

Georgios Christou

<http://www.georgioschristou.com>

Research Interests

- Video Game Design
- Player/Game Experience
- User Experience
- Reality-Based Interaction Evaluation
- Human-Computer Interaction

Education

- Ph.D. Tufts University, 2007, Computer Science
Dissertation: Cognitive Description and Evaluation of Interaction (CoDeIn): A Framework for the Description and Evaluation of Reality-Based Interaction.
Advisor: Dr. Robert J. K. Jacob
External Committee Member: Dr. Frank E. Ritter
- M.S. Tufts University, 2001, Computer Science
Project: Using an Inference Mechanism to Implement Access Rules in a Relational Database.
Advisor: Dr. James G. Schmolze
- B.S. Carnegie Mellon University, 1998, Cognitive Science & Computer Science

Scholarship, Honours and Awards

- Semi-Finalist, Student Research Competition at CHI 2007
- Master's and Ph.D. scholarship, 1999 – 2007, Tufts University
- Fullbright Scholar, Cyprus America Scholarship Program, 1995 – 1999, Carnegie Mellon University.

Academic Experience

- At European University Cyprus
Assistant Professor, Computer Science 2010 - Present
Lecturer, Computer Science, 2007 - 2010
- At Cyprus College
Lecturer, Computer Science, 2003 – 2007
- At Tufts University
Teaching Assistant, Computer Science, 1999 - 2003
- At Carnegie Mellon University
Teaching Assistant, Cognitive Science, 1997

Industry Experience

- Consultant, Cosine Consultants, Nicosia, Cyprus, 2008 - Present
- Network Programmer, Accumentrics Inc., Worcester, MA, 2001
- Senior Developer, E.C.S. Eurosoft Ltd., Limassol, Cyprus, 1999
- Developer, Melesoft Ltd., Nicosia, Cyprus, 1997

Research Grants

European Projects

- **2010 – Present:** Member of the FP7 Science in Society program “PERARES - Public Engagement with Research And Research Engagement with Society”. (End date: May 2014) – Total budget about 2.1 million euro
- **2009 – Present:** Member of ESF ICT Action IC0904 - Towards the Integration of Transectorial IT Design and Evaluation (End date: November 2013) – Total budget about 0.5 million euro
- **2007 – 2009:** Member of COST action 294: Towards the Maturation of Information Technology Usability Evaluation – Total Budget about 0.5 million euro

National Projects

- **2010 – 2012:** Cyprus Research Promotion Foundation grant for “The supportive role of robotic technology for sustainable agricultural development”. Total budget about 130,000 euro

Other Grants

- **2010 – 2011:** Cyprus Telecommunications Authority Grant for “An explorative study of the factors of User eXperience in Massive Multi-Player Online Games”.
- **2008 – 2009:** Cyprus Telecommunications Authority Grant for “Modeling the Real in the Virtual: An automated tool for the support of building predictive evaluation models for Reality Based Interaction”
- **2006 – 2007:** Cyprus Telecommunications Authority Grant for “A task modelling methodology for the prediction of errors in a user interface”
- **2005 – 2006:** Cyprus Telecommunications Authority Grant for “A Toolkit for End-User Building of Tangible User Interfaces Using Consumer Grade Hardware and Software”

Workshop and SIG Organization

- Co-organizer, Designing for the UX of Sociability in MMO Games, SIG at CHI 2011, Vancouver, Canada, 2011.
- Co-organizer, 1st European Workshop on Human-Computer Interaction Design and Evaluation, Limassol, Cyprus, April 2011. <http://sites.google.com/site/ehcide>
- Co-organizer, Workshop at CHI 2009: Challenges in the Evaluation of Usability and User Experience in Reality-Based Interaction. Boston, MA, April 2009.
- <http://www.georgioschristou.com/workshops/chi09/>.
- Co-organizer, Colloquium on the results of the European Social Survey, European University Cyprus, November 2008.
- Co-organizer, 5th COST294-MAUSE Open Workshop. Meaningful Measures: Valid Useful User Experience Measurement, June 2008. <http://cost294.org/vuum/>

Publications¹

Edited Workshop Proceedings

- Christou, G., Zaphiris, P. & Law, E. L-C. (2011). Proceedings of the 1st European Workshop on Human-Computer Interaction Design and Evaluation, Limassol, Cyprus. ISBN: 978-2-917490-13-6
- Christou, G., Law, E. L. C., Green, W. & Hornbæk (Eds.). (2009) Proceedings of the CHI 2009 Workshop on Challenges in Evaluating Usability and User Experience in Reality-Based Interaction. Boston, MA. ISBN: 978-2-917490-09-9
- Law, E. L. C., Bevan, N., Christou, G., Springett, M. & Lárusdóttir (Eds.). (2008) Proceedings of the International Workshop on Meaningful Measures: Valid Useful User Experience Measurement (VUUM). Reykjavik, Iceland. ISBN: 978-2-917490-02-0. IRIT: Toulouse, France.

Book Chapters

- Χρίστου, Γ. Τεχνοφοβικός τεχνόφιλος: Ο Κύπριος μη-χρήστης του διαδικτύου. Γουλιάμος, Κ. και Βρυωνίδης Μ. (επιμέλεια). Εν Τύποις, Λευκωσία, 2010, σελ. 147 – 169. (Christou, G. Technophobic technofriend: The Cypriot non-user of the Internet, Gouliamos, K. & Vryonides, M. (Eds.), En Typois, Nicosia, 2010, pp 147-169).
- Christou, G. The Use and Evolution of the Concept of Affordance in HCI. In Ghaoui, C. (Ed.), Encyclopedia of Human Computer Interaction. Idea Group Reference, Hershey, PA, 2005.

Journal Articles

- Christou, G. (Submitted) How Player Perceptions Change: A Study of World of Warcraft First-Time and Experienced Players. Entertainment Computing.
- Christou, G., Law, E. L-C., Zaphiris, P. and Ang, C. S. (Submitted) Challenges of Designing for the User Experience of Sociability in Massively Multi-player Online Role Playing Games. Behaviour & Information Technology.
- Christou, G., Ritter, F. E., Jacob, R. J. K. (2011) CODEIN – A new notation for GOMS to handle evaluations of reality based interaction style interfaces. International Journal of Human Computer Interaction (in press).

Journal Special Issues and Sections

- Special Editor, Special section on Reality-Based Interaction Evaluation Methods and Challenges, International Journal of Human-Computer Studies, 2010, 69 (1-2), 1-29.

Editorials

- Christou, G., Law, E. L-C., Green, W., & Hornbæk, K. (2011). Reality-based interaction evaluation methods and challenges. International Journal of Human-Computer Studies, 69(1-2), 1-2.

Publications in Refereed Conference and Workshop Proceedings

- Christou, G. (2011). Sanctions, Punishment, and Game design: Designing MMORPGs for fair treatment of players. Proceedings of MESM 2011 – GAMEON-ARABIA, Amman Open University, Amman, Jordan, 144-148.

¹ Drafts can be found at <http://www.georgioschristou.com/publications>.

- Christou, G., Zaphiris, P., Ang, C. S., and Law, E. L-C. (2011) Designing for the user experience of sociability in massively multiplayer online games. Proceedings of the 27th annual conference extended abstracts on Human factors in computing systems (CHI EA '11). Vancouver, Canada, pp. 879-882.
- Christou, G. (2010). Knowledge-Based Evaluation of Interaction [Abstract]. Proceedings of the Interaction Design and Human Computer Interaction Workshop: Part of the 4th International Conference on Typography and Visual Communication.
- Christou, G., Ritter, F. E. & Jacob, R. J. K. (2009). Knowledge-Based Usability Evaluation. Proceedings of the workshop “Challenges in the Evaluation of Usability and User Experience in Reality-Based Interaction”. At CHI 2009 Conference on Human Factors in Computing Systems, Boston, MA. ISBN: 978-2-917490-09-9
- Christou, G. Law, E. L-C, Green, W. and Hornbæk, K. (2009) Challenges in evaluating usability and user experience of reality-based interaction. Proceedings of the 25th annual conference extended abstracts on Human factors in computing systems (CHI EA '09). Boston, MA, pp. 4811-4814.
- Christou, G., Ritter, F. E. & Jacob, R. J. K. (2008). Modeling prehensile actions for the evaluation of Tangible User Interfaces. Proceedings of ITI 2008 International Conference of Information Technology Interfaces. Cavtat/Dubrovnik, Croatia: IEEE Explore, pp. 415-420.
- Christou, G. (2007). Towards a description and evaluation method for reality based interaction. Proceedings of the 23rd annual Conference on Human Factors in Computing Systems, San Jose, CA, pp. 2165-2170.
- Christou, G. (2007) Review of CPM-GOMS. In R³UEMs: Review, Report and Refine Usability Evaluation Methods, Proceedings of the 3rd International Workshop of COST294-MAUSE, Athens, Greece.
- Christou, G., Jacob, R. J. K. & Cheng, P. L. (2006). Modeling the Task: Leveraging knowledge-in-the-head at design time. In Y. Manolopoulos, J. Filipe, P. Constantopoulos and J. Cordeiro, eds., ICEIS 06 8th International Conference on Enterprise Information Systems, Paphos, Cyprus, pp. 131-134.
- Christou, G. & Jacob, R. J. K. (2005). Identifiability: A predictive quantitative measure for the comparison of a task designed in different interaction styles. In Proceedings of HCI International 11th International Conference on Human-Computer Interaction, Lawrence Erlbaum Associates, Las Vegas, NV, CD-ROM.
- Christou, G. & Jacob, R.J.K. (2003). Evaluating and Comparing Interaction Styles. In J.A. Jorge, N.J. Nunes, J. F. Cunha (Eds) Interactive Systems. Design, Specification, and Verification: 10th International Workshop, DSV-IS 2003, Lecture Notes in Computer Science 2844, pp. 406-409.

Talks and Presentations

- The open-source movement: advantages and disadvantages for small software houses. Presentation at Cosine Consultants, Ltd. “Cosine Day”, 2010.
- Ηλεκτρονικός Αναλφαβητισμός στην Κύπρο. Ομιλία στο : “Προβλήματα και προληπματισμοί για την Κυπριακή Κοινωνία – Ευρήματα από την Ευρωπαϊκή Κοινωνική Έρευνα” (e-Illiteracy in Cyprus. Talk at the colloquium “Problems and

- discussions about the Cypriot Society – Findings from the European Social Survey”). 2008
- The vision of Mark Weiser: Where we are headed. Presentation at Pallouriotissa Lyceum, 2008.
 - Using an inference mechanism to implement access rules in a relational database. Presentation at Tufts University Computer Science Colloquium, 2001
 - Security from User Inference in Relational Databases. Poster presentation at Tufts University Research and Graduate Study Fair, 2001.

Professional Activities

Committee Work at European University Cyprus

- Member, M.Sc. Computer Science Degree Design ad-hoc committee, 2011.
- Member, B.Sc. Computer Science Degree Restructuring ad-hoc committee, 2011.
- Member, European University Cyprus Senate Research Committee, 2008 - Present
- Member, School Council, 2007 – Present.
- Member, European University Cyprus Senate, 2008 – 2010.
- Member, European University Cyprus Senate Information Technology Committee, 2008 – 2010
- Member, European University Cyprus Senate External Academic Relations Committee, 2008 – 2010
- Member, M.Sc. Information Systems Degree Design ad-hoc committee, 2008.
- Member, Ad-hoc Hiring Committee, 2007.

Committee Work at Cyprus College

- Member, Hiring Committee, 2004 – 2007
- Member, Research Committee, 2003 - 2007
- Member, Cyprus College Committee for Students with Special Needs, 2005 - 2006

Professional Affiliations

- Digital Games Research Association (DiGRA) Member since 2010
- ACM SIGCHI Cyprus, Vice President and Founding Member, 2009 - Present
- ACM Professional Member since 2007
- ACM Student member, 2003 - 2007
- SIGCHI Member since 2003

Teaching and Advising

Taught at European University Cyprus

- CSC 190 – Computer Fundamentals and Applications
- CSC 205 – Data Structures and Algorithms
- CSC 323 – Programming Languages
- CSC 326 – Programming in Unix-like Environments²
- CSC 341 – Human Computer Interaction
- CSC 450 – Game Design²

Taught at Cyprus College

- CSA 280 – Spreadsheet Applications
- CSA 290 – Database Applications
- CST 140 – Operating Systems I
- CST 103 – The C Programming Language
- CSC 190 – Computer Fundamentals and Applications
- CSC 205 – Data Structures and Algorithms
- CSC 314 – Switching Theory
- CSC 323 – Programming Languages
- CSC 326 – Programming in Unix-like Environments²
- CSC 341 – Human Computer Interaction
- CIM 504 – Usability Requirements (Graduate Level Course)
- INS 604 – Human Computer Interaction (Graduate Level Course)²

At Tufts University as teaching assistant

- COMP 0011 – Introduction to Computer Science
- COMP 0115 – Database Applications
- COMP 0170 – Human Computer Interaction

At Carnegie Mellon University as teaching assistant

- 85-100 – Introduction to Intelligence in Humans, Animals and Machines

Ph.D. Student Advising

- Committee Member for Adamides George, Ph.D. Candidate, Open University Cyprus

Undergraduate Student Advising

- Georgiou, Christina (Computer Science, Senior Thesis, B.S., 2011)
- Agac, Berkem (Computer Science, Senior Thesis, B.S., 2011)
- Topakas, George (Computer Science, Senior Thesis, B.S., 2011)
- Mylona, Alexia (Computer Science, Senior Thesis, B.S., 2010)
- Koulermos, Kostas (Computer Science, Senior Thesis, B.S., 2010)
- Ktorides, Marios (Computer Science, Senior Thesis, B.S., 2010)
- Shatis, Marios (Computer Science, Senior Thesis, B.S., 2010)
- Antoniadis, Constantinos (Computer Science, Senior Thesis, B.S., 2010)
- Katsantonis Antreas (Computer Science, Senior Thesis, B.S., 2009)
- Ioannou, Michael (Computer Science, Senior Thesis, B.S., 2008)

² Course that I both taught and designed

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- Manoli, Annie (Computer Science, Senior Thesis, B.S., 2007)
- Petrou, Petros (Computer Science Senior Thesis, B.S., 2007)
- Duan, Bin (Computer Science, Senior Thesis, B.S., 2007)
- Georgiades, George (Computer Science, Senior Thesis, B.S., 2007)
- Georgiou, Pantelitsa (Computer Science Senior Thesis, B.S., 2006)
- D'Costa, Ian (Computer Science Senior Thesis, B.S., 2005)
- Kameri, Androniki (Computer Science Senior Thesis, B.S., 2005)
- Koullapi, Despina (Computer Science Senior Thesis, B.S., 2005)
- Nadjarian, Benjamin (Computer Science Senior Thesis, B.S., 2005)
- Vinall, Richard (Computer Science Senior Thesis, B.S., 2005)

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References

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