

**Vasiliki Mylonopoulou**

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## EDUCATION

### 2016 - 2019 **Doctor of Philosophy**

Doctor of Philosophy Faculty of Information Technology and Electrical Engineering, University of Oulu, Finland

*Designing Social Comparison: Health Behaviour Change Technological Interventions.* This was a cross-sectoral, transdisciplinary project as part of the Horizon 2020 project CHESS ITN under the Marie Skłodowska-Curie grant agreement No. 676201.

### 2012 - 2014 **M.Sc. Human-Computer Interaction**

Department of Information Technology, Umeå Universitet, Sweden

This was a multi-disciplinary international education combining courses from computer science, cognitive science, and information technology. It concluded in a thesis that investigated the attitudes of primary school teachers towards the increased appearance of ICT in Swedish schools.

### 2003 - 2010 **B.Sc. Computer Engineering**

Information Technology Department, Technological Educational Institute of Thessaloniki, Greece.

It was a computer engineering education focused on systems architecture, programming, and databases. It concluded with the development of a gamified educational game, utilizing storytelling, for teaching music to primary school children. The application could adjust to the users' skills and the users could adjust the application based on their preferences.

## TRAINING

### 21.08.2020 – present **Interaction Design Research**

KTH Royal Institute of Technology, Sweden

A post-graduate degree course that supports Human-Computer Interaction researchers to create and evaluate theory related to the field.

### 17.01.2019 – 15.05.2019 **Working Life Guidance Skills and Leadership I & II**

University of Oulu, Finland

A post-graduate degree course that teaches introductory leadership and guidance skills in an industrial and academic environment. I am accepted in this program while working in the University waiting for my dissertation review for improving my leadership and guidance skills as a supervisor and project leader.

### 09.11.2017 – 27.02.2018 **Certified PRINCE2 Project Manager**

ILX Group - Ireland

PRINCE2 (PROjects IN CONTROLLED ENVIRONMENTs) is a structured project management method and practitioner certification programme developed as a UK government standard for information systems projects. I am a certified Practitioner of this method.

### 2017 **Basics of University Pedagogy for Doctoral Students**

University of Oulu - Finland

A post-graduate degree course that teaches introductory constructivist teaching methods and student-centric teaching. I was accepted in this program while I was still working on my doctoral studies for being eligible to teach during my studies.

**2017 Communicating science to the media, general public and decision makers**

University of Oulu, Finland

A post-graduate degree course that teaches introductory communication skills for communicating science to general public through press releases, blogs, popularised articles, and radio interviews. I was accepted in this program while I was still working on my doctoral studies for improving my communication skills especially on my scientific blog posts.

**2014 - 2015 Prototyping Interaction**

Umeå University, Sweden

A post-graduate degree course that introduces different ways of prototyping and of visualising information. I was accepted in this program after my master studies while preparing for the Swedish national exams for Swedish language as second language. I became familiar with 3D printing, Arduino, Processing, Photoshop, Illustrator, After Effects and paper as prototyping tools.

## INDUSTRY EXPERIENCE

**09.2015 - 12.2015 Interaction Designer**

Salumedia Tecnologias, Spain

Salumedia Tecnologias is a digital health SME with a focus on mobile technologies. I worked in the Research and Development department with the design team working on three of their projects related to chronic conditions.

**09.2015 - 12.2015 Interaction Designer**

Toontrack Music AB, Sweden

Toontrack is an international music software SME working on Virtual Studio Technology. I worked in the design team during a traineeship for learning Swedish language in my field of education.

**2009 - 2010 Front End Developer**

Dotsoft SA, Greece

Dotsoft is an SME specialized in Software Development and Integrated ICT Solutions for the public and private sector. I worked in the front-end development and design team during a traineeship as part of my undergraduate studies.

## TEACHING

**26.03.2020 – 5.06.2020 Interaction Design**

University of Gothenburg - Department of Applied IT

Participated in the design of and throughout the course. I focused on the design and teaching the theoretical part of the course using reversed classroom technique online. I created presentations and video lectures, organised seminars to discuss the theory and had online open office hours for the students to ask questions. The course had to be transferred online couple of weeks before its start due to COVID-19.

**10.12.2019 Emotional design**

University of Gothenburg - Department of Applied IT

A two hours invited guest lecture to students at a bachelor program in Machine-human interaction. I held a guest lecture on persuasive technology and emotional design.

**28.11 & 7.12.2020 Design circles of User-centered design**

University of Gothenburg - Department of Applied IT

A three and two hours invited guest lecture to students at the international master program in Learning, Communication and IT. The aim of the lectures was to get the students introduced to the user-centered design circles of user-studies, design and evaluations.

**4.03.2019 Designing for Health Behaviour Change: Social Comparison**

Umeå University - Department of Informatics

An hour invited guest lecture to students at the Human – Computer Interaction and Social Media master's degree at Umeå University. I held a guest lecture which consisted of material promoting discussion between students around subjects of social influence, social comparison, health, and design.

**7.06.2018 Introduction to Human-Computer Interaction**

Participatory Health Informatics, Spain

A colleague and I designed and developed a three hour workshop-course using flipped classroom teaching method for the international summer school of three E.U. projects.

**2017 Degree Curriculum Design Group**

University of Oulu, Finland

The Information Technology and Electrical Engineering department started a series of workshops for reformulating the Information Processing Science Degree curriculum. I participated in the groups working with the Human-Computer Interaction and Information Technology courses.

**2012 Tutoring**

Private, Thessaloniki

A master student in digital archaeology needed help on the course of web development. I tutored the student in HTML and CSS basics for web design.

**SCIENTIFIC CONTRIBUTIONS**

1. **Vasiliki Mylonopoulou**, Alexandra Weilenmann, Olof Torgersson, Beata Jungselius, Fredrik Bergstrand. 2020. Searching for Empathy: A Swedish Study on Designing for Seniors. In *Proceedings of the 11th Nordic Conference on Human-Computer Interaction*. ACM.
2. Guido Giunti, **Vasiliki Mylonopoulou**. 2020. Designing during and for Pandemics. In *Proceedings of the 11th Nordic Conference on Human-Computer Interaction*. ACM.
3. Korhonen, Olli, **Vasiliki Mylonopoulou**, and Guido Giunti. "Service Personalization in IT-Supported Finnish Healthcare." *Studies in health technology and informatics* 270 (2020): 1385-1386.
4. Korhonen, Olli, **Vasiliki Mylonopoulou**, and Guido Giunti. "Emerging personalization elements in health service delivery: a case study in the finnish primary healthcare." In *Proceedings of the 23rd International Conference on Academic Mindtrek*, pp. 37-44. 2020.

5. Sjölander, Marie, Anneli Avatare Nöu, **Vasiliki Mylonopoulou**, and Olli Korhonen. "Motivational Features in an Application for Presenting Dysfunctional Movement Patterns and for Providing Support in Conducting Exercises."
6. Maramis, Christos, **Vasiliki Mylonopoulou**, Agnis Stibe, Minna Isomursu, and Ioanna Chouvarda. "Developing a Smartphone Application to Support Smoking Behavior Change through Social Comparison." In *2019 41st Annual International Conference of the IEEE Engineering in Medicine and Biology Society (EMBC)*, pp. 6922-6925. IEEE, 2019.
7. Immonen, Milla, Paula Alavesä, and **Vasiliki Mylonopoulou**. "Design Challenges for Social Interactions at Factory Floor." In *2019 11th International Conference on Virtual Worlds and Games for Serious Applications (VS-Games)*, pp. 1-2. IEEE, 2019.
8. Karampela, Maria, Talya Porat, and **Vasiliki Mylonopoulou**. "Needs of Head and Neck Cancer Patients and Stakeholders During Rehabilitation." In *Proceedings of the 13th EAI International Conference on Pervasive Computing Technologies for Healthcare*, pp. 415-421. 2019.
9. **Vasiliki Mylonopoulou**. 2018. Design for health behavior change supportive technology: healthcare professionals' perspective. In *Proceedings of the 10th Nordic Conference on Human-Computer Interaction*. ACM. <http://doi.org/10.1145/3240167.3240196>
10. **Vasiliki Mylonopoulou**, Minna Isomursu, Karin Vayrynen. 2018. Designing for Well-being and Healthcare Using Social Comparison. In *Proceedings of the 22nd International Academic Mindtrek Conference*. ACM. <http://doi.org/10.1145/3275116.3275136>
11. **Vasiliki Mylonopoulou**, Karin Väyrynen, Agnis Stibe, and Minna Isomursu. 2018. Rationale Behind Socially Influencing Design Choices for Health Behavior Change Related research. *13th International Conference on Persuasive Technology*, Springer. [https://doi.org/10.1007/978-3-319-78978-1\\_12](https://doi.org/10.1007/978-3-319-78978-1_12)
12. **Vasiliki Mylonopoulou**, Karin Väyrynen, and Minna Isomursu. 2018. Designing for Behavior Change - 6 Dimensions of Social Comparison Features. *51st Hawaii International Conference on System Sciences*, IEEE. <http://hdl.handle.net/10125/50251>
13. Guido Giunti, **Vasiliki Mylonopoulou**, and Octavio Rivera Romero. 2018. More Stamina , a Gamified mHealth Solution for Persons with Multiple Sclerosis : Research Through Design Corresponding Author : *JMIR mHealth and uHealth* 6, 3. <http://doi.org/10.2196/mhealth.9437>
14. Francisco Monteiro-guerra, Octavio Rivera-Romero, **Vasiliki Mylonopoulou**, Gabriel R Signorelli, Francisco Zambrana, and Luis Fernandez-luque. 2017. The Design of a Mobile App for Promotion of Physical Activity and Self- Management in Prostate Cancer Survivors : Personas , Feature Ideation and Low- Fidelity Prototyping. *30TH IEEE International Symposium on Computer-Based Medical Systems*, IEEE. <http://doi.org/10.1109/CBMS.2017.75>
15. Vito Gentile and **Vasiliki Mylonopoulou**. 2017. Exploiting social comparison using pervasive displays and mobile notifications for reducing energy consumption. *PerDis 2017 - Proceedings: 6th ACM International Symposium on Pervasive Displays*. <http://doi.org/10.1145/3078810.3084350>
16. **Vasiliki Mylonopoulou** and Minna Isomursu. 2016. Context of use and timing of social comparison techniques in behavior change support. *Proceedings of the 15th International Conference on Mobile and Ubiquitous Multimedia - MUM '16*, ACM Press. <http://doi.org/10.1145/3012709.3012734>

## DELIVERABLES & PROJECTS

**CHES:** Connected Health ESR Support System

CHES was the ITN network in which my PhD was conducted. I had to submit two deliverables.

- December 2017: Health & social data aggregation methods & visualizations

- December 2018: Validated cases: social influence in health behaviour change

### **Ai Move:** Artificial Intelligent Move

Ai Move was an European Institute of Innovation & Technology (EIT)

Digital project. University of Oulu was responsible for the motivation part of the following deliverable.

I was the person working and reporting on motivation and supporting RI.SE SICS on the user research.

- December 2018: User interaction and motivation report

## EVENTS AND AWARDS

8.10.2019 **Award** - Diversity and equality award

University of Oulu, Finland

I was nominated and awarded the diversity and equality award by the University of Oulu due to my active engagement on issues related to neurodevelopmental conditions for university students and employees. I was invited on international and local events to talk about my research and how dyslexia influenced me. I organised and coordinated an awareness event for different ways of studying and working that can support people with neurodevelopmental conditions.

15 – 16.11.2018 **Conference Organisation** - Connected for Connected Health Conference (C4CH)

IT University of Copenhagen, Denmark

A two-day hands-on networking and collaboration event for researchers, designers, healthcare providers and health-oriented companies to gather and create new opportunities for the advancement of digital health innovations. I was in the team of organisers and I hosted one workshop and a panel discussion.

- 15.11 Panel: A new era to survive: interdisciplinary and cross-sectoral research in healthcare
- 16.11 Workshop: Building a common ground

04.10.2018 **Invited talk** - Social comparison through the eyes of a dyslectic - Sociale relationer: Er mine udfordringer (og muligheder) også dine?

Capital of Children, Denmark

The event was held by the Capital of Children, which is a cooperation between LEGO and Billund municipality (Denmark), during the dyslexia awareness week. It aimed to raise awareness and on dyslexia and focus on the social challenges a person with dyslexia may face. I presented social comparison theory and how it could help people with dyslexia when designed correctly in technology.

29.09.2017 **Invited talk** - PechaKucha

Researchers' Night 2017 University of Oulu

The event focused on the research and experiences of the Marie Skłodowska Curie Fellows at University of Oulu. I presented my research and experiences as a Marie Skłodowska Curie and as a doctoral researcher experiencing dyslexia.

## FUNDING TO DAY

Year	Funding Body	Reason	Funding in Euros
2018	EIT Digital (E.U. funded)	Participation on writing the role of the University of Oulu in the EIT Digital project (Ai Move)	Allocated to me for traveling 17000 out of 52,625

2017	ENJECT COST (E.U. funded)	Travel grant for Sort Term Scientific Visit to Research Institutes in Sweden (RISE-SICS)	2000
2017	UniOGS (University of Oulu)	Travel grant for research visit to Research Institutes in Sweden (RISE-SICS)	2500
2017	ENJECT COST (E.U. funded)	Travel grant for London School, U.K: Making an Impact with Connected Health Research	600
2016	ENJECT COST (E.U. funded)	Travel grant for Enject Winter School and Game Design Thinking for Healthcare, Finland	600
2016	ENJECT COST (E.U. funded)	Travel grant for Sort Term Scientific Visit to Salumedia Technologies (Spain)	2000

## LANGUAGES

Language	Understanding/Reading	Writing	Speaking
<b>Greek</b>	Native	Native	Native
<b>English</b>	Fluent	Fluent	Fluent
<b>Swedish</b>	Advanced	Advanced	Advanced
<b>French</b>	Basic	Basic	Basic