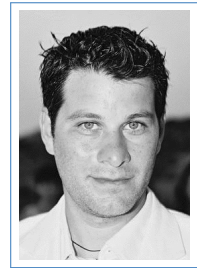


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Summary

George Caridakis serves as a faculty member of the Department of Cultural Technology & Communication, University of the Aegean and is also affiliated as a Senior Researcher with the Intelligent Systems, Content and Interaction Laboratory, National Technical University of Athens. He has also served as an Adjunct Lecturer at the Department of Computer Science and Biomedical Informatics, University of Thessaly and has been elected as Assistant Professor in Cultural Informatics at the Department of Informatics, Ionian University and as an Assistant Professor in Games and Media Technology at the Medialogy Department, Aalborg University, Copenhagen, Denmark. His teaching experience includes courses offered in undergraduate and postgraduate levels in different institutions and supervision of PhD, MSc and undergraduate theses. He has served in boards and committees and as a reviewer in numerous international scientific journals, conferences and workshops and is a member of the Association for the Advancement of Affective Computing and the board of the Greek ACM SIGCHI. His research on various aspects of intelligent human computer interaction and cultural informatics has been published in more than 25 journal articles and book chapters and more than 40 papers in conferences and workshops and has been well recognised by the scientific community by being cited more than 1000 times with an h-index of 18. He has served as an evaluator in many funding and grants frameworks and participated in more than 20 European and National funded R&D projects.

Academic positions

- 2014– Faculty member, Lecturer. Department of Cultural Technology & Communication, University of the Aegean, Greece.
- 2011–2014 Adjunct Lecturer. Department of Cultural Technology & Communication, University of the Aegean, Greece.
- 2010–2012 Adjunct Lecturer. Department of Computer Science and Biomedical Informatics, University of Thessaly, Greece.
- 2009– Senior Researcher. Intelligent Systems, Content and Interaction Laboratory, National Technical University of Athens, Greece.
- 2004–2009 Researcher. Intelligent Systems, Content and Interaction Laboratory, National Technical University of Athens, Greece.

Education

- 2009 PhD in Electrical and Computer Engineering. National Technical University of Athens, Greece.
- 2004 Degree in Computer Science. Department of Informatics & Telecommunications, National and Kapodistrian University of Athens, Greece.

Teaching

Undergraduate

- 2015– Human Computer Interaction. Department of Cultural Technology & Communication, University of the Aegean.
- 2014– Cultural Information Management Technologies. Department of Cultural Technology & Communication, University of the Aegean.
- 2011– Multimedia Technologies. Department of Cultural Technology & Communication, University of the Aegean.
- 2011– Ubiquitous Computing. Department of Cultural Technology & Communication, University of the Aegean.
- 2014–2015 Web Applications Design and Development. Department of Cultural Technology & Communication, University of the Aegean.
- 2010–2012 Human Computer Interaction. Department of Computer Science and Biomedical Informatics, University of Thessaly.

Postgraduate

- 2015– Human Computer Interaction. Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2015– Ubiquitous Computing. Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2015– Graphic Design. Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2013–2014 Advanced topics in Cultural Informatics. Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean, Greece
- 2013–2014 Cultural Metadata Management. Monuments Management: Archaeology, City and Architecture M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
Guest Lectures
- 2012–2014 Artificial Neural Networks and Machine Learning. Postgraduate Education in School of Electrical and Computer Engineering, National Technical University of Athens, Guest Lectures.
- 2012–2014 Man-Machine Communication. Postgraduate Education in School of Electrical and Computer Engineering, National Technical University of Athens, Guest Lectures.

e-Learning

- 2014–2015 Mobile Technologies. Greek Open Courses, Greek Academic Network [GUnet].
- 2014–2015 Multimedia Technologies. Greek Open Courses, Greek Academic Network [GUnet].
- 2014–2015 Cultural Information Management Technologies. Greek Open Courses, Greek Academic Network [GUnet].
- 2012–2015 Cultural communication technologies. Lifelong e-Learning Program, University of the Aegean.
- 2012–2014 Mobile Technologies. Lifelong e-Learning Program, University of the Aegean.

Teaching Assistant

- 2004–2009 Neural Networks and Computational Intelligence. School of Electrical and Computer Engineering, National Technical University of Athens.
- 2004–2009 Human Computer Interaction. School of Electrical and Computer Engineering, National Technical University of Athens.
- 2004–2009 Imaging Technology and Analysis. School of Electrical and Computer Engineering, National Technical University of Athens.
- 2004–2009 Computer Graphics. School of Electrical and Computer Engineering, National Technical University of Athens.
- 2004–2009 Computer Programming. School of Electrical and Computer Engineering, National Technical University of Athens.

Thesis supervision

PhD thesis

- 2015– Context-aware Interaction with (the Internet of) things. Konstantinos Michalakis, Department of Cultural Technology & Communication, University of the Aegean.
- 2012– Context-aware Affective Computing. Aggeliki Vlachostergiou, School of Electrical and Computer Engineering, National Technical University of Athens.
Co-Supervision
- 2014 Lattice Computing and Hyperspectral Image Processing for Human Detection and Identification. Ion Marques Bailon, Faculty of Informatics and Computer Engineering, University of the Basque Country.
Member of the International Examination Committee for the PhD thesis
- 2013 Contributions of Lattice Computing to Medical Image Processing. Darya Chyzyk, Faculty of Informatics and Computer Engineering, University of the Basque Country.
Member of the International Examination Committee for the PhD thesis

Postgraduate thesis

- 2015 Context-aware Augmented Reality: the The Museum of Industrial Olive-Oil Production of Lesvos paradigm. Ioannis Aliprantis, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2015 Designing an interactive surface application for the Aquarium of Crete. Erasmia Tzanaki, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
Co-supervision
- 2014 Mitrivilini: Location Aware, collaborative, pervasive game for the city of Mytilini. Hera Almpanoudi, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2014 A Position Sensor Enhanced Installation Negotiating Personal Data and Privacy Violation and Monitoring. Eftychia Roumelioti, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
Co-supervision

Undergraduate thesis

- 2016 Ubiquitous, collaborative, context-aware game development support ecosystem. Aggelos Proventzas & Taxiarchis Sterianellis, Department of Cultural Technology & Communication, University of the Aegean.
- 2016 Natural, Intelligent Drone control. Dimitris Stefos, Department of Cultural Technology & Communication, University of the Aegean.
- 2013 3D Virtual Comic Characters Relation Visualisation: the Corto Maltese paradigm. Orestis-Kyriakos Poulakis, Department of Cultural Technology & Communication, University of the Aegean.
Co-Supervision
- 2013 Arduino based Interactive Digital Canvas: A Museum Wall installation. Foteini Christi, Department of Cultural Technology & Communication, University of the Aegean.
- 2013 3D Gestural Interface using Arduino and electrical resistors. Michail Gerasklis, Department of Cultural Technology & Communication, University of the Aegean.
- 2012 Modeling and analysis of non-verbal behavior expressivity during Natural Interaction. Danae & Panagiota Vassileiou, School of Electrical and Computer Engineering, National Technical University of Athens.
Co-Supervision
- 2008 Isolated Greek Sign Language Recognition using Hidden Markov Models. Stavros Theodorakis, School of Electrical and Computer Engineering, National Technical University of Athens.
Co-Supervision

Academic Service

Invited talks

- 2015 Intelligent, pervasive and context-aware domestic function: Integrating Smart homes into Smart Cities. Internet of Things: Identifying business opportunities, Naftemporiki Conference, Athens, Greece.

- 2015 The Age of Context. Summer school on Mobile and Pervasive Computing Systems, Hellenic Open University, Athens, Greece.
- 2015 Affective Computing. 1st International Summer School on Interaction Design and User Experience (IDUX), Interactive Systems Design Lab, Department of Product and Systems Design Engineering, Syros, Greece.
- 2015 Ubiquitous Museums. Workshop on Mobile technologies in the field of museums and professional occupation of CTC graduates, Student Association of the Department of Cultural Technology and Communication, Archaeological Museum of Mytilene, Lesvos, Greece.
- 2015 Computer applications in Archaeology. Cultural Heritage Management in Archaeology, Summer School of the Interdepartmental Postgraduate Programme on Monuments Management: Archaeology, City and Architecture, Athens, Greece.
- 2015 Cultural Metadata: publishing in Europeana. Centre for Imaging Research and Diffusion (CRDI), Dissemination of Knowledge on digitisation, Leonardo da Vinci programme, Girona, Spain.
- 2014 Memory, emotion and interaction context as users engagement factors in digital games. Net and Zelda II: Internet stories and video games, Workshop organised by the Department of Communication, Media and Culture, Panteion University of Social and Political Studies, Athens, Greece.
- 2014 Affective, Natural and Multimodal Human Computer Interaction. Department of Computer Science, Faculty of Science of the University of Fribourg, Switzerland.
- 2014 Sign Language recognition and synthesis. Accessibility in digital, audiovisual content Workshop, Digital Herodotus Project, European Territorial Cooperation Cyprus – Greece, Mytilene, Greece.
- 2014 Managing users and data in context. Infopaths and Hybrid Environments: Examples from Archaeology, Museology, Urban Geography and Computer Interface Design, Swedish Archaeological Institute, Athens, Greece.
- 2013 Intelligent and adaptive systems treating learning deficiencies and social interaction. Workshop on Innovation and effective use of ICT technologies in Adult Education, General Secretariat for Lifelong Learning, Ministry of Education, Culture and Sport, Athens, Greece.
- 2012 Multimodal, Affective and Natural Interaction. Medialogy Department, Aalborg University, Copenhagen, Denmark.
- 2011 Affective Computing: Recognition and synthesis of emotion. Information Systems Seminar, Department of Informatics and Telecommunications, University of Athens, Greece.
- 2010 Intelligent Human Computer Interfaces. Postgraduate Course Informatics, Image synthesis and Graphics Design, Department of Informatics, Athens T.E.I., Greece.

Reviewer

IEEE Transactions on Affective Computing [TAC]

Journal on Multimodal User Interfaces [JMUI]

International Journal of Human Computer Studies

International Conference on Affective Computing & Intelligent Interaction [ACII]

International Conference on Affective Interaction in Natural Environments [AFFINE]

Advances in Human–Computer Interaction Journal
Affective, Interactive and Cognitive Methods for E–Learning Design
International Conference of Kansei Engineering and Emotion Research [KEER]
2nd European Conference on Social Media ECSM 2015

IEEE Transactions on Neural Networks
Neural Networks Journal
Neurocomputing
International Conference on Pattern Recognition [ICPR]
Pattern Recognition Letters [PRL]
ACM Transactions on Interactive Intelligent Systems [TiiS]
IEEE Intelligent Systems
International Journal on Expert Systems with Applications
International Journal on Semantic Web and Information Systems, Special Issue
on Semantic Social Media Dynamics
Studies in Computational Intelligence
Applied Artificial Intelligence Journal
International Journal on Artificial Intelligence Tools
Special Issue of AAI Journal on Event Recognition
International Symposium on INnovations in Intelligent SysTems and Applications
International Symposium on Neural Networks
International Joint Conference on Neural Networks [IJCNN]
International Conference on Artificial Neural Networks [ICANN]
International Journal of Pattern Recognition and Artificial Intelligence
International Journal of Advanced Robotic Systems
Artificial Intelligence in Medicine
Hellenic Conference on Artificial Intelligence [SETN]

IEEE Transactions on Multimedia
IEEE Transactions on Cybernetics
Image and Vision Computing Journal [IVCJ]
IEEE Transactions on Image Processing [TIP]
IEEE Transactions on Systems, Man, and Cybernetics–Part B [SMC–B]
ACM Transactions on Internet Technology [TOIT]
IEEE International Conference on Multimedia and Expo [ICME]
IEEE International Conference on Image Processing [ICIP]
Computer Speech and Language
Language Resources and Evaluation
International Conference on Acoustics, Speech, and Signal Processing [ICASSP]
Advances in Multimedia
International Symposium on Visual Computing
Educational Research and Reviews [ERR]
International Euro-Mediterranean Conference

Journal of Engineering and Computer Innovations
International Symposium on Computer and Information Sciences
Computers and Education
IEEE International Conference on Information Technology and Applications in
Biomedicine

Boards and committees

Engineering Applications of Neural Networks Conference [EANN]
Artificial Intelligence Applications and Innovations [AIAI]
IEEE International Conference on Multimedia and Expo, Main Conference track
International Conference on Affective Computing and Intelligent Interaction [ACII]
IEEE Conference on Automatic Face and Gesture Recognition
International Workshop on Emotion Representation, Analysis and Synthesis in
Continuous Time and Space [EmoSPACE]
International Conference on Computer Vision and Image Analysis applications
[ICCVIA]
International Symposium on Computer Vision and the Internet [VisionNet]
Intelligent, Affective, and Natural Interfaces [IANI] @ SETN
International Workshop on Semantic Media Adaptation and Personalization
[SMAP]
European Conference on Social Media
International Conference on Connected Vehicles & Expo [ICCVE]
Intelligent Information Management Journal
International Journal of Neural Networks
Special Issue on Social media and networks for multimedia content management,
International Journal of Virtual Communities and Social Networking [IJVCSN]
Academic Editor of British Journal of Mathematics & Computer Science
International Conference on Connected Vehicles & Expo [ICCVE]
International Conference on Internet of Vehicles [IOV]
e-Game development Special Session, in conjunction with 18th Panhellenic Con-
ference on Informatics [PCI]
International Conference on Advanced Cognitive Technologies and Applications
International Symposium on Cloud and Services Computing [SC2]
Workshop on Innovative European Policies and Applied Measures for Developing
Smart Cities [IPMSC]
Interaction Design & Human-Computer Interaction Workshop, 5th International
Conference on Typography and Visual Communication [ICTVC]
European Conference on Games Based Learning [ECGBL]
Specification and Computation of Affect in Collaborative and Social NETworks
[SCACSNET]

R&D Projects

- 2012–2015 SandS – Social & Smart - Social housekeeping through intercommunicating appliances and shared recipes merged in a pervasive web-services infrastructure. FP7 FIRE ICT–317947, Senior Researcher.
- 2014–2015 eTourism – Innovative location based, augmented reality services in Tourism. GSRT Cooperation 2011, 11SYN–10–1180, Senior researcher, Project Manager.
- 2014–2015 Engineering of Pervasive Computing Systems: Educational Material Quality Improvement. Educational Content, Methodology and Technology Laboratory, Hellenic Open University.
 - 2015 Digital Solidarity Services. Digital Convergence, Senior Researcher.
- 2013–2015 STHENOS – Multimodal research on affective computing. THALES – EDULLL, Senior researcher.
- 2013–2015 L.U.C.A. – Links United for Coma Awakenings. LLP GRUNDTVIG Learning Partnership – 2013-1-IT2-GRU06-51826, Senior Researcher.
- 2012–2015 ILearnRW - Integrated Intelligent Learning Environment for Reading and Writing. FP7 – 318803, Senior Researcher.
- 2011–2014 IS-Helleana – Intelligent System for HELLEnic Audiovisual National Aggregator. GSRT Cooperation – SYN09-72-922, Senior Researcher, Project Manager.
- 2011–2013 DCA – Digitising Contemporary Art. CIP-ICT PSP – 270927, Senior Researcher.
- 2010–2013 SIREN – Social games for conflict REsolution based on natural iNteraction. FP7 ICT TeL – 258453, Senior Researcher.
- 2008-2011 METABO - Controlling Chronic Diseases related to Metabolic. FP7 – 216270, Researcher.
- 2006–2010 CALLAS – Conveying Affectiveness in Leading-edge Living Adaptive Systems. FP6 – Integrated Project, Researcher.
- 2006–2010 FEELIX GROWING - FEEL, Interact, eXpress: a Global appRoach to development With INterdisciplinary Grounding. FP6 – 045169, Researcher.
- 2004–2009 Calculation and Semantic Perception of Three Dimensional Human Motion for Human Computer Interaction and Virtual Character Animation. GSRT – PENED 2003, PhD Candidate.
- 2007–2008 Dianoema - Visual analysis and Gesture recognition for Sign Language modeling and robot tele-operation. GSRT – Image, Sound and Language Processing Framework, Researcher.
- 2004–2008 Ask-IT Ambient Intelligence System of Agents for Knowledge-based and Integrated Services for Mobility Impaired Users. FP6 – Integrated Project, Researcher.
- 2004–2008 Intelligence and emotion in interactive environments. EPEAEK – Pythagoras Researcher Support Program, Researcher.
- 2004–2007 HUMAINE – Human-Machine Interaction Network on Emotion. FP6 – Network of Excellence, Researcher.

- 2004–2005 Synennoesi - An educational platform for the Greek Sign Language, exploiting avatar and animation technologies. GSRT – E-learning Framework, Researcher.
- 2004–2005 Information system for monitoring and managing medical information focusing on blood reserves. RU – NTUA, Researcher.

Evaluations, monitoring and reviews

Horizon 2020. Future and Emerging Technologies, Research and Innovation Actions.

Horizon 2020. Understanding Europe: promoting the European public and cultural space, Research and Innovation Actions.

Erasmus+ Key Action 2: Cooperation for Innovation and Good Practices. Strategic Partnerships for higher education.

Erasmus+ Key Action 2: Cooperation for Innovation and Good Practices. Strategic Partnerships for school education.

Erasmus+ Key Action 2: Cooperation for Innovation and Good Practices. Youth and Lifelong Learning Foundation.

Erasmus Mundus Intensive Programmes. State Scholarships Foundation.

LLP Leonardo da Vinci Programme. Multilateral projects for Development of Innovation.

EUREKA Eurostars. GSRT.

ICT4Growth, Observatory for the Information Society. Digital Convergence Operational Program.

EPANAD – Development of Human Resources Operational Programme. Supporting employment of research personnel in enterprises.

Internship Program. University of the Aegean, EDULLL.

Kentucky Science and Engineering Foundation. R&D Excellence Awards.

Israel Science Foundation. Grant proposals.

Professional Experience

- 2000–2004 [Galanis Sports Data](#). IT Department, Developer, Software and Broadcasting graphics generator interfaces, Web applications.
- 1995–2000 [Galanis Sports Data](#). Broadcasting graphics support.

Publications

Citation metrics

Citations	1052
h-index	18
i10-index	23
h-index	18
g-index	31
e-index	23.73
hc-index	15
hl-index	4.56
hl,norm	11
hl,annual	0.92
hm-index	6.82
AW-index	12.13
AWCR	147.23
AWCRpA	40.39
Hirsch	a=3.28, m=1.50
Contemporary	ac=2.62

Source: Google Scholar

Journal articles

- [J16] A. Vlachostergiou, G. Stratogiannis, G. Caridakis, G. Siolas, and P. Mylonas. "User adaptive and context aware Smart Home using pervasive and semantic technologies". In: IEEE Internet of Things (under review) (2016).
- [J15] L. Malatesta, S. Asteriadis, G. Caridakis, M. Vassalou, and K. Karpouzis. "Associating gesture expressivity with affective representations". In: Engineering Applications of Artificial Intelligence Journal, Special Issue on Mining the Humanities: Technologies and Applications (accepted) (2016).
- [J14] G. Siolas, G. Caridakis, P. Mylonas, G. Stratogiannis, S. Kollias, and A.G. Stafylopatis. "Context-Aware User Modeling and Semantic Interoperability in Smart Home Environments". In: International Journal of Virtual Communities and Social Networking, Special Issue on Social Media and Networks for Multimedia Content (in press) (2015).
- [J13] G. Caridakis, S. Asteriadis, and K. Karpouzis. "Non-manual cues in automatic sign language recognition". In: Personal and Ubiquitous Computing, Special issue on Assistive Environments for the Disabled and the Senior Citizens 18.1 (2014), pp. 37–46.
- [J12] G. Caridakis, J. Wagner, A. Raouzaïou, F. Lingenfelser, K. Karpouzis, and E. Andre. "A cross-cultural, multimodal, affective corpus for gesture expressivity analysis". In: Journal on Multimodal User Interfaces, Special Issue on Multimodal Corpora 7.1-2 (2013), pp. 121–134.
- [J11] K. Karpouzis, G. Caridakis, R. Cowie, and E. Douglas-Cowie. "Induction, recording and recognition of natural emotions from facial expressions and speech prosody". In: Journal on Multimodal User Interfaces, Special Issue on Pervasive Assistance 7.3 (2013), pp. 195–206.
- [J10] G. Caridakis, K. Karpouzis, A. Drosopoulos, and S. Kollias. "Non parametric, self organizing, scalable modeling of spatiotemporal inputs: The sign language paradigm". In: Neural Networks 36 (2012), pp. 157–166.

- [J9] G. Caridakis, K. Karpouzis, N. Drosopoulos, and S. Kollias. "SOMM: Self organizing Markov map for gesture recognition". In: *Pattern Recognition Letters* 31.1 (2010), pp. 52–59.
- [J8] G. Caridakis, K. Karpouzis, M. Wallace, L. Kessous, and N. Amir. "Multimodal user's affective state analysis in naturalistic interaction". In: *Journal on Multimodal User Interfaces* 3.1-2 (2010), pp. 49–66.
- [J7] L. Kessous, G. Castellano, and G. Caridakis. "Multimodal emotion recognition in speech-based interaction using facial expression, body gesture and acoustic analysis". In: *Journal on Multimodal User Interfaces* 3.1-2 (2010), pp. 33–48.
- [J6] J-C Martin, G. Caridakis, L. Devillers, K. Karpouzis, and S. Abrilian. "Manual annotation and automatic image processing of multimodal emotional behaviors: validating the annotation of TV interviews". In: *Personal and Ubiquitous Computing, Special issue on Emerging Multimodal Interfaces* 13.1 (2009), pp. 69–76.
- [J5] G. Caridakis, K. Karpouzis, and S. Kollias. "User and context adaptive neural networks for emotion recognition". In: *Neurocomputing* 71.13-15 (2008), pp. 2553–2562.
- [J4] S-E Fotinea, E. Efthimiou, G. Caridakis, and K. Karpouzis. "A knowledge-based sign synthesis architecture". In: *Universal Access in the Information Society* 6.4 (2008), pp. 405–418.
- [J3] G. Caridakis, A. Raouzaïou, E. Bevacqua, M. Mancini, K. Karpouzis, L. Malatesta, and C. Pelachaud. "Virtual agent multimodal mimicry of humans". In: *Language Resources and Evaluation, Special issue on Multimodal Corpora* 41.3-4 (2007), pp. 367–388.
- [J2] K. Karpouzis, G. Caridakis, S-E Fotinea, and E. Efthimiou. "Educational resources and implementation of a Greek sign language synthesis architecture". In: *Computers & Education* 49.1 (2007), pp. 54–74.
- [J1] S. Ioannou, G. Caridakis, K. Karpouzis, and S. Kollias. "Robust feature detection for facial expression recognition". In: *Eurasip Journal on Image and Video Processing* 2007.2 (2007), pp. 5–5.

Book chapters

- [B12] G. Caridakis. "Gesture and Sign Language Recognition Methods". In: *Wiley Encyclopedia of Electrical and Electronics Engineering*. John Wiley & Sons, Inc., 2015.
- [B11] C. Hondrou and G. Caridakis. "Affective, natural interaction using EEG: sensors, application and future directions". In: *Semantic Multimedia Analysis and Processing*. Ed. by P. Mylonas Evaggelos Spyrou Dimitris Iakovidis. CRC Press, Taylor & Francis Group, 2012, pp. 331–338.
- [B10] M. Pantic, G. Caridakis, R. André, J. Kim, K. Karpouzis, and S. Kollias. "Multimodal emotion recognition from low-level cues". In: *Emotion-Oriented Systems*. Ed. by P. Petta R. Cowie C. Pelachaud. Springer Berlin Heidelberg, 2011, pp. 115–132.
- [B9] M. Pantic and G. Caridakis. "Image and video processing for affective applications". In: *Emotion-Oriented Systems*. Ed. by P. Petta R. Cowie C. Pelachaud. Springer Berlin Heidelberg, 2011, pp. 101–114.
- [B8] J-C. Martin et al. "Coordinating the Generation of Signs in Multiple Modalities in an Affective Agent". English. In: *Emotion-Oriented Systems*. Ed. by R. Cowie, C. Pelachaud, and P. Petta. Cognitive Technologies. Springer Berlin Heidelberg, 2011, pp. 349–367.
- [B7] G. Castellano, G. Caridakis, A. Camurri, K. Karpouzis, G. Volpe, and S. Kollias. "Body gesture and facial expression analysis for automatic affect recognition". In: *Blueprint for affective computing: A sourcebook and manual*. Ed. by Tanja Banziger Klaus R. Scherer and Etienne Roesch. Oxford University Press, 2010, pp. 245–255.
- [B6] G. Caridakis, P. Tzouveli, L. Malatesta, A. Raouzaïou, K. Karpouzis, and S. Kollias. "Affective e-learning system: analysis of learners state". In: *Affective, Interactive and Cognitive Methods for E-Learning Design: Creating an Optimal Education Experience: Creating an Optimal Education Experience*. Ed. by A. Tzanavari and N. Tsapatsoulis. IGI Global, 2010, p. 275.

- [B5] R Cowie, E Douglas-Cowie, K Karpouzis, G Caridakis, M Wallace, and S Kollias. "Recognition of emotional states in natural human-computer interaction". In: *Multimodal user interfaces*. Ed. by Dimitrios Tzovaras. Springer Berlin Heidelberg, 2008, pp. 119–153.
- [B4] G. Castellano, L. Kessous, and G. Caridakis. "Emotion recognition through multiple modalities: face, body gesture, speech". In: *Affect and Emotion in Human-Computer Interaction: From Theory to Applications*. Springer Berlin Heidelberg, 2008, pp. 92–103.
- [B3] G. Castellano, G. Caridakis, and L. Kessous. "Multimodal emotion recognition from expressive faces, body gestures and speech". In: *Affect and Emotion in Human-Computer Interaction: From Theory to Applications*. Ed. by Christian Peter and Russell Beal. Springer Science & Business Media, 2008.
- [B2] K. Karpouzis, G. Caridakis, L. Kessous, N. Amir, A. Raouzaoui, L. Malatesta, and S. Kollias. "Modeling naturalistic affective states via facial, vocal, and bodily expressions recognition". In: *Artificial intelligence for human computing*. Ed. by Thomas S. Huang, A. Nijholt, M. Pantic, and A. Pentland. Vol. 4451. Lecture Notes in Computer Science. Springer Berlin Heidelberg, 2007, pp. 91–112.
- [B1] G. Caridakis, G. Castellano, L. Kessous, A. Raouzaoui, L. Malatesta, S. Asteriadis, and K. Karpouzis. "Expressive faces, gestures and speech in multimodal affective analysis". In: *Artificial Intelligence and Innovations: from Theory to Applications*. Ed. by C. Boukis, A. Pnevmatikakis, and L. Polymenakos. Springer-Verlag, 2007.

Conference proceedings

- [C45] G. Stratogiannis, A. Vlachostergiou, G. Siolas, G. Caridakis, Ph. Mylonas, A. Stafylopatis, and S. Kollias. "User and home appliances pervasive interaction in a sensor driven Smart Home environment: the SandS approach". In: *10th International Workshop on Semantic and Social Media Adaptation and Personalization (SMAP)*, Trento, Italy, November 5-6. 2015.
- [C44] A. Vlachostergiou, G. Stratogiannis, G. Caridakis, G. Siolas, and P. Mylonas. "Smart home context awareness based on Smart and Innovative Cities". In: *16th EANN International Conference on Engineering Applications on Neural Networks (EANN), 2nd Workshop on Innovative European Policies and Applied Measures for Developing Smart Cities (IPMSC)*, Rhodes, Greece, August 25-28. ACM. 2015, p. 32.
- [C43] A. Vlachostergiou, G. Caridakis, A. Raouzaoui, and S. Kollias. "HCI and Natural Progression of Context-Related Questions". In: *17th International Conference on Human - Computer Interaction (HCI)*, Los Angeles, CA, USA, August 2-7. Vol. 9169. Springer International Publishing, 2015, pp. 530–541.
- [C42] A. Vlachostergiou, G. Caridakis, and S. Kollias. "Investigating Context Awareness of Affective Computing Systems: A Critical Approach". In: *6th International Conference on Intelligence Human Computer Interaction (IHCI)*, Evry, France, December 8-10. Vol. 39. Elsevier, 2014, pp. 91–98.
- [C41] A. Vlachostergiou, G. Caridakis, and S. Kollias. "Context in Affective Multiparty and Multimodal Interaction: Why, Which, How and Where?" In: *16th ACM International Conference on Multimodal Interaction (ICMI), International Workshop on Understanding and Modeling Multiparty, Multimodal Interactions (UM3I)*, Istanbul, Turkey, November 12-16. ACM. 2014, pp. 3–8.
- [C40] A. Chrisanthi and G. Caridakis. "The Archaeological space via visitor movement and interaction: a hybrid computational approach." In: *1st Computer Applications and Quantitative Methods in Archaeology (CAA-GR) Conference*, Rethymno, Crete, Greece, March 7-8. 2014.
- [C39] G. Siolas, G. Caridakis, P. Mylonas, S. Kollias, and A. Stafylopatis. "Context-aware user modeling and semantic interoperability in smart home environments". In: *IEEE 8th International Workshop on Semantic and Social Media Adaptation and Personalization (SMAP)*, Bayonne, France, December 12-13. 2013, pp. 27–32.

- [C38] E. Kalatha and G. Caridakis. "Natural, affect aware interfaces: Gesture and body expressivity aspects". In: IEEE 8th International Workshop on Semantic and Social Media Adaptation and Personalization (SMAP), Bayonne, France, December 12-13. 2013, pp. 97–102.
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