As of 16/3/2021

Curriculum Vitae
Evangelos Karapanos

ASSOCIATE PROFESSOR
Cyprus University of Technology

PHONE
+357 2500 2315
+357 9511 7211

EMAIL
e.karapanos@gmail.com
evangelos.karapanos@cut.ac.cy

WEB
http://www.ekarapanos.com
http://persuasive.cut.ac.cy

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

ASSOCIATE PROFESSOR, JULY 2020 - PRESENT
Department of Communication and Internet Studies, Cyprus University of Technology

ASSISTANT PROFESSOR, JAN 2016 - JULY 2020
Department of Communication and Internet Studies, Cyprus University of Technology

MEMBER OF THE SENATE, APRIL 2018 - JULY 2019
Cyprus University of Technology

ACADEMIC COORDINATOR OF THE PHD PROGRAM, SEPT 2016 - JULY 2019
Department of Communication and Internet Studies, Cyprus University of Technology

HEAD OF THE SCIENTIFIC COUNCIL, APRIL 2014 - APRIL 2015
Madeira Interactive Technologies Institute

ACADEMIC COORDINATOR, FEB 2012 - JAN 2014
Carnegie Mellon | Portugal Masters in Human-Computer Interaction

ASSISTANT PROFESSOR, SEPT 2010 - DEC 2015
Center for Exact Sciences and Engineering, University of Madeira

RESEARCHER, SEPT 2010 - DEC 2015
Madeira Interactive Technologies Institute

FACULTY, SEPT 2010 - DEC 2015
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 STUDENT RUBEN GOUVEIA FINALIST FOR THE GAETANO BORRIELLO OUTSTANDING STUDENT AWARD
UbiComp 2018 - ACM International Joint Conference on Pervasive and Ubiquitous Computing

BEST PAPER AWARD, 2017
12th International conference on Persuasive Technology

BEST POSTER AWARD, 2017
12th International conference on Persuasive Technology

HONORABLE MENTION FOR BEST PAPER (TOP 5%), 2015
UbiComp 2015- ACM International Joint Conference on Pervasive and Ubiquitous Computing

AWARD FOR THE TECH CHALLENGE FOR ATROCITY PREVENTION, 2013
USAID and Humanity United

NOMINEE FOR TU/E DOCTORAL AWARD, 2011
Eindhoven University of Technology

PHD THESIS DEFENDED CUM LAUDE (TOP 5%), 2010
Eindhoven University of Technology

RESEARCH GRANTS

CO-INFORM: CO-CREATING MISINFORMATION-RESILIENT SOCIETIES, 2018 - 2021
H2020-SC6-CO-CREATION-2017

Misinformation generates misperceptions, which have affected policies in many domains, including economy, health, environment, and foreign policy. Co-Inform is about empowering citizens, journalists, and policymakers with co-created socio-technical solutions, to increase resilience to misinformation, and to generate more informed behaviors and policies. The aim of Co-Inform is to co-create these solutions, with citizens, journalists, and policymakers, for (a) detecting and combating a variety of misinforming posts and articles on social media, (b) supporting, persuading, and nourishing misinformation-resilient behavior, (c) bridging between the public on social media, external fact checking journalists, and policymakers, (d) understanding and predicting which misinforming news and content are likely to spread across which parts of the network and demographic sectors, (e) infiltrating echo-chambers on social media, to expose confirmation-biased networks to different perceptions and corrective information, and (f) providing policymakers with advanced misinformation analysis to support their policy making process and validation.

To achieve these goals, Co-Inform will bring together a multidisciplinary team of scientists and practitioners, to foster co-creational methodologies and practices for engaging stakeholders in combating misinformation posts and news articles, combined with advanced intelligent methods for misinformation detection, misinformation flow prediction, and real-time processing and measurement of crowds' acceptance or refusal of misinformation. Co-Inform tools and platform will be made freely available and open sourced to maximize benefit and reuse. Three main stakeholder groups will be directly engaged throughout this process; citizens, journalists, and policymakers.

U-PHIT: UNDERSTANDING AND DESIGNING FOR THE LONG-TERM ACCEPTANCE OF PERSONAL HEALTH INFORMATICS TOOLS , 2017 - 2019
Funding source: Cyprus University of Technology, Starting Grant
Role: Principal Investigator (PI)

EU COST ACTION ENJECT - EUROPEAN NETWORK FOR THE JOINT EVALUATION OF CONNECTED HEALTH TECHNOLOGY, 2014 - 2018
Funding source: European Union
Role: Member

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 Mihno, 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

LOUKAS CONSTANTINOU, 2019 -
A Software Platform for Technology-Mediated Nudging

CHRYSANTHI KONSTANTI, 2018 -
Understanding Goal Setting Practices with Physical Activity Trackers

GEORGIA LEONIDOU, 2017 - (PAUSED IN 2019)
Behaviorism as a Theoretical Lens for the Design of Gamified Systems

ANA CARABAN (CO-SUPERVISED BY PEDRO CAMPOS AND DANIEL GONCALVES), 2015 -
Designing Nudging interventions in Behavior Change Technologies

LIGIA DURO (CO-SUPERVISED BY PEDRO CAMPOS AND TERESA ROMAO), 2015 -
The role of Visual Aesthetics in Behavior Change Technologies

RUBEN GOUVEIA, 2012 - 2019
Tracking in the wild: Understanding User Engagement with Physical Activity Trackers

EVANGELOS NIFORATOS, 2011 - 2013 (Continued his doctoral studies at the University of Lugano)
Memory support tools in ubiquitous computing

JAYANT VENKATANATHAN (CO-SUPERVISED BY VASSILIS KOSTAKOS), 2011 - 2015
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

PHD THESES EXAMINER

VASSILIKI MYLONOPOULOU (PRE-EXAMINER, JAN 2019, UNIVERSITY OF OULOU)
Designing Social Comparison, Health Behaviour Change Technological Interventions

JARI VARSALUOMA (PRE-EXAMINER, MAY 2018, TAMPERE UNIVERSITY OF TECHNOLOGY)
Approaches to Improve User Experience in Product Development: UX Goals, Long-Term Evaluations and Usage Data Logging

SIMON KLAKEGG (PRE-EXAMINER, MAY 2018, UNIVERSITY OF OULOU)
Enabling Awareness In Nursing Homes With Mobile Health Technologies

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

ACADEMIC SERVICE

MEMBER OF THE SENATE, APRIL 2018 - JULY 2019
Cyprus University of Technology

ACADEMIC COORDINATOR OF THE PHD PROGRAM, SEPT 2016 - JULY 2019
Department of Communication and Internet Studies, Cyprus University of Technology

MEMBER - COMMITTEE ON ETHICS AND RESEARCH INTEGRITY, SEPT 2016 - JULY 2019 & FEBRUARY 2020 -
Cyprus University of Technology

MEMBER - COMMITTEE ON INNOVATION AND KNOWLEDGE TRANSFER, SEPT 2016 - FEBRUARY 2018
Cyprus University of Technology

HEAD OF THE SCIENTIFIC COUNCIL, APRIL 2014 - APRIL 2015
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

EDITORIAL WORK IN JOURNALS

Quality and User Experience, Springer, Editorial board member
Frontiers in ICT, Human-Media Interaction, Associate Editor

CONFERENCE ORGANIZATION

GENERAL CHAIR
14th International conference on Persuasive Technology 2019

COURSES CHAIR
ACM SigCHI Conference in Human Factors in Computing, CHI 2019

SHORT PAPERS CHAIR
17th IFIP TCI3 Conference on Human-Computer Interaction - Interact 2019

PROGRAM CHAIR
13th International conference on Persuasive Technology 2018

LOCAL CHAIR
ACM Conference on Interactive Tabletops and Surfaces 2015

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

ASSOCIATE CHAIR
ACM SigCHI Conference in Human Factors in Computing, CHI 2012, 2013, 2014
13th IFIP TCI3 Conference on Human-Computer Interaction - Interact 2011

PROGRAM COMMITEE

ACM SigCHI Conference in Mobile Human-Computer Interaction - Mobile HCI 2011
International Conference Interfaces and Human Computer Interaction 2010

WORKSHOPS

ORGANIZING COMMITTEE

Dagstuhl seminar to be held on October 2020, on the topic of 'Detection and design for cognitive biases in people and computing systems'
CHI'20 Workshop on the 'Detection and design for cognitive biases in people and computing systems'
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'16 Workshop on 'New frontiers of Quantified Self 2: Going Beyond Numbers'
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

RESEARCH PROPOSALS

Xi'an Jiaotong-Liverpool University, 2018
Estonian Research Council, 2017
University of Luxembourg: Internal funding, 2015

BOOKS

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

JOURNALS

Digital Health, 2019
Behaviour and Information Technology, 2018, 2020
MDPI Informatics, Special issue Smart Health, 2016
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, 2015, 2016
HCI Journal, 2012, 2015
Computers in Human Behavior, 2015
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

ACM SigCHI Conference in Human Factors in Computing (CHI), 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019
PervasiveHealth, 2019
International Conference on Persuasive Technology, 2016, 2017
IFIP TC.13 International Conference on Human-Computer Interaction - INTERACT 2015, 2017

European Conference on Ambient Intelligence (AMI), 2014
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, 2018
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

TEACHING EXPERIENCE

HUMAN-COMPUTER INTERACTION, 2016-

Undergraduate course offered to 3rd year students of Communication and Internet Studies at the Cyprus University of Technology.

From the early mainframes and the Graphical User Interfaces (GUIs) to the more recent smartphones, our interactions with computing has evolved significantly over the past 30 years. This course is an introduction to the principles of Human-Computer Interaction. We will study theoretical models of users' cognitive processes and apply them in the analysis of existing computing systems. We will inquire into the principles and methods of human-cantered design and examine the role of systems' usability and user experience in a wide variety of application domains. Finally, we will gain practical experience in the evaluation of interactive technologies through the use of different methods such as questionnaires, heuristic evaluation, cognitive walkthrough, and eye tracking.

PERSUASIVE TECHNOLOGY, 2017-

Undergraduate course offered to 4th year students of Communication and Internet Studies at the Cyprus University of Technology.

This course inquires into the use and design of persuasive technologies: interactive technologies which aim to influence individuals' attitudes and behaviors. Basic psychological theories of persuasion and behavior change are covered, and their application on a wide range of domains are examined through case studies. Examples might range from the use of influence strategies in e-commerce, gamification strategies on the social web and in e-Learning, and the design of mobile apps that attempt to promote desired behaviors, such as increasing physical activity, the use public transport, or electricity consumption reduction.

HUMAN-CENTERED DESIGN, 2017-

Undergraduate course offered to 2nd year students of Communication and Internet Studies at the Cyprus University of Technology.

The course aims at familiarizing students with the user interface design process. Basic concepts of visual design and typography are introduced and students acquire practical experience in designing user interfaces, using Adobe Photoshop & XD for environments, such as the Internet, smart phones, smart watches and public displays. Students gain introductory knowledge on the the design of user-friendly interfaces as well as the process and methods of user-centered design, while applying this knowledge in practice. Finally, we explore design issues tapping to each of the application fields through reading, discussing and critiquing contemporary research articles from each field.

DATA VISUALIZATION, 2017-

Undergraduate course offered to 3rd year students of Communication and Internet Studies at the Cyprus University of Technology.

Data are everywhere. From data journalism to quantified self technologies, as communication designers we are often asked to visually convey quantitative information in simple and

effective ways. This course will introduce the basic principles and techniques for exploratory and explanatory data visualisation, and guide students in applying the gained knowledge in diverse settings, from the design of infographics, to the exploration and communication of rich quantitative data. Students will learn how to work with quantitative data using tools such as Excel and R and will learn how to tell stories with data, using data visualisation tools such as Tableau, D3 and ggplot2.

SOCIAL WEB, 2011-2015
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, 2013-2015
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, 2011-2013
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).

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).

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.

THESIS SUPERVISION OF GRADUATE STUDENTS AND RESEARCH INTERNS

ELCIN HANCI (RESEARCH INTERN FEBRUARY-APRIL 2019, PHD STUDENT AT EINDHOVEN UNIVERSITY OF TECHNOLOGY)
Self-Tracking Technologies as Social Actors

CHRYSANTHI KONSTANTI (MASTERS IN NEW TECHNOLOGIES FOR COMMUNICATION AND LEARNING 2018, CYPRUS UNIVERSITY OF TECHNOLOGY)
Understanding goal-setting practices with physical activity trackers

PAULINA DURÁN MIRANDA (RESEARCH INTERN 2017, MSC STUDENT IN INFORMATION TECHNOLOGY AND USER EXPERIENCE AT TAMPERE UNIVERSITY OF TECHNOLOGY)
Exploring the power of placebos in behavior change technologies

TROODIA EVELTHENTOS (MASTERS IN NEW TECHNOLOGIES FOR COMMUNICATION AND LEARNING 2017, CYPRUS UNIVERSITY OF TECHNOLOGY)
Τεχνολογίες της πειθούς στην υγεία: Ποια τα μακροπρόθεσμα οφέλη μετά τη λήξη της αυτοπαρακολούθησης;

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)
FaceIt: 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 TEXEIRA (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

PUBLICATIONS

IN TOP-TIER VENUES[1]

1. Caraban, A., Karapanos, E., Gonçalves, D., & Campos, P. (2019). 23 ways to nudge: A review of technology-mediated nudging in human-computer interaction. In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems* (pp. 1-15).

2. Gouveia, R., Karapanos, E., & Hassenzahl, M. (2018). Activity Tracking in vivo. In *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems* (pp. 1-13).

3. Gouveia, R., Pereira, F., Karapanos, E., Munson, S. A., & Hassenzahl, M. (2016). Exploring the design space of glanceable feedback for physical activity trackers. In *Proceedings of the 2016 ACM International Joint Conference on Pervasive and Ubiquitous Computing* (pp. 144-155).

4. Gouveia, R., Karapanos, E., & Hassenzahl, M. (2015). How do we engage with activity trackers? A longitudinal study of Habito. In *Proceedings of the 2015 ACM International Joint Conference on Pervasive and Ubiquitous Computing* (pp. 1305-1316). **Honorable mention award**

5. Gouveia, R., & Karapanos, E. (2013). Footprint tracker: supporting diary studies with lifelogging. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems* (pp. 2921-2930).

6. Karapanos, E., Martens, J. B., & Hassenzahl, M. (2009). Accounting for diversity in subjective judgments. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems* (pp. 639-648).

7. Karapanos, E., Zimmerman, J., Forlizzi, J., & Martens, J. B. (2009). User experience over time: an initial framework. In *Proceedings of the SIGCHI conference on human factors in computing systems* (pp. 729-738).

MONOGRAPHS AND EDITED BOOKS

8. Karapanos, E., Gerken, J., Kjeldskov, J., & Skov, M. B. (Eds.). (2021). *Advances in Longitudinal HCI Research*. Springer.

9. Oinas-Kukkonen, H., Win, K. T., Karapanos, E., Karppinen, P., & Kyza, E. (Eds.). (2019). Persuasive Technology: Development of Persuasive and Behavior Change Support Systems: 14th International Conference, PERSUASIVE 2019, Limassol, Cyprus, April 9-11, 2019, Proceedings (Vol. 11433). Springer.

10. Kyza, E. A., Karppinen, P., Karapanos, E., Win, K. T., & Oinas-Kukkonen, H. (2019). Persuasive Technology: 14th International Conference, PERSUASIVE 2019 Limassol, Cyprus, April 9–11, 2019 Adjunct Proceedings.

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[1] In Human-Computer Interaction (HCI) and other fields of Computer Science, certain conference publications are considered equal, if not superior to journal publications. I include here full, archival publications from the top three HCI venues (conference and journals) according to csrankings.org, a metrics-based ranking of top computer science institutions around the world. In HCI, these venues are the ACM CHI conference, the ACM Ubicomp conference, which has recently transformed to the IMWUT journal, and the ACM UIST conference. I have published five full papers at CHI and two full papers at Ubicomp.

11. Ham, J., Karapanos, E., Morita, P. P., & Burns, C. M. (Eds.). (2018). Persuasive Technology: 13th International Conference, PERSUASIVE 2018, Waterloo, ON, Canada, April 18-19, 2018, Proceedings (Vol. 10809). Springer.

12. 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

13. Konstanti, C., Karapanos, E., & Markopoulos, P. (2021). The Behavior Change Design Cards: A Design Support Tool for Theoretically-Grounded Design of Behavior Change Technologies. *International Journal of Human–Computer Interaction*, 1-17.

14. Caraban, A., & Karapanos, E. (2020). The'23 ways to nudge'framework: designing technologies that influence behavior subtly. Interactions, 27(5), 54-58.

15. Karapanos, E. (2019). Technology-assisted reconstruction: a new alternative to the experience sampling method. *Behaviour & Information Technology*, 1-19, DOI: 10.1080/0144929X.2019.1608303.

16. Dillahunt, T., Lyra, O., Barreto, M., & Karapanos, E. (2017). Reducing children's psychological distance from climate change via eco-feedback technologies. *International Journal of Child-Computer Interaction*, *13*, 19-28.

17. Karapanos, E., Gouveia, R., Hassenzahl, M., & Forlizzi, J. (2016). Wellbeing in the Making: Peoples' Experiences with Wearable Activity Trackers. *Psychology of Well-Being*, 6(1), 1-17.

18. Karapanos, E., Teixeira, P., & Gouveia, R. (2016). Need fulfillment and experiences on social media: A case on Facebook and WhatsApp. *Computers in Human Behavior*, 55, 888-897.

19. Karapanos, E. (2015) Sustaining user engagement with behavior-change tools. *Interactions* 22 (4), 48-52.

20. Goncalves, J., Hosio, S., Rogstadius, J., Karapanos, E., & Kostakos, V. (2015). Motivating participation and improving quality of contribution in ubiquitous crowdsourcing. Computer networks, 90, 34-48.

21. Niforatos, E., & Karapanos, E. (2015). EmoSnaps: a mobile application for emotion recall from facial expressions. *Personal and Ubiquitous Computing*, 19(2), 425-444.

22. 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), 1-20.

23. 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.

24. Lucero, A., Karapanos, E., Arrasvuori, J., & Korhonen, H. (2014). Playful or Gameful?: creating delightful user experiences. *Interactions*, 21(3), 34-39.

25. Venkatanathan, J., Kostakos, V., Karapanos, E., & Gonçalves, J. (2014). Online disclosure of personally identifiable information with strangers: Effects of public and private sharing. *Interacting with Computers*, 26(6), 614-626.

26. Goncalves, J., Kostakos, V., Karapanos, E., Barreto, M., Camacho, T., Tomasic, A., & Zimmerman, J. (2014). Citizen motivation on the go: The role of psychological empowerment. *Interacting with Computers*, 26(3), 196-207.

27. Rogstadius, J., Vukovic, M., Teixeira, C. A., Kostakos, V., Karapanos, E., & Laredo, J. A. (2013). *C*risisTracker: Crowdsourced social media curation for disaster awareness. *IBM Journal of Research and Development*, 57(5), 1-13.

28. Karapanos, E., Martens J.-B. and Hassenzahl, M. (2012) Reconstructing experiences with iScale. *International Journal of Human-Computer Studies,* 70 (11), 849-865.

29. 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), 273-279.

30. 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. *IEEE Pervasive Computing*, 11(3), 43-45.

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32. 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.

33. 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.

34. 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.

35. 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), 525-547.

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IN CONFERENCE PROCEEDINGS

37. Dingler, T., Tag, B., Karapanos, E., Kise, K., & Dengel, A. (2020) Workshop on Detection and Design for Cognitive Biases in People and Computing Systems, Accepted for publication in the adjunct proceedings of ACM CHI 2020.

38. Caraban, A., Konstantinou, L., & Karapanos, E. (2020). The Nudge Deck: A design support tool for technology-mediated nudging. In Proceedings of the 2020 ACM Designing Interactive Systems Conference (pp. 395-406).

39. Dingler, T., Tag, B., Karapanos, E., Kise, K., & Dengel, A. (2020). Workshop on Detection and Design for Cognitive Biases in People and Computing Systems. In Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems (pp. 1-6).

40. Konstantinou, L., Caraban, A., & Karapanos, E. (2019). Combating Misinformation Through Nudging. In *IFIP Conference on Human-Computer Interaction* (pp. 630-634). Springer, Cham.

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42. Duro, L., Campos, P. F., Romão, T., & Karapanos, E. (2019). Visual Quotes: Does Aesthetic Appeal Influence How Perceived Motivating Text Messages Impact Short-Term Exercise Motivation?. In *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems* (p. LBW0139). ACM.

43. Konstanti, C., & Karapanos, E. (2018). An inquiry into goal-setting practices with physical activity trackers. In *Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems* (pp. 1-6).

44. Caraban, A., Karapanos, E., Campos, P., & Gonçalves, D. (2018). Exploring the Feasibility of Subliminal Priming on Web platforms. In Proceedings of the 36th European Conference on Cognitive Ergonomics (p. 8). ACM.

45. Gonçalves, F., Caraban, A., Karapanos, E., & Campos, P. (2017). What Shall I Write Next?: Subliminal and Supraliminal Priming as Triggers for Creative Writing. In Proceedings of the European Conference on Cognitive Ergonomics 2017 (pp. 77-84). ACM.

46. Caraban, A., Karapanos, E., Teixeira, V., Munson, S. A., & Campos, P. (2017). On the Design of Subly: Instilling Behavior Change During Web Surfing Through Subliminal Priming. In *International Conference on Persuasive Technology* (pp. 163-174). Springer, Cham. **Best paper award**

47. Duro, L., Karapanos, E., Romão, T., Campos, P. (2017) Does Beauty Matter in Behavior Change?, In adjunct proceedings of the *International Conference on Persuasive Technology*. **Best poster award**

48. Mőttus, M., Karapanos, E., Lamas, D., & Cockton, G. (2016). Understanding aesthetics of interaction: A repertory grid study. In *Proceedings of the 9th Nordic Conference on Human-Computer Interaction* (pp. 1-6).

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51. Gouveia, R., Pereira, F., Caraban, A., Munson, S. A., & Karapanos, E. (2015). You have 5 seconds: designing glanceable feedback for physical activity trackers. In *Adjunct Proceedings of the 2015 ACM International Joint Conference on Pervasive and Ubiquitous Computing and Proceedings of the 2015 ACM International Symposium on Wearable Computers* (pp. 643-647).

52. Ornelas, T., Caraban, A., Gouveia, R., & Karapanos, E. (2015). CrowdWalk: leveraging the wisdom of the crowd to inspire walking activities. In Adjunct Proceedings of the 2015 ACM International Joint Conference on Pervasive and Ubiquitous Computing and Proceedings of the 2015 ACM International Symposium on Wearable Computers (pp. 213-216).

53. Caraban, A., Ferreira, M. J., Gouveia, R., & Karapanos, E. (2015). Social toothbrush: fostering family nudging around tooth brushing habits. In Adjunct Proceedings of the 2015 ACM International Joint Conference on Pervasive and Ubiquitous Computing and Proceedings of the 2015 ACM International Symposium on Wearable Computers (pp. 649-653).

54. José Ferreira, M., Caraban, A., Lyra, O., Belim, V., & Karapanos, E. (2015). Why alone? Sensing children's social interactions in the playground. In Adjunct Proceedings of the 2015 ACM International Joint Conference on Pervasive and Ubiquitous Computing and Proceedings of the 2015 ACM International Symposium on Wearable Computers (pp. 209-212).

55. Boberg, M., Karapanos, E., Holopainen, J., & Lucero, A. (2015). PLEXQ: Towards a playful experiences questionnaire. In *Proceedings of the 2015 Annual Symposium on Computer-Human Interaction in Play* (pp. 381-391).

56. Wurhofer, D., Krischkowsky, A., Obrist, M., Karapanos, E., Niforatos, E., & Tscheligi, M. (2015). Everyday commuting: prediction, actual experience and recall of anger and frustration in the car. In *Proceedings of the 7th International Conference on Automotive User Interfaces and Interactive Vehicular Applications* (pp. 233-240).

57. Niforatos, E., Karapanos, E., Langheinrich, M., Wurhofer, D., Krischkowsky, A., Obrist, M., & Tscheligi, M. (2015). eMotion: retrospective in-car user experience evaluation. In *Adjunct Proceedings of the 7th International Conference on Automotive User Interfaces and Interactive Vehicular Applications* (pp. 118-123).

58. Law, E.L.C., Hassenzahl, M., Karapanos, E., Obrist, M., and Roto, V. (2014) Tracing links between UX frameworks and design practices: dual carriageway. In Proceedings of HCI Korea (HCIK '15). Hanbit Media, Inc., South Korea, 188-195.

59. 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 Conference on Advances in Computer Entertainment Technology* (pp. 1-6).

60. 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.

61. Caraban, A., Ferreira, M. J., Belim, V., Lyra, O., & Karapanos, E. (2014). SmartHolder: sensing and raising families' awareness of tooth brushing habits. In *Proceedings of the 2014 conference on Interaction design and children* (pp. 341-344).

62. 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).

63. 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* (pp. 1-6).

64. 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).

65. 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* (pp. 1-4).

66. 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* (pp. 1-4).

67. 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).

68. 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* (pp. 1-9).

69. 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* (pp. 1-8).

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71. Gouveia, É., 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* (pp. 589-594).

72. Niforatos, E., Karapanos, E., Alves, R., Correia Martins, M. C., Chen, M., & Nunes, N. (2013). Enwildering the lab: merging field evaluation with in-lab experience sampling. In *CHI'13 Extended Abstracts on Human Factors in Computing Systems* (pp. 313-318).

73. Obrist, M., Wurhofer, D., Krischkowsky, A., Karapanos, E., Wilfinger, D. H., Perterer, N., & Tscheligi, M. (2013). Experiential perspectives on road congestions. In *CHI'13 Extended Abstracts on Human Factors in Computing Systems* (pp. 535-540).

74. Rogstadius, J., Teixeira, C., Karapanos, E., Kostakos, V. (2013). An Introduction for System Developers to Volunteer Roles in Crisis Management. In *Proceedings of the 10th International ISCRAM Conference (*pp. 874-883).

75. Lyra, O., Karapanos, E., Gouveia, R., Nisi, V., & Nunes, N. J. (2013). Engaging children in longitudinal behavioral studies through playful technologies. In *Proceedings of the 12th international conference on interaction design and children* (pp. 396-399).

76. Karapanos, E., Jain, J., & Hassenzahl, M. (2012). Theories, methods and case studies of longitudinal HCI research. In *CHI'12 Extended Abstracts on Human Factors in Computing Systems* (pp. 2727-2730).

77. Venkatanathan, J., Karapanos, E., Kostakos, V., & Gonçalves, J. (2012). Network, personality and social capital. In *Proceedings of the 4th Annual ACM Web Science Conference* (pp. 326-329).

78. Gouveia, R., Niforatos, E., Karapanos, E. (2012) Footprint Tracker: reviewing lifelogs and reconstructing daily experiences, In a*djunct proceedings of ACM conference on Designing Interactive Systems, DIS'12*.

79. Rodrigues, J., Gouveia, R., Lyra, O., Karapanos, E. (2012) Sense me: Supporting awareness in parent-child relationships through mobile sensing, In *adjunct proceedings of ACM conference on Designing Interactive Systems, DIS'12*.

80. Alves, R., Lim, V., Niforatos, E., Chen, M., Karapanos, E., Nunes, NJ (2012) Augmenting Customer Journey Maps with quantitative empirical data: a case on EEG and eye tracking, In *adjunct proceedings of ACM conference on Designing Interactive Systems, DIS'12*.

81. Barreto, M., Karapanos, E., & Nunes, N. (2011). Social translucence as a theoretical framework for sustainable HCI. In *IFIP Conference on Human-computer Interaction* (pp. 195-203). Springer, Berlin, Heidelberg.

82. Lyra, O., Karapanos, E., & Kostakos, V. (2011). Intelligent playgrounds: measuring and affecting social inclusion in schools. In *IFIP Conference on Human-Computer Interaction* (pp. 560-563). Springer, Berlin, Heidelberg.

83. Venkatanathan, J., Ferreira, D., Benisch, M., Lin, J., Karapanos, E., Kostakos, V., Sadeh, N., & Toch, E. (2011). Improving users' consistency when recalling location sharing preferences. In *IFIP Conference on Human-computer Interaction* (pp. 380-387). Springer, Berlin, Heidelberg.

84. Szostek, A., & Karapanos, E. (2011). Introducing VERO: visual experiential requirements organizer. In *CHI'11 Extended Abstracts on Human Factors in Computing Systems* (pp. 2101-2106).

85. Karapanos, E., Martens, J. B., & Hassenzahl, M. (2010). On the retrospective assessment of users' experiences over time: memory or actuality?. In *CHI'10 Extended Abstracts on Human Factors in Computing Systems* (pp. 4075-4080).

86. Koca, A., Karapanos, E., & Brombacher, A. (2009). 'Broken Expectations' from a global business perspective. In *CHI'09 Extended Abstracts on Human Factors in Computing Systems* (pp. 4267-4272).

87. Szostek, A. M., Karapanos, E., Eggen, B., & Holenderski, M. (2008). Understanding the implications of social translucence for systems supporting communication at work. In *Proceedings of the 2008 ACM conference on Computer supported cooperative work* (pp. 649-658).

88. Koca, A., Funk, M., Karapanos, E., Rozinat, A., & Van Der Gaarden, N. (2008). Grasping product pragmatics: a case with internet on tv. In *Proceedings of the 1st*

international conference on Designing interactive user experiences for TV and video (pp. 193-202).

89. 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).

90. 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).

91. Karapanos, E., & Martens, J. B. (2007). Characterizing the diversity in users' perceptions. In *IFIP Conference on Human-Computer Interaction* (pp. 515-518). Springer, Berlin, Heidelberg.

92. Karapanos, E., & Martens, J. B. (2007). *On the discrepancies between designers' and users' perceptions as antecedents of failures in motivating use*. In International Conference Interfaces and Human Computer Interaction, IADIS (pp. 206-210).

IN WORKSHOPS AND TECHNICAL REPORTS

93. Kyza, E., Varda, C., Konstantinou, L., Karapanos, E., Perfumi, S. C., Svahn, M., & Georgiou, Y. (2021). SOCIAL MEDIA USE, TRUST AND TECHNOLOGY ACCEPTANCE: INVESTIGATING THE EFFECTIVENESS OF A CO-CREATED BROWSER PLUGIN IN MITIGATING THE SPREAD OF MISINFORMATION ON SOCIAL MEDIA. *AoIR Selected Papers of Internet Research*.

94. Konstanti, C., Karapanos, E., & Markopoulos, P. (2019, April). BCD Cards: A Tool for Designing Theory-based Behavior Change Technologies. In BCSS@ PERSUASIVE.

95. Karapanos, E. (2016). Designing for Different Stages in Behavior Change. In *Proceedings of the International Workshop on Personalization in Persuasive Technology, co-located with the 11th International Conference on Persuasive Technology* (pp. 57-59).

96. Karapanos, E. (2012) Beyond Experience Sampling: Evaluating Personal Informatics with Technology-Assisted Reconstruction, In *Proceedings of the workshop "Personal Informatics in Practice: Improving Quality of Life Through Data", co-located with the 2012 ACM conference on Human factors in Computing Systems (CHI 2012)*.

97. Venkatanathan, J., Lin, J., Benisch, M., Ferreira, D., Karapanos, E., Kostakos, V., Sadeh, N., Toch, E. (2011). Who, When Where: Obfuscation Preferences in Location-sharing Applications. *ISR TECHNICAL REPORTS 2011, CMU-ISR-11-110, Carnegie Mellon University*.

98. 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", co-located with the 2008 conference on *on Human factors in Computing Systems (CHI 2008)*.

THESES

99. Karapanos, E. (2010). Quantifying Diversity in User Experience. PhD Thesis, Eindhoven University of Technology.

100. Karapanos, E. (2005). Acceptability of Nomadic User Interfaces: An investigation upon user perceptions. MSc Thesis, University College London.

101. Karapanos, E. (2004). Σχεδίαση και ανάπτυξη ενός εύχρηστου σταθμού πληροφόρησης σε ακαδημαϊκό περιβάλλον. Διπλωματική εργασία, Πανεπιστήμιο Πατρών.

INVITED TALKS

1. Towards Theoretically and Empirically Grounded Design of Behavior Change Technologies, Keynote speech at Persuasive Technology 2022, March 30, 2022.

2. Towards Theoretically and Empirically Grounded Design of Behavior Change Technologies, Introductory Keynote at the closing event of the project 'Mobile monitoring of movement and joint loading in persons with degenerative hip- and knee problems', University of Hasselt, March 9, 2021.

3. Towards Theoretically and Empirically Grounded Design of Behavior Change Technologies, Invited talk at the two-symposium "Considering Health Behavior Change", Eindhoven University of Technology, February 11, 2020.

4. Towards Theoretically and Empirically Grounded Design of Behavior Change Technologies, Invited talk, University of Melbourne, November 1, 2019.

5. Persuasion and Behavior Change in Social Computing. Invited lecture for the joint summer schools "Social Computing in the Big Data Era" and "Usable Security and Privacy in Online Social Networks", Limassol, 20 July 2017.

6. Designing and evaluating behavior change technologies for and in the real world. Invited talk for the World Usability Day, Talinn, 10 Nov 2016.

7. Designing and evaluating persuasive technologies for and in the real world. Invited talk. School of Informatics. University of Lugano, 27 Nov 2014.

8. Gadgets or tools for health? Studying the long-term acceptance of wearable activity trackers, Narrative Strategies Symposium, Madeira, 10 November 2014.

9. 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.

10. Measuring Users' Experiences – or, the memory of them? Invited talk. EU Cost TwinTide, Skopje, 5 June 2012.

11. Measuring Users' Experiences – or, the memory of them? Invited talk. Culture lab, Newcastle University, 8 March 2012.

12. Long-Term User Experience, invited talk at the "Long-Term User Experience" seminar, 1 June 2011, Tampere, Finland.

13. iScale.nl – An alternative to longitudinal studies, invited talk at the "Long-Term User Experience" seminar, 1 June 2011, Tampere, Finland.

14. Measuring the User Experience, 1-day course at UCIT Summer School on Product User Experience, 31 August – 3 September, Tampere, Finland.

15. Measuring Mobile Experiences – or, the memory of them?, Nokia Research Center Tampere, 2 September 2010, Tampere, Finland.

16. Measuring Mobile Experiences – or, the memory of them?, SIGCHI Finland, 1 September 2010, Helsinki, Finland.

17. Demarcating User Experience, Invited participant to the Dagstuhl seminar, 15-18 September 2010, Dagstuhl, Germany.

18. Measuring the Remembered Experience Over Time, ID Studio Lab / Design Aesthetics / TUDelft, 28 June 2010, Delft, Netherlands.

19. CognitiveNet: a tool for supporting collective intelligence in the Social Sciences, Virtual Knowledge Studio, 17 March 2010, Amsterdam, Netherlands.

20. Diversity in User Experience, Soft Reliability Valorization Workshop, Philips Healthcare, 19 May 2009, Best, Netherlands.

21. Diversity in User Experience, miniseminar Soft Reliability, Philips Applied Technologies, 2 March 2009, Eindhoven, Netherlands.

22. Evaluating products and informing design, NVRB evening of Soft Reliability, Nederlandse Vereniging voor Risicoanalyse en Bedrijfszekerheidstechniek, 20 January 2009, Utrecht, Netherlands.

23. Characterizing the diversity in users' perceptions, Soft Reliability Workshop, Océ, 14 May 2007, Venlo, Netherlands.

24. Soft Reliability Problems: A user experience perspective, Biennial BETA Conference 2006, 14 September 2006, Eindhoven, Netherlands.