# **SKILLS**

VIRTUAL REALITY

SYSTEMS DESIGN

DIGITAL CONTENT

MIXED REALITY

MOTION CAPTURE

**INFORMATICS** 

#### **LANGUAGES**

GREEK

ENGLISH

# VLASIOS KASAPAKIS

ASSISTANT PROFESSOR

#### WORK EXPERIENCE

# UNIVERSITY OF THE AEGEAN

Apr 2019 - Jun 2024

## UNIVERSITY OF THE AEGEAN

May 2014 - Apr 2019

# COMPUTER TECHNOLOGY INSTITUTE AND PRESS "DIOPHANTUS"

UNIVERSITY OF THE AEGEAN

Jan 2013 - Aug 2019

Apr 2020 - Jun 2024

#### Assistant Professor

3D Graphics and Mixed Reality, Department of Cultural Technology and Communication

#### Researcher/Technical Assistant

MSc Theses and laboratory support, Department of Cultural Technology and Communication

### Researcher/Developer

SMARTBUY (H2020-ICT-2015/687960), HoPE (EC/CIP7/621133), MOVESMART (EC/FP7/609026), eCOMPASS (EC/FP7/288094).

#### Researcher/Developer

STEAME Teacher Facilitators Academies - Erasmus+

Gender equAlity and anti-dlscrimination practices via virtual reAlity approaches (GAIA) - Hellenic Foundation for Research and Innovation

Virtual Reality in Higher Education (VRinHE) - Erasmus+

VR Tools for desining products aimed at people with visual and motor impairments (VR4ALL) - Erasmus+

Realization of Virtual Reality Learning Environments for Higher Education (REVEALING) - Erasmus+

Interregional Digital Transformation for Culture and Tourism in Aegean Archipelagos - Regional Development Fund

Non-Verbal Communication in Immersive Virtual Reality (MetaVR) - Hellenic Foundation for Research and Innovation

# **EDUCATION**

UNIVERSITY OF THE AEGEAN, DEPARTMENT OF

CULTURAL

TECHNOLOGY AND COMMUNICATION

2019

UNIVERSITY OF THE AEGEAN,

DEPARTMENT OF CULTURAL

TECHNOLOGY AND

COMMUNICATION 2016

UNIVERSITY OF THE AEGEAN,

DEPARTMENT OF CULTURAL

TECHNOLOGY AND

COMMUNICATION 2009

UNIVERSITY OF THE

AEGEAN,

DEPARTMENT OF

CULTURAL

TECHNOLOGY AND COMMUNICATION

2007

# Postdoctoral Research

Interaction in Mixed Reality Worlds

# Doctor of Philosophy

Pervasive Role-Playing Games: Design, Development and Evaluation of a Research Prototype

# Master of Science

Cultural Informatics and Communication

# Bachelor's degree

Cultural Technology and Communication