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Madeira Interaction Technologies
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EDUCATION

PHD IN HUMAN COMPUTER INTERACTION (CUM LAUDE, TOP 5%) — 2010

Eindhoven University of Technology, The Netherlands

Title: Quantifying Diversity in user experience

Advisors: Jean-Bernard Martens, Aarnout Brombacher

MSC IN HUMAN-COMPUTER INTERACTION — 2005

University College London, United Kingdom

Thesis: Acceptability of Nomadic User Interfaces: An investigation upon user perceptions

Advisors: Ann Blandford (UCL Interaction Centre), Walter Dees (Philips Research)

BSC IN PHYSICS WITH SPECIALIZATION IN MICROELECTRONICS — 2005

University of Patras, Greece

Thesis: Model based design and evaluation of a public information system

Advisor: Nikolaos Avouris (HCI Group, Dept. Electrical & Computer Engineering)

PROFESSIONAL EXPERIENCE

HEAD OF THE SCIENTIFIC COUNCIL, APRIL 2014 - PRESENT

Madeira Interactive Technologies Institute

ACADEMIC DIRECTOR, FEB 2012 - JAN 2014

Carnegie Mellon | Portugal Masters in Human-Computer Interaction

ASSISTANT PROFESSOR, SEPT 2010 - PRESENT

Center for Exact Sciences and Engineering, University of Madeira

RESEARCHER, SEPT 2010 - PRESENT

Madeira Interactive Technologies Institute

FACULTY, SEPT 2010 - PRESENT

Carnegie Mellon | Portugal

POST-DOCTORAL RESEARCHER, NOV 2009 - JULY 2010

Eindhoven University of Technology

VISITING RESEARCH SCHOLAR, MAY - AUGUST 2008

Human-Computer Interaction Institute, Carnegie Mellon University

VISITING RESEARCHER, 2006 - 2008

Philips Consumer Lifestyle

PHD CANDIDATE (AIO), NOV 2005 - NOV 2009

Eindhoven University of Technology

RESEARCH INTERN, JUNE - SEPT 2005

Philips Research

AWARDS

PHD THESIS DEFENDED CUM LAUDE (TOP 5%), 2010

Eindhoven University of Technology

NOMINEE FOR TU/E DOCTORAL AWARD 2011

Eindhoven University of Technology

RESEARCH GRANTS

STUDYING THE FACTORS THAT DRIVE USERS' LONG-TERM ENGAGEMENT WITH PERSONAL HEALTH INFORMATICS, 2014 - 2015

Funding source: CMU Portugal

Role: Principal Investigator (PI), Co-PI: Jodi Forlizzi (Carnegie Mellon University)

With chronic diseases accounting for nearly 40% of mortality cases and 75% of health care costs, policy makers are calling for a health care model that stresses patient-driven prevention. Wearable activity trackers have recently gained substantial interest as they can provide many benefits, ranging from increased awareness of one's behaviors, to taking agency to manage one's health and to even prevent hospital readmission. Yet, a recent survey has found that over a third of owners of activity trackers have discarded them within six months, and researchers have raised concerns over the plausible wear-off of any initial effects. This project will inquire into the long-term effects of wearable activity trackers on individuals' physical activity and identify the factors that drive users' engagement with these tools. This knowledge will then be fed into the design of novel solutions.

WEB SECURITY AND PRIVACY – WEAVING TOGETHER TECHNOLOGY INNOVATION WITH HUMAN AND POLICY CONSIDERATIONS, 2011 - 2012

Funding source: CMU Portugal

Role: Principal Investigator (PI)

With the Web mediating an ever wider range of services, with the proliferation of access channels and with the increasing complexity of underlying Web technologies, providing users with the functionality, security and privacy they have grown to expect is becoming more challenging every day. Increasingly, users are expected to control a broad range of security and privacy policies, from security settings on their cell phones and computers all the way to privacy policies that control who can access their data on social networking sites. Yet, studies have shown that both lay and expert users often have great difficulty specifying their policies using existing policy authoring technologies. This in turn results in user frustration and major sources of vulnerability. Over and over again, studies have shown that humans, whether as users or administrators, are often an important factor in many security breaches. This project brought together three Portuguese Universities (University of Madeira, University of Minho, and Instituto Superior Técnico), a multi-disciplinary team from CMU, and a Portuguese end-user organization, namely SAPO/Portugal Telecom, on the development and validation of novel policy authoring and auditing tools along with novel machine learning algorithms aimed at empowering users to more effectively control their security and privacy settings, and effectively decide whether or not to trust different types of mobile and pervasive computing.

SUSTAINABLE INTERACTION WITH SOCIAL NETWORKS, CONTEXT AWARENESS AND INNOVATIVE SERVICES, 2010 - 2012

Funding source: CMU Portugal

Role: Co-PI, PI: Nuno Nunes

Environmental sustainability is an increasingly important global issue. Quite simply, humans, particularly those in the western world, use resources far faster than they can be reproduced. This behavior is arguably a consequence of the seductive vision of “wellbeing” afforded, enabled and encouraged by industrialization; a vision based on personal ownership and mass consumption. A society expressing wellbeing in this way is intrinsically unsustainable and the research challenge addressed in this project is the creation and discovery of methods for people to achieve self-fulfillment sustainably. The work is situated in the multi-disciplinary field of Human-Computer Interaction (HCI) and has three major foci: (i) use of sensors and machine learning to monitor and make sense of human behavior; (ii) application of motivational theory to intentionally influence people's behavior; and (iii) use of a design mode of inquiry to address “wicked problems,” such as sustainability. The practical work takes place in two key areas of human activity: resource use in the home and transportation. A major theme throughout the project is the use of social networking services as an enabling technology.

LOGICA SERVICE DESIGN LAB, 2011 - 2013

Funding source: Logica & Regional Government of Madeira.

Role: Co-PI, PI: Monchu Chen

The Service Design Logica Lab was a partnership between Madeira-ITI, Madeira Tecnopolo, and the company Logica Iberica. Its aim was to develop new methods, processes that support design teams in industrial settings to conceptualize technological products as services and design the service experience.

DELUX – DELIGHTFUL LONG-TERM USER EXPERIENCE: CREATING CUSTOMER LOYALTY, 2011 - 2013

Funding source: TEKES – Finish funding agency for Technology and Innovation

Role: International Partner, PI: Sari Kujala

EU COST ACTION TWINTIDE – TOWARDS THE EVALUATION OF TRANSECTORIAL IT DESIGN AND EVALUATION, 2011 - 2013

Funding source: European Union

Role: Member

PHD STUDENTS

ANA CARABAN, 2014 -

Social Translucence as a Theoretical Framework for the Design of Behavior Change Technologies

RUBEN GOUVEIA, 2012 -

Studying Users' Experiences with Personal Informatics Tools

EVANGELOS NIFORATOS, 2011 - 2013

Methods and Tools for the In-Situ Evaluation of Ubiquitous Computing Applications

JAYANT VENKATANATHAN (CO-SUPERVISED BY VASSILIS KOSTAKOS), 2011 -

Examining the Interplay Between Universal Behavioural Tendencies, Online Social Networks and Social Capital

JAKOB ROGSTADIUS (CO-SUPERVISED BY VASSILIS KOSTAKOS), 2011 - 2015

Enhancing Disaster Situational Awareness through Scalable Curation of Social Media

MARY BARRETO CO-SUPERVISED BY NUNO NUNES), 2010 - 2014

Towards the Design of Eco-Feedback Technologies for Families

INTERNS AND VISITING RESEARCHERS

GIL ALVARO, MAY 2013 - JULY 2013

Sensing and motivating pro-social behaviors in primary schools through interactive multimedia applications

JORGE GONCALVES, SEPTEMBER 2011 - JANUARY 2012

Motivating the use of public transport through mobile apps

EVANGELOS NIFORATOS, FEBRUARY - JUNE 2011

Development of a rapid prototyping platform for context-aware mobile applications

THESIS SUPERVISION OF GRADUATE STUDENTS

PAULO DIAS (MSc INFORMATICS ENGINEERING 2014/15, UNIVERSITY OF MADEIRA)

Understanding users' engagement with activity trackers

FABIO PERREIRA (MSc INFORMATICS ENGINEERING 2014/15, UNIVERSITY OF MADEIRA)

Context-aware goal-setting for physical activity trackers

VITOR TEIXEIRA (MSC INFORMATICS ENGINEERING 2014/15, UNIVERSITY OF MADEIRA)
Leveraging the wisdom of the crowd in the creation of location-aware physical activity goals

TIAGO ORNELAS (MSC INFORMATICS ENGINEERING 2014/15, UNIVERSITY OF MADEIRA)
Playful nudging mechanisms for increasing the physical activity levels of adults

MARCO LEAO (MSC INFORMATICS ENGINEERING 2014/15, UNIVERSITY OF MADEIRA)
A uses and gratifications study of physical activity trackers

JHAIR ABREU (MSC INFORMATICS ENGINEERING 2014/15, UNIVERSITY OF MADEIRA), CO-SUPERVISION WITH DR. OLGA LYRA
Increasing children's engagement in language learning through tangible user interfaces and gamification principles

SAM LAVERY (MASTERS OF HUMAN COMPUTER INTERACTION 2013/14, CARNEGIE MELLON UNIVERSITY)
Interactive data visualization with D3.js and R

SERGIO BARROS (MSC INFORMATICS ENGINEERING 2013/14, UNIVERSITY OF MADEIRA)
Walk 'n Ride: Motivating the use of public transport through just-in-time recommendations

PEDRO TEIXEIRA (MSC INFORMATICS ENGINEERING 2013/14, UNIVERSITY OF MADEIRA)
Need Fulfillment and Experiences on Social Media: A case on Facebook and WhatsApp

DONOVAN COSTA (MSC INFORMATICS ENGINEERING 2013/14, UNIVERSITY OF MADEIRA)
Hydroscale: Sensing and motivating healthy water intake habits in work environments

ANA KARINA CARABAN (MSC INFORMATICS ENGINEERING 2013/14, UNIVERSITY OF MADEIRA)
Smart Toothbrush: Sensing and raising awareness of tooth brushing habits through multimedia content

VITOR NOBREGA & RUBEN FREITAS (MSC INFORMATICS ENGINEERING 2013/14, UNIVERSITY OF MADEIRA)
SmartCover: Gestural interactions on a smart cover for lifelogging applications

SERGIO BARROS (INDEPENDENT ASSIGNMENT, INFORMATICS ENGINEERING 2013/14, UNIVERSITY OF MADEIRA)
Gesture Shuffling: Interacting with Music through gestures with the leap motion tool

VÍTOR HUGO TEIXEIRA BELIM (MSC INFORMATICS ENGINEERING 2012/13, UNIVERSITY OF MADEIRA)
BlueFriends: Sensing and motivating pro-social behaviors in primary school through smartphones and interactive multimedia games in public displays

KARA RENNERT (MASTERS OF HUMAN COMPUTER INTERACTION 2012/13, CARNEGIE MELLON UNIVERSITY)
Facel: Supporting Reflection upon Social Anxiety Events with Lifelogging

MARIA JOSÉ RODRIGUES FERREIRA (MSC INFORMATICS ENGINEERING 2012/13, UNIVERSITY OF MADEIRA)
BreakOut: Inferring and breaking sedentary behavior

ELTON EDGAR GONÇALVES GOUVEIA (MSC INFORMATICS ENGINEERING 2012/13, UNIVERSITY OF MADEIRA, CO-SUPERVISOR: ANDRES LUCERO, NOKIA RESEARCH, FINLAND)
Look what I found!: Augmenting phone calls with memories of the past

JOSÉ RODRIGUES (MSC INFORMATICS ENGINEERING 2011/12, UNIVERSITY OF MADEIRA)
Affective cues: Using mobile technology to increase the social connectedness between children and parents

CLAUDIO TEIXEIRA (MSC INFORMATICS ENGINEERING 2011/12, UNIVERSITY OF MADEIRA)
Collaborative event mapping for crisis response coordination

**TIAGO TOMAS (MSC INFORMATICS ENGINEERING 2011/12, UNIVERSITY OF MADEIRA),
CO-SUPERVISOR: JHILMIL JAIN, MICROSOFT TELLME GROUP, USA)**

A multimodal collaborative application for tablet computers that understands turn-taking in spoken dialogue

PHD THESES EXAMINER

LUCA COLOMBO (EXTERNAL EXAMINER, 27 NOV 2014, UNIVERSITY OF LUGANO)

Highly Engaging eBook Experiences

JUAN JIMENEZ GARCIA (EXTERNAL EXAMINER, 17 DEC 2014, DELFT UNIVERSITY OF TECHNOLOGY)

Beyond the numbers: A user-centered design approach for personal reflective healthcare technologies

IOANA OCNARESCU (PHD DEFENCE, OCTOBER 2013, ARTS ET MÉTIERS PARISTECH)

Aesthetic Experience & Innovation Culture: The Aesthetic Experience in an R&D department through design and for innovation culture

KAROLINA BARAS (PHD DEFENCE, APRIL 2012, UNIVERSITY OF MINHO)

Dynamic world model for context-aware environments

MSC THESES EXAMINER

FABIO DIOGO FREITAS PEREIRA (MSC INFORMATICS ENGINEERING 2012, UNIVERSITY OF MADEIRA)

A feasibility Study for Modelling Tie Strength with the Facebook API

EMANUEL RAÚL DE CANHA (MSC INFORMATICS ENGINEERING 2012, UNIVERSITY OF MADEIRA)

Creating Connections, Museums360: A SoLoMo Application

CLINTON LUIS JORGE (MSC INFORMATICS ENGINEERING 2012, UNIVERSITY OF MADEIRA)

Remote Presence: Supporting deictic gestures through a handheld multi-touch device

JORGE GONCALVES (MSC INFORMATICS ENGINEERING 2011, UNIVERSITY OF MADEIRA)

Groupster: Narrowcasting on Social Networking Sites

BERNARDO REYNOLDS (MSC INFORMATICS ENGINEERING 2011, UNIVERSITY OF MADEIRA)

Information Sharing and privacy practices in online social networks

TEACHING EXPERIENCE

SOCIAL WEB, UNIVERSITY OF MADEIRA, FALL 2011, 2012, 2013, 2014

Graduate course offered to students of the Carnegie Mellon | Portugal Masters in Human Computer Interaction and Entertainment Technologies as well as the UMa Masters in Engineering Informatics.

The course is designed to introduce students to the theoretical aspects of how online communities work, to help them identify the characteristics that make social websites succeed or fail, to research selected topics in social web and social computing applications and the develop their critical thinking, writing, and presentation skills. The course consists of a) technical tutorials on quantitative data analysis aimed at assisting students in their individual project, b) special topic lectures that introduce contemporary trends of social web and involve reflection and group discussion over the reading material, and c) presentations and feedback on students' individual projects.

The course covers topics such as users' motivation for social networking, privacy and self-disclosure in online communities, recent advances in crowdsourcing and human computation,

as well as recent advances in communication technologies such as awareness technologies, among others. Students read, present in class and reflect through writing as well in group discussions upon recent influential research on these topics. Two projects are designed to sensitize students in different aspect of online communities and provide them exposure to the design process of social web applications. Through this active learning methodology students develop critical thinking on hands-on design problems and learn to actively participate as well as take leading roles in teams.

EMBODIED INTERACTION, UNIVERSITY OF MADEIRA, FALL 2013, 2014

Graduate course offered to students of the Carnegie Mellon | Portugal Masters in Human Computer Interaction and Entertainment Technologies as well as the UMa Masters in Engineering Informatics.

The course is concerned with humans as embodied actors interacting in the world in the absorbed and unreflective manner of everyday experience. This standpoint is of particular relevance to emerging HCI disciplines of tangible computing and social computing. The goal of this approach is to create interaction experiences for users which are seamlessly intertwined with the surrounding physical and social environment. This course will provide the theoretical background to embodied interaction, explore the domains in which its model is applicable and provide practical experience with the fundamentals of constructing such systems. Students get hands on experience in prototyping physical computing applications, in particular through working with the Arduino platform and prototyping systems that sense users' behaviors and actuate in users' environment.

INTERACTION DESIGN, UNIVERSITY OF MADEIRA, SPRING 2011, 2012, 2013

Graduate course offered to students of the Carnegie Mellon | Portugal Masters in Human Computer Interaction and Entertainment Technologies as well as the UMa Masters in Engineering Informatics.

The course is designed to introduce students to basic concepts, methods and the practice of Interaction Design. Students work on four projects throughout the semester that aim to: a) give them hands on experience with exploring the needs and desires of users, as well as those of relevant stakeholders and b) to sensitize them in the social and functional aspects of use and its context. Projects range from a short two-week assignment where students are tasked with the redesign of domestic appliances and their interaction controls, to a six-week project that focuses on the design of novel interactive technologies such as context-aware and location-based mobile applications. Students extensively use methods such as personas, scenarios and storyboards to think through the prospective interactions and contexts of use, and communicate their solutions through high-fidelity mockups, experience prototypes (i.e. enactments) and video prototypes.

INTERFACE AND INTERACTION DESIGN, UNIVERSITY OF MADEIRA, SPRING 2011, 2013

Undergraduate course offered to students of the undergraduate program on Interactive Media Design. Very similar to the class described above, yet, contains a stronger theoretical component that aims at introducing students to principles of user-centered design as well its methods and tools for understanding users' needs (e.g. interviews, observation and diary studies, contextual inquiry and affinity diagrams) as well as conceptual design and prototyping (e.g., personas, storyboarding, and the multiple forms of prototyping, ranging from iterative paper prototyping to experience and video prototyping).

DESIGN METHODS, UNIVERSITY OF MADEIRA, SPRING 2011, 2012

Undergraduate course offered to students of the undergraduate program on Interactive Media Design. Designed to introduce students to the practice of design research and user-centered design. Students acquire theoretical knowledge and hands on exposure to the use of sketching as a tool for design and its role in externalizing and communicating one's ideas,

the role of early and iterative prototyping, how to participate in design teams and lead brainstorming sessions, and how to provide constructive and effective critique on others projects. Significant emphasis is paid on professional attitude, the designers' presentations skills and their communication with the client.

HYPERMEDIA DESIGN, UNIVERSITY OF MADEIRA, FALL 2010

Undergraduate course offered to students of the undergraduate program on Interactive Media Design. The course is designed to introduce students to the technologies and process of hypermedia design and development. It covers technologies for the development of web sites (such as HTML and CSS) and web authoring toolkits (Dreamweaver and Flash), as well as web scripting technologies for the creation of dynamic web pages (PHP and MySQL). Students worked on three projects throughout the semester that provided the opportunity to practice their newly acquired skills.

SUMMER SCHOOL ON PRODUCT USER EXPERIENCE, TAMPERE UNIVERSITY OF TECHNOLOGY, 2010

Invited seminar on quantitative and qualitative research methods for user experience evaluation.

QUALITATIVE METHODS FOR INTERACTION DESIGN, EINDHOVEN UNIVERSITY OF TECHNOLOGY, 2008, 2009

Teaching assistant for Prof. Panos Markopoulos on the Repertory Grid and Affinity Diagramming techniques.

ACADEMIC SERVICE

HEAD OF THE SCIENTIFIC COUNCIL, APRIL 2014 - PRESENT

Madeira Interactive Technologies Institute

ACADEMIC DIRECTOR, FEB 2012 - JAN 2014

Carnegie Mellon | Portugal Professional Masters in Human-Computer Interaction

WORKING GROUP - ACCREDITATION OF A NEW PROGRAM IN DESIGN, SPRING & FALL 2011

University of Madeira

CONFERENCE ORGANIZATION

LOCAL CHAIR

ACM Conference on Interactive Tabletops and Surfaces 2015

Bid for the ACM Conference on Designing Interactive Systems 2017

ACM SigCHI Conference in Human Factors in Computing, CHI 2012, 2013, 2014

13th IFIP TC13 Conference on Human-Computer Interaction - Interact 2011

SHORT PAPERS CHAIR

ACM SigCHI Conference on Creativity and Innovation in Design - Desire 2011

PROGRAM COMMITTEE

ACM SigCHI Conference in Mobile Human-Computer Interaction - Mobile HCI 2011

International Conference Interfaces and Human Computer Interaction 2010

WORKSHOPS

ORGANIZING COMMITTEE

Ubicomp'13 Workshop on 'Ubiquitous Mobile Instrumentation - Mobile devices as sensors on understanding human-behavior, routines and context inference'

CHI'12 Workshop on 'Theories, methods and case studies of longitudinal HCI research'

PROGRAM COMMITTEE

Ubicomp'13 Workshop on 'Human Interfaces for Civic and Urban Engagement'
MUM'12 Workshop on Ubiquitous Mobile Instrumentation - Mobile devices as sensors on understanding human-behavior, routines and context inference.

REVIEWING

BOOKS

Book proposal 'Behaviour Change Research and Theory: A Psychological and HCI Perspective', Elsevier

JOURNALS

ACM Transactions on Computer Human Interaction, 2014
Journal of Computer-Supported Cooperative Work, 2014
International Journal of Human Computer Studies 2010, 2011
Interacting with Computers 2010, 2011, 2012, 2014
Human-Computer Interaction, 2012
International Journal of Child-Computer Interaction, 2012
International Journal of Design, 2013, special issue on 'Design for Emotion and Subjective Wellbeing'
Personal and Ubiquitous Computing 2010
New Review of Hypermedia and Multimedia 2009

CONFERENCES

IFIP TC.13 International Conference on Human-Computer Interaction - INTERACT 2015
European Conference on Ambient Intelligence (AMI), 2014
ACM SigCHI Conference in Human Factors in Computing (CHI), 2009, 2010, 2011, 2012
ACM International Conference on Ubiquitous Computing (Ubicomp), 2012
ACM SigCHI Conference on Designing Pleasurable Products and Interfaces 2013
International Conference on Mobile and Ubiquitous Multimedia, MUM 2013
IFIP TC 13.6 HWID working conference Human Work Interaction Design – HWID2012
ACM conference on Designing Interactive Systems (DIS), 2010, 2012, 2014
ACM Nordic Conference on Human-Computer Interaction - NordiCHI 2012
International Conference on Ambient Intelligence 2011 - Ami'11
ACM SigCHI Conference on Mobile Human-Computer Interaction - Mobile HCI 2011
Design & Emotion 2010
ACM Conference on Future Play: Research, Play, Share, 2008

PUBLICATIONS

BOOKS

1. Karapanos, E. (2013) *Modeling Users' Experiences with Interactive Systems*. Studies in Computational Intelligence 436, Springer, Vol 436, isbn 978-3-642-30999-1, pp. 1-164.

IN JOURNALS AND MAGAZINES

2. Liu, Y., Venkatanathan, J., Goncalves, J., Karapanos, E., and Kostakos, V. (2014). *Modeling What Friendship Patterns on Facebook Reveal About Personality and Social Capital*. ACM Transactions Computer-Human Interaction 21 (3), 20 pages. DOI=10.1145/2617572 <http://doi.acm.org/10.1145/2617572>
3. Barreto, M. L., Szóstek, A., Karapanos, E., Nunes, N. J., Pereira, L., & Quintal, F. (2014). *Understanding families' motivations for sustainable behaviors*. Computers in Human Behavior, 40, 6-15.
4. Niforatos, E. and Karapanos, E. (2014) *EmoSnaps: a mobile application for emotion recall from facial expressions*. Personal and Ubiquitous Computing, 1-20, First published online: June 2014, <http://dx.doi.org/10.1007/s00779-014-0777-0>.

5. Lucero, A., Karapanos, E., Arrasvuori, J., & Korhonen, H. (2014). *Playful or Gameful?: creating delightful user experiences*. *interactions*, 21(3), 34-39.
6. Venkatanathan I, J., Kostakos, V., Karapanos, E., and Goncalves, J. (2013) *Online Disclosure of Personally Identifiable Information with Strangers: Effects of Public and Private Sharing*, *Interacting with Computers*, First published online: November 12, 2013, doi: 10.1093/iwc/iwt058.
7. Gonçalves, J., Kostakos, V., Karapanos, E., Barreto, M., Camacho, T., Tomasic, A., & Zimmerman, J. (2013). *Citizen Motivation on the Go: The Role of Psychological Empowerment*. *Interacting with Computers*, First published online: July 3, 2013. doi: 10.1093/iwc/iwt035
8. Rogstadius, J., Vukovic, M., Teixeira, C.A., Kostakos, V., Karapanos, E., & Laredo, J.A. (2013). *CrisisTracker: Crowdsourced social media curation for disaster awareness*. *IBM Journal of Research and Development*, 57(5), pp1-13.
9. Karapanos, E., Martens J.-B. and Hassenzahl, M. (2012) *Reconstructing experiences with iScale*, *International Journal of Human-Computer Studies*, 70 (11), pp. 849-865.
10. Karapanos, E., Barreto, M., Nisi, V., & Niforatos, E. (2012). *Does locality make a difference? Assessing the effectiveness of location-aware narratives*. *Interacting with Computers*, 24(4), pp. 273-279.
11. Doerflinger, J., Gross, T., Lyra, O., Karapanos, E., Kostakos, V., Cuadrado-Cordero, I., Soria-Morillo, L.M., Gonzalez-Abril, L., Ortega-Ramirez, J.A., Pau de la Cruz, I., Valero Duboy, M.A., Kanjo, E. (2012) *ICTD Work, Plus mFeel*, *Pervasive Computing*, IEEE 11 (3), pp.43-45.
12. Niforatos, E., Karapanos, E., & Sioutas, S. (2012). *PLBSD: a platform for proactive location-based service discovery*. *Journal of Location Based Services*, 6(4), pp. 234-249.
13. Kujala, S., Roto, V., Väänänen-Vainio-Mattila, K., Karapanos, E., & Sinnelä, A. (2011). *UX Curve: A method for evaluating long-term user experience*. *Interacting with Computers*, 23(5), pp. 473-483.
14. Karapanos, E., Zimmerman, J., Forlizzi, J., & Martens, J. B. (2010). *Measuring the dynamics of remembered experience over time*. *Interacting with Computers*, 22(5), pp 328-335.
15. Tomico, O., Karapanos, E., Lévy, P., Mizutani, N., & Yamanaka, T. (2009). *The repertory grid technique as a method for the study of cultural differences*. *International Journal of Design*, 3(3), 55-63.
16. Funk, M., Rozinat, A., Karapanos, E., Alves de Medeiros, A. K., & Koca, A. (2010). *In situ evaluation of recommender systems: Framework and instrumentation*. *International journal of human-computer studies*, 68(8), pp. 525-547.
17. Koca, A., Funk, M., Karapanos, E., Rozinat, A., Aalst, W.M.P. van der, Corporaal, H., Martens, J.B.O.S., Putten, P.H.A. van der, Weijters, A.J.M.M., Brombacher, A.C. (2009). *Soft reliability: an interdisciplinary approach with a user-system focus*. *Quality and Reliability Engineering International*, 25(1), pp. 3-20.

IN CONFERENCE PROCEEDINGS

18. Belim, V., Lyra, O., Teixeira, P., Caraban, A., Ferreira, M.J., Gouveia, R., Lucero, L., Karapanos, E. (2014) *Beyond Gamification: Sociometric Technologies that Encourage Reflection before Behavior Change*, In *Proceedings of the 11th Advances in Computer Entertainment Technology Conference*, November 11-14 2014, Funchal, Portugal.
19. Ferreira, M. J., Caraban, A. K., & Karapanos, E. (2014) *Breakout: predicting and breaking sedentary behaviour at work* In *CHI'14 Extended Abstracts on Human Factors in Computing Systems* (pp. 2407-2412). ACM.
20. Ana Caraban, Maria José Ferreira, Vítor Belim, Olga Lyra, and Evangelos Karapanos (2014) *SmartHolder: sensing and raising families' awareness of tooth brushing habits* In

- Proceedings of the 2014 conference on Interaction design and children (IDC '14).ACM, New York, NY, USA, 341-344.
21. Lucero,A., Holopainen, J., Ollila, E., Suomela, R., & Karapanos, E. (2013). *The playful experiences (PLEX) framework as a guide for expert evaluation*. In Proceedings of the 6th International Conference on Designing Pleasurable Products and Interfaces (pp. 221-230). ACM.
 22. Barreto, M., Scott, M., Oakley, I., Karapanos, E., Nunes, N. J., Gomes, S., & Gomes, J. (2013). *Playing for the planet: designing toys that foster sustainable values*. In Proceedings of the 31st European Conference on Cognitive Ergonomics (p. 16).ACM.
 23. Venkatanathan, J., Karapanos, E., Kostakos, V., & Gonçalves, J. (2013). *A network science approach to modelling and predicting empathy*. In Proceedings of the 2013 IEEE/ACM International Conference on Advances in Social Networks Analysis and Mining (pp. 1395-1400). ACM.
 24. Barreto, M., Karapanos, E., & Nunes, N. (2013). *Why don't families get along with eco-feedback technologies?: a longitudinal inquiry*. In Proceedings of the Biannual Conference of the Italian Chapter of SIGCHI (p. 16). ACM.
 25. Barreto, M., Szóstek, A., & Karapanos, E. (2013). *An initial model for designing Socially Translucent systems for Behavior Change*. In Proceedings of the Biannual Conference of the Italian Chapter of SIGCHI (p. 8). ACM.
 26. Ferreira, D., Koehler, C., Karapanos, E., & Kostakos, V. (2013). *Ubiquitous mobile instrumentation*. In Proceedings of the 2013 ACM conference on Pervasive and ubiquitous computing adjunct publication (pp. 1409-1412). ACM.
 27. Lyra, O., Karapanos, E., Gouveia, R., Barreto, M., Nisi, V., Nunes, N. J., Zimmerman, J. & Forlizzi, J. (2013). *Towards persuasive sociometric technologies for inclusive educational settings*. In Proceedings of the Biannual Conference of the Italian Chapter of SIGCHI (p. 10). ACM.
 28. Goncalves, J., Kostakos, V., Hosio, S., Karapanos, E., & Lyra, O. (2013). *IncluCity: using contextual cues to raise awareness on environmental accessibility*. In Proceedings of the 15th International ACM SIGACCESS Conference on Computers and Accessibility (p. 17). ACM.
 29. Gouveia, R., and Karapanos, E. (2013) *Footprint tracker: supporting diary studies with lifelogging*, In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '13), ACM, New York, NY, USA, 2921-2930.
 30. Rennert, K. and Karapanos, E. (2013) *Facelt: Supporting Reflection upon Social Anxiety Events with Lifelogging*, In CHI '13 Extended Abstracts on Human Factors in Computing Systems (CHI EA '13), ACM, New York, NY, USA, 457-462.
 31. Gouveia, E, Azevedo, F., Ferreira, L., Caldeira, P., Almeida, V., Gouveia, R., Karapanos, E. (2013) *Look what i found!: augmenting phone calls with memories of the past*, In CHI '13 Extended Abstracts on Human Factors in Computing Systems (CHI EA '13), ACM, New York, NY, USA, 589-594.
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51. Karapanos, E., Hassenzahl, M., & Martens, J. B. (2008). *User experience over time*. In CHI'08 Extended Abstracts on Human Factors in Computing Systems (pp. 3561-3566). ACM.
52. Karapanos, E., Wensveen, S., Friederichs, B., & Martens, J. B. (2008). *Do knobs have character?: exploring diversity in users' inferences*. In CHI'08 Extended Abstracts on Human Factors in Computing Systems (pp. 2907-2912). ACM.
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IN WORKSHOPS AND TECHNICAL REPORTS

55. Karapanos, E. (2012) *Beyond Experience Sampling: Evaluating Personal Informatics with Technology-Assisted Reconstruction*, In adjunct proceedings of the conference on Human factors in computing systems (CHI 2012), Workshop on Personal Informatics in Practice: Improving Quality of Life Through Data, Austin, Texas.
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57. Karapanos, E. & Martens, J.-B. (2008) *The quantitative side of the Repertory Grid Technique: some concerns*. in the proceedings of the workshop Now Let's Do It in Practice: User Experience Evaluation Methods in Product Development, Human factors in computing systems CHI '08. Florence.

THESES

58. Karapanos, E. (2010). *Quantifying Diversity in User Experience*. PhD Thesis, Eindhoven University of Technology.
59. Karapanos, E. (2005). *Acceptability of Nomadic User Interfaces: An investigation upon user perceptions*. MSc Thesis, University College London.
60. Karapanos, E. (2004). *Σχεδίαση και ανάπτυξη ενός εύχρηστου σταθμού πληροφόρησης σε ακαδημαϊκό περιβάλλον*. Διπλωματική εργασία. Τμήμα Φυσικής, Πανεπιστήμιο Πατρών.

INVITED TALKS

1. *Designing and evaluating persuasive technologies for and in the real world*. Invited talk. School of Informatics. University of Lugano, 27 Nov 2014.
2. *Gadgets or tools for health? Studying the long-term acceptance of wearable activity trackers*, Narrative Strategies Symposium, Madeira, 10 November 2014.

3. Measuring Users' Experiences – or, the memory of them? Invited talk. Center for Advanced Studies and Research in Information and Communication Technologies & Society, University of Salzburg, 28 Oct 2012.
4. Measuring Users' Experiences – or, the memory of them? Invited talk. EU Cost TwinTide, Skopje, 5 June 2012.
5. Measuring Users' Experiences – or, the memory of them? Invited talk. Culture lab, Newcastle University, 8 March 2012.
6. Long-Term User Experience, invited talk at the “Long-Term User Experience” seminar, 1 June 2011, Tampere, Finland.
7. iScale.nl – An alternative to longitudinal studies, invited talk at the “Long-Term User Experience” seminar, 1 June 2011, Tampere, Finland.
8. Measuring the User Experience, 1-day course at UCIT Summer School on Product User Experience, 31 August – 3 September, Tampere, Finland.
9. Measuring Mobile Experiences – or, the memory of them?, Nokia Research Center Tampere, 2 September 2010, Tampere, Finland.
10. Measuring Mobile Experiences – or, the memory of them?, SIGCHI Finland, 1 September 2010, Helsinki, Finland.
11. Demarcating User Experience, Invited participant to the Dagstuhl seminar, 15-18 September 2010, Dagstuhl, Germany.
12. Measuring the Remembered Experience Over Time, ID Studio Lab / Design Aesthetics / TUDelft, 28 June 2010, Delft, Netherlands.
13. CognitiveNet: a tool for supporting collective intelligence in the Social Sciences, Virtual Knowledge Studio, 17 March 2010, Amsterdam, Netherlands.
14. Diversity in User Experience, Soft Reliability Valorization Workshop, Philips Healthcare, 19 May 2009, Best, Netherlands.
15. Diversity in User Experience, miniseminar Soft Reliability, Philips Applied Technologies, 2 March 2009, Eindhoven, Netherlands.
16. Evaluating products and informing design, NVRB evening of Soft Reliability, Nederlandse Vereniging voor Risicoanalyse en Bedrijfszekerheidstechniek, 20 January 2009, Utrecht, Netherlands.
17. Characterizing the diversity in users' perceptions, Soft Reliability Workshop, Océ, 14 May 2007, Venlo, Netherlands.
18. Soft Reliability Problems: A user experience perspective, Biennial BETA Conference 2006, 14 September 2006, Eindhoven, Netherlands.