interrelated concepts like: digital readiness of schools, school management models, the changing landscape of technologies, theory of change in organizations, integration of innovation in education as well as the datafication of schools, and provide a set of recommendations on the improvement of the tool, support material, school actions, best practices, stakeholder actions, social innovation actions.



# News & Events



## **DR FLEMP: Design Thinking Workshops *October, 2022***

Cyprus Interaction Lab is leading one of the main Project Results (PR1: Guidelines: Methodology and Recommendations on development of Mixed Reality applications for foreign language education for nursing in caretaking). To this aim, the consortium hosted a series of Design Thinking Workshops in the partner countries (led by the Cyprus Interaction Lab). In the workshops, language instructors, instructional designers and nursing professionals participated and drafted a storyboard of the future VR application. All storyboard ideas were discussed during the 3rd Transnational Project Meeting on the 20th-21st of October aiming to review the project results' progress and discuss future steps. Feedback was received by healthcare students and the next steps to be taken were defined.



## The Future of Makerspaces in Education

*September, 2022*

The “Future of Makerspaces in Education” organized by the Cyprus Forum, Youth Makerspace Larnaka and Oxygono, began with an introduction to the Erasmus+ project Assessmake21 and what was achieved in the context of developing and piloting a digital tool to assess the development of 21st C Skills.

The event continued with a panel discussion bringing into conversation three doctoral candidates — Stella Timotheou, Giorgos Pallaris, Dora Constantinou — and early career researchers like Andreas Papallas, which have been working and researching digital making and learning through makerspace environments.

The panel took place on Saturday, 17th of September, at the Youth Makerspace Larnaka of the Youth Board of Cyprus and the participants had the opportunity to meet the space!



## ASSESSMAKE21: Conference and Dissemination Event

*April, 2022*

Event “Innovative digital solutions to assess 21st century skills in makerspaces” was held Wednesday, 13/4/2022 at 17:00 (Greek time) and introduced to Assessmake21 digital self-assessment tool for 21st century skills in makerspace contexts. The tool has been designed and developed by the Assessmake21 consortium and is currently used as part of pilot studies in schools and makerspaces in the four partner countries (Ireland, Sweden, Greece, and Cyprus), despite the challenges occurring due to the pandemic. Benefits from the event included:

- Discuss with experts about making activities and their significance in education
- View successful makerspace models that have been established in Cyprus
- Get a glimpse of how the Assessmake21 tool is currently being used in schools and makerspaces both in Cyprus and Greece





ENTER EdTech:  
where start-ups meet  
with educational  
technology



## ENTER EdTech: Learning Innovation Hub *September, 2022*

The ENTER EdTech project kicked off its training&mentoring programme which aspires to promote entrepreneurial skills and create an entrepreneurial mindset in the education technology sector, at a time when education is undergoing fundamental changes. The Learning Innovation Hub offers free online training & in-person mentoring divided into three phases:

### Phase 1: Training Programme – Online

18.10.2022 “Education Market”

25.10.2022 “Product Market Fit & Evaluation”

02.11.2022 “Sales Process”

08.11.2022 “Financial Planning & Revenue Models in EdTech”

15.11.2022 “Commercialisation, Marketing and Pitching”

### Phase 2: Mentoring – CYENS, Nicosia

Four in-person mentoring sessions with an established local network of mentors

26/11/2022 | 03/12/2022 | 10/12/2022 | 17/12/2022

### Phase 3: Closing Event

26/01/2023

One day pitching event where education technology start-up ideas will be showcased in front of an established group of professionals and invited audience.

Target audience: Start-ups at any stage of their development and groups with a start-up concept





## FeSTEM Final Multiplier Event June, 2022

The event “Breaking the glass ceiling” in the context of the European project “Female Empowerment in Science, Technology, Engineering and Mathematics in Higher Education (FeSTEM)” was held with great success on Thursday, June 2, 2022 at the Cyprus University of Technology in Limassol. The aim of the event was to disseminate all the project's final results and outcomes to the target audience in Cyprus, as well as to highlight the valuable benefits of the FeSTEM CoP as a place to connect, discuss and access services and learning material.

Of paramount importance was the presentation of Anna Aristotelous, Director of the Central Prisons Department, who set the example of the Central Prison's Department as an example of courageous leadership, which managed to overcome obstacles and difficulties by adopting a human-centered approach and following culturally and gender-sensitive principles. The event indicated the successful completion of the project. Its main results are available on the project website: <https://festemproject.eu/>



# Featured Publications



**S Timotheou, O Miliou, Y Dimitriadis, S.V Sobrino, N Giannoutsou, R Cachia, A Ioannou**

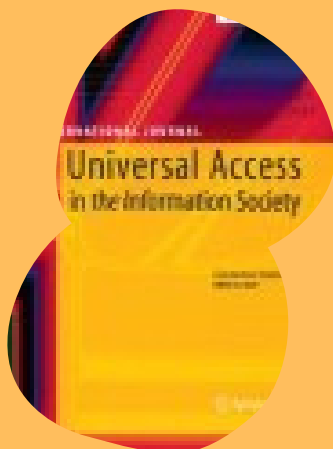
Impacts of digital technologies on education and factors influencing schools' digital capacity and transformation: A literature review.

Education and Information Technologies, 1-32 2022

**O Miliou, A Ioannou, Y Georgiou, I Vyrides, N Xekoukoulotakis, S Willert, A Andreou, P Andreou, K Komnitsas, P Zaphiris, S Yiatros**

The Design of a Postgraduate Vocational Training Programme to Enhance Engineering Graduates' Problem-solving Skills through PBL.

International Journal of Engineering Education, 38(5A), 1257-1273 2022



**E Christou, A Parmaxi**

Gender sensitive tools and materials for women empowerment in STEM: a systematic review with industrial and instructional recommendations and implications.

Universal Access in the Information Society, 1-16 2022

# Featured Publications



**C Socratous, A Ioannou**

Evaluating the Impact of the Curriculum Structure on Group Metacognition During Collaborative Problem-solving Using Educational Robotics.

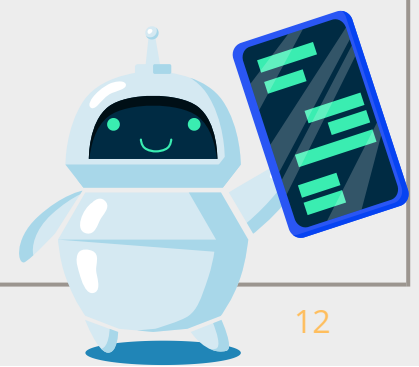
TechTrends, 1-13 2022



**G Pallaris, P Zaphiris, A Parmaxi**

Mapping the landscape of Makerspaces in higher education: an inventory of research findings.

Interactive Technology and Smart Education ahead-of-print. 2022



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