

# Δρ. Στυλιανός Μυστακίδης Ακαδημαϊκό Βιογραφικό

## Προφίλ

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- Web of Science (Κρίσεις): <https://www.webofscience.com/wos/author/record/AAC-5678-2021>

## Μετρικά Στοιχεία

- h-index: 21
- i10-index: 32

## Διδακτική Εμπειρία

Διδακτική Εμπειρία στην Ανώτατη Εκπαίδευση	Τίτλος Μαθήματος	Πανεπιστήμιο	Επίπεδο	Έτος
	▪ Immersive Media Design (7.5 ECTS)	Διεθνές Ελληνικό Πανεπιστήμιο	Μεταπτυχιακό	2022-23
	▪ Immersive Storytelling (7.5 ECTS)			
	▪ Ανοικτή και Εξ Αποστάσεως Εκπαίδευση (22 ECTS)	Ελληνικό Ανοικτό Πανεπιστήμιο	Μεταπτυχιακό	2023-24 2022-23 2021-22 2020-21
	▪ Συνεργατικά Εργαλεία ΤΠΕ στη Δημόσια Διοίκηση	Εθνική Σχολή Δημόσιας Διοίκησης και Αυτοδιοίκησης (ΕΣΔΔΑ)	Μεταπτυχιακό	2018 2015 2014
	▪ Artificial intelligence, bots and Non- Player Characters (7.5 ECTS)	University of the West of England, Bristol, Μεγ. Βρετανία	Μεταπτυχιακό	2014-15 2013-14
	▪ Designing Programmes and Courses in Blended Environments (6 ECTS)	Open University of Catalonia, Ισπανία	Μεταπτυχιακό	2014-15 2011-12
	▪ Designing Resources and Activities for e-Learning Purposes (6 ECTS)			2010-11

Διδακτική Εμπειρία στην  
Εκπαίδευση Ενηλίκων

1. Train The Blended Learning and eLearning Trainer (KEDIVIM University of Patras, 2015-19)
2. Adult Educators Training (KEDIVIM University of Patras, 2017-18)
3. Training of Academic Faculty on E-learning platforms (Cyprus University of Technology, 2015)
4. Training of Academic Faculty on E-learning Course Design & Development (UOC, 2015)
5. Understanding Virtual Worlds (University of Washington USA, 2011-12)
6. Designing Virtual Worlds (University of Washington USA, 2011-12)
7. Programming Virtual Worlds (University of Washington USA, 2011-12)
8. Web 2.0 tools in Public Administration (EKDDA, 2009-10)
9. Train the e-trainer (EKDDA, 2008-10)
10. Train the e-learning operator (EKDDA, 2008-9)
11. Computer science didactics (EKDDA, 2008-9)
12. Production of SCORM & OER for e-learning (EKDDA, 2008-9)
13. Basic & advanced ICT training over 1000 hours (IEK Vergi Vocational College, 2000-9)

## Δημοσιεύσεις

Δημοσιεύσεις σε διεθνή  
επιστημονικά περιοδικά  
(με ομότιμη κρίση)

- [J27] Christopoulos, A., & **Mystakidis**, S. (2023). Gamification in Education. *Encyclopedia*, 3(4), 1223–1243. <https://doi.org/10.3390/encyclopedia3040089>
- [J26] **Mystakidis**, S., Christopoulos, A., Fragkaki, M., & Dimitropoulos, K. (2023). Online Professional Development on Educational Neuroscience based on Design Thinking. *Information*, 14(7). <https://doi.org/10.3390/info14070382>
- [J25] Kalaitzopoulou, E., Matthews, P., **Mystakidis**, S., & Christopoulos, A. (2023). Engagement with Optional Formative Feedback in a Portfolio-Based Digital Design Module. *Information*, 14(5). <https://doi.org/10.3390/info14050287>
- [J24] **Mystakidis**, S., & Lympouridis, V. (2023). Immersive Learning. *Encyclopedia*, 3(2), 396–405. <https://doi.org/10.3390/encyclopedia3020026>
- [J23] Fragkaki, M., **Mystakidis**, S., & Dimitropoulos, K. (2022). Higher Education Faculty Perceptions and Needs on Neuroeducation in Teaching and Learning. *Education Sciences*, 12(10), 707. <https://doi.org/10.3390/educsci12100707>
- [J22] Tsimaras, D. O., **Mystakidis**, S., Christopoulos, A., Zoulias, E., & Hatzilygeroudis, I. (2022). E-Learning Courses Evaluation on the Basis of Trainees' Feedback on Open Questions Text Analysis. *Education Sciences*, 12(9). <https://doi.org/10.3390/educsci12090633>

- [J21] Theologi-Gouti, P., Iliopoulos, I., & **Mystakidis**, S. (2022). Harnessing the power of local museum-school cultural, environmental and health education networks. *University Museums and Collections Journal*, 14(2), 131.
- [J20] **Mystakidis**, S., Jiayu, L., & Rongzhen, C. (2022). 工业4.0时代元宇宙赋能的智慧教育 (Wisdom Education Empowered by Metaverse in the Era of Industry 4.0). *Journal of World Education*, 510, 11–15.  
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- [J19] Christopoulos, A., **Mystakidis**, S., Cachafeiro, E., & Laakso, M.-J. (2022). Escaping the Cell: Virtual Reality Escape Rooms in Biology Education. *Behaviour & Information Technology*.  
<https://doi.org/10.1080/0144929X.2022.2079560>
- [J18] **Mystakidis**, S., Besharat, J., Papantzikos, G., Christopoulos, A., Stylios, C., Agorgianitis, S., & Tselentis, D. (2022). Design, Development and Evaluation of a Virtual Reality Serious Game for School Fire Preparedness Training. *Education Sciences*, 12(4), 281. <https://doi.org/10.3390/educsci12040281>
- [J17] **Mystakidis**, S., & Christopoulos, A. (2022). Teacher Perceptions on Virtual Reality Escape Rooms for STEM Education. *Information*, 13(3), 136.  
<https://doi.org/10.3390/info13030136>
- [J16] **Mystakidis**, S. (2022). Metaverse. *Encyclopedia*, 2(1), 486–497.  
<https://doi.org/10.3390/encyclopedia2010031>
- [J15] **Mystakidis**, S., Filippousis, G., Tolis, D., & Tseregkouni, E. (2021). Playful Metaphors for Narrative-Driven E-Learning. *Applied Sciences*, 11(24), 11682. doi: [10.3390/app112411682](https://doi.org/10.3390/app112411682)
- [J14] **Mystakidis**, S., Fragkaki, M., & Filippousis, G. (2021). Ready Teacher One: Virtual and Augmented Reality Online Professional Development for K-12 School Teachers. *Computers*, 10(10), 134. doi: [10.3390/computers10100134](https://doi.org/10.3390/computers10100134)
- [J13] **Mystakidis**, S. (2021). Deep and Meaningful Learning. *Encyclopedia*, 1(3), 988–997. <https://doi.org/10.3390/encyclopedia1030075>
- [J12] Christopoulos, A., **Mystakidis**, S., Pellas, N., & Laakso, M.-J. (2021). ARLEAN: An Augmented Reality Learning Analytics Ethical Framework. *Computers*, 10(8), 92. <https://doi.org/10.3390/computers10080092>
- [J11] **Mystakidis**, S., Christopoulos, A., & Pellas, N. (2022). A systematic mapping review of augmented reality applications to support STEM learning in higher education. *Education and Information Technologies*, 27(2), 1883–1927.  
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- [J10] **Mystakidis, S.** (2021). Combat Tanking in Education - The TANC Model for Playful Distance Learning in Social Virtual Reality. *International Journal of Gaming and Computer-Mediated Simulations* 13(4), 1–20.  
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- [J9] Pellas, N., **Mystakidis, S.**, & Christopoulos, A. (2021). A Systematic Literature Review on the User Experience Design for Game-Based Interventions via 3D Virtual Worlds in K-12 Education. *Multimodal Technologies and Interaction*, 5(6), 28. <https://doi.org/10.3390/mti5060028>
- [J8] **Mystakidis, S.**, Berki, E., & Valtanen, J. (2021). Deep and Meaningful E-learning with Social Virtual Reality Environments in Higher Education: A Systematic Literature Review. *Applied Sciences*, 11(5), 2412. doi: [10.3390/app11052412](https://doi.org/10.3390/app11052412)
- [J7] Pellas, N., **Mystakidis, S.**, & Kazanidis, I. (2021). Immersive Virtual Reality in K-12 and Higher Education: A Systematic Review of last decade scientific literature. *Virtual Reality*. doi: [10.1007/s10055-020-00489-9](https://doi.org/10.1007/s10055-020-00489-9)
- [J6] Pellas, N., & **Mystakidis, S.** (2020). A systematic review of research about game-based learning in virtual worlds. *Journal of Universal Computer Science*, 26(8), 1017-1042. <https://doi.org/10.3897/jucs.2020.054>
- [J5] **Mystakidis, S.**, Berki, E., & Valtanen, J. (2019). The Patras Blended Strategy Model for Deep and Meaningful Learning in Quality Life Long Distance Education. *Electronic Journal of E-Learning*, 17(2). doi: [10.34190/JEL.17.2.01](https://doi.org/10.34190/JEL.17.2.01)
- [J4] **Mystakidis, S.**, & Berki, E. (2018). The Case of Literacy Motivation: Playful 3D Immersive Learning Environments and Problem-Focused Education for Blended Digital Storytelling. *International Journal of Web-Based Learning and Teaching Technologies*, 13(1). doi: [10.4018/IJWLTT.2018010105](https://doi.org/10.4018/IJWLTT.2018010105)
- [J3] Chaudhary, S., Zhao, Y., Berki, E., Valtanen, J., Li, L., Helenius, M., & **Mystakidis, S.** (2015). A Cross-Cultural and Gender-Based Perspective for Online Security: Exploring Knowledge, Skills and Attitudes of Higher Education Students. *IADIS International Journal on WWW/Internet*, 13(1). Retrieved from: <http://www.iadisportal.org/ijwi/papers/2015131105.pdf>
- [J2] Kostopoulos, K. P., Giannopoulos, K., **Mystakidis, S.**, & Chronopoulou, K. (2014). E-Learning through Virtual Reality Applications: The Case of Career Counseling. *The International Journal of Technologies in Learning*, 20(1), 57–68. doi: [10.18848/2327-0144/CGP/v20i01/49125](https://doi.org/10.18848/2327-0144/CGP/v20i01/49125)
- [J1] Γιαννόπουλος, Κ., Κωστόπουλος, Κ. Π., **Μυστακίδης, Σ.**, & Χρονοπούλου, Κ. (2013). Εφαρμογές Εικονικής Πραγματικότητας στη Συμβουλευτική Σταδιοδρομίας. Δυνατότητες και Περιορισμοί. *Επιθεώρηση Συμβουλευτικής-*

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Επιλεγμένες Δημοσιεύσεις σε  
Πρακτικά Διεθνών Συνεδρίων  
(με ομότιμη κρίση)

- [CP29] **Mystakidis**, S., Theologi-Gouti, P., & Iliopoulos, I. (2023). STEAM Project Exhibition in the Metaverse for Deaf High School Students Affective Empowerment. *9th International Conference of the Immersive Learning Research Network (ILRN 2023)*.
- [CP28] **Mystakidis**, S. (2022). Metaverse in Online Distance Education: Superfluous or Inevitable? *Innovating Higher Education Conference (I-HE2022)*. <https://i-he2022.exordo.com/programme/presentation/76>
- [CP27] Fragkaki, M., **Mystakidis**, S., & Dimitropoulos, K. (2022). Higher Education Teaching Transformation with Educational Neuroscience Practices. *15th Annual International Conference of Education, Research and Innovation*, 579–584. <https://doi.org/10.21125/iceri.2022.0194>
- [CP26] Mourtzis, P., & **Mystakidis**, S. (2022). Improving Online Language Learning Interactivity with Multiuser Virtual Reality Environments: Preparing for the Metaverse. *15th Annual International Conference of Education, Research and Innovation*, 57–65. <https://doi.org/10.21125/iceri.2022.0044>
- [CP25] Dimitropoulos, K., **Mystakidis**, S., & Fragkaki, M. (2022). Bringing Educational Neuroscience to Distance Learning with Design Thinking : The Design and Development of a Hybrid E-learning Platform for Skillful Training. *2022 7th South-East Europe Design Automation, Computer Engineering, Computer Networks and Social Media Conference (SEEDA-CECNSM)*, 1–6. <https://doi.org/10.1109/SEEDA-CECNSM57760.2022.9932939>
- [CP24] **Μυστακίδης**, Σ., & Μούρτζης, Π. (2021). Παιγνιώδης Ανατροφοδότηση Γραπτών Εργασιών για Κριτικό Ομαδικό Αναστοχασμό στην Ομόχρονη Εξ Αποστάσεως Εκπαίδευση. *Διεθνές Συνέδριο Για Την Ανοικτή & Εξ Αποστάσεως Εκπαίδευση*, 11(8B), 55–63. <https://doi.org/10.12681/icodl.3438>
- [CP23] Τσινάρη, Κ., & **Μυστακίδης**, Σ. (2021). Πώς η κρίση COVID-19 μεταμόρφωσε τις δημοτικές υπηρεσίες μάθησης και εκπαίδευσης. Το παράδειγμα του Δήμου Θεσσαλονίκης. *Διεθνές Συνέδριο Για Την Ανοικτή & Εξ Αποστάσεως Εκπαίδευση*, 11(8B), 75–82. <https://doi.org/10.12681/icodl.3535>

- [CP22] Fragkaki, M., & **Mystakidis**, S. (2021). Distance Higher Education Learning and Professional Pedagogy: Training the Trainers. *20th European Conference on E-Learning (ECEL 2021)*, 155–163. <https://doi.org/10.34190/EEL.21.061>
- [CP21] **Mystakidis**, S., Papantzikos, G., & Stylios, C. (2021). Virtual Reality Escape Rooms for STEM Education in Industry 4.0: Greek Teachers Perspectives. *2021 6th South-East Europe Design Automation, Computer Engineering, Computer Networks and Social Media Conference (SEEDA-CECNSM)*, 1–5. <https://doi.org/10.1109/SEEDA-CECNSM53056.2021.9566265>
- [CP20] **Mystakidis**, S. (2020). Distance Education Gamification in Social Virtual Reality: A Case Study on Student Engagement. In *Proceedings of the 11th International Conference on Information, Intelligence, Systems and Applications (IISA 2020)*. doi: [10.1109/IISA50023.2020.9284417](https://doi.org/10.1109/IISA50023.2020.9284417)
- [CP19] Fragkaki, M., **Mystakidis**, S., Hatzilygeroudis, I., Kovas, K., Palkova, Z., Salah, Z., Hamed, G. Khalilia, W. M., Ewais, A. (2020). TPACK Instructional Design Model in Virtual Reality for Deeper Learning in Science and Higher Education: From “Apathy” To “Empathy.” *12th Annual International Conference on Education and New Learning Technologies (EDULEARN20) Proceedings*. doi: [10.21125/edulearn.2020.0943](https://doi.org/10.21125/edulearn.2020.0943)
- [CP18] **Mystakidis**, S., Fragkaki, M., & Hatzilygeroudis, I. (2020). Stairway to Heaven: Instructional Design Alignment in a Serious Game for Experiential Religious Education in Virtual Reality. *12th Annual International Conference on Education and New Learning Technologies (EDULEARN20) Proceedings*. doi: [10.21125/edulearn.2020.1246](https://doi.org/10.21125/edulearn.2020.1246)
- [CP17] Fragkaki, M., **Mystakidis**, S., & Filippousis, G. (2020). Work-in-Progress— Design and Evaluation of an Augmented and Virtual Reality Flipped-Learning Course for K-12 Educators. *6th International Conference of the Immersive Learning Research Network (ILRN 2020)*. doi: [10.23919/ILRN47897.2020.9155200](https://doi.org/10.23919/ILRN47897.2020.9155200)
- [CP16] **Mystakidis**, S., Cachafeiro, E., & Hatzilygeroudis, I. (2019). Enter the Serious E-scape Room: A Cost-Effective Serious Game Model for Deep and Meaningful E-learning. In *10th International Conference on Information, Intelligence, Systems and Applications (IISA 2019)*. Patras, 15-17 July 2019. doi: [10.1109/IISA.2019.8900673](https://doi.org/10.1109/IISA.2019.8900673)
- [CP15] **Mystakidis**, S., Berki, E., Valtanen, J., & Amanatides, E. (2018). Towards a Blended Strategy for Quality Distance Education Life-Long Learning Courses – The Patras Model. In *17th European Conference on e-Learning*. Athens,

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- [CP14] **Mystakidis, S.**, Kostopoulos, K. P., & Amanatides, E. (2017). Preconditions for Quality Distance Vocational Training: The case of the Patras University Center for Vocational Education and Training. In *9th International Conference in Open and Distance Learning*. Athens, Greece. Retrieved from:  
<https://eproceedings.epublishing.ekt.gr/index.php/openedu/author/submission/1125>
- [CP13] **Mystakidis, S.**, Berki, E., & Valtanen, J. (2017). Designing and Implementing a Big Open Online Course by using a 3d Virtual Immersive Environment – lessons learned. In *9th Annual International Conference on Education and New Learning Technologies (EDULEARN17) Proceedings*. Barcelona, 3-5 July 2017. doi: [10.21125/edulearn.2017.0487](https://doi.org/10.21125/edulearn.2017.0487)
- [CP12] **Mystakidis, S.**, Berki, E., & Valtanen, J. (2017). Toward successfully integrating Mini Learning Games into Social Virtual Reality Environments – Recommendations for improving Open and Distance Learning. In *9th Annual International Conference on Education and New Learning Technologies (EDULEARN17) Proceedings*. Barcelona, 3-5 July 2017. doi: [10.21125/edulearn.2017.1203](https://doi.org/10.21125/edulearn.2017.1203)
- [CP11] Herodotou C. & **Mystakidis, S.** (2015). Addressing the Retention Gap in MOOCs: Towards a Motivational Framework for MOOCs Instructional Design, *EARLI 2015 Conference*
- [CP10] Chaudhary, S., Zhao, Y., Berki, E., Valtanen, J., Li, L., Helenius, M., **Mystakidis, S.**, Nalam T., Thapa, R. B. (2015). Exploring Attitudes, Knowledge and Competencies for Security Technology: A Cross-Cultural Survey in Higher Education. In *IADIS 8th International Conference on ICT, Society and Human Beings 2015*, Volume: 8. Las Palmas, Spain.
- [CP9] **Mystakidis, S.** & Berki E. (2014). Towards a Crowd-sourced Open Education Strategy for Employment in Europe with Qualification-focused MOOCs. *Mapping the European MOOC Territory conference*, Porto, Portugal, 27 November 2014. Retrieved from:  
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- [CP7] **Mystakidis**, S., Lampropoulos, N., Fardoun, H. & Alghazzawi, D. (2014). Playful Blended Digital Storytelling in 3D Immersive eLearning Environments: a Cost Effective Early Literacy Motivation Method. In *Proceedings of the 3rd Workshop on Design in Educational Environments*. ICST (Institute for Computer Sciences, Social- Informatics and Telecommunications Engineering). doi:[10.1145/2643604.2643632](https://doi.org/10.1145/2643604.2643632)
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- [CP5] Kostopoulos, K., Giannopoulos, K., **Mystakidis**, S. & Chronopoulou, K. (2012). Virtual Reality applications in Career Counseling. *International Scientific Hellenic Society of Counselling and Guidance Conference*, Piraeus, Greece, 8 December 2012.
- [CP4] **Mystakidis**, S. & Tsakonas, G. (2012). Innovative Information Literacy Blended Open E-Learning Course in Virtual Worlds. *21st Panhellenic Academic Libraries Conference*, Piraeus, 18-19 October 2012.
- [CP3] Lampropoulos, N., **Mystakidis**, S., Reinhardt, R. & Tolis, D. (2012). Immersive Worlds for Learning eXperience+: Engaging users in the zone of proximal flow in Second Life. *EADTU 25th anniversary conference 2012*. The role of open and flexible education in European higher education systems for 2020: new models, new markets, new media, Paphos, Cyprus, 27-28 September 2012. Retrieved from: <https://conference.eadtu.eu/download2425>
- [CP2] Lampropoulos, N. & **Mystakidis**, S. (2012). Learning Experience+ within 3D Immersive Worlds. *Federated Conference on Computer Science and Information Systems conference*, Wrocław, Poland, 9-12 September, 2012. Retrieved from: <https://ieeexplore.ieee.org/document/6354452>
- [CP1] Hill V. & **Mystakidis** S. (2012). Maya Island Virtual Museum. *18th International Conference on Virtual Systems and Multimedia*. Milan, Italy, 2-5 September 2012. IEEE. doi: [10.1109/VSMM.2012.6365978](https://doi.org/10.1109/VSMM.2012.6365978)

#### Βιβλία & Συγγράμματα

- [B2] **Mystakidis**, S. (2013). *3D Virtual Immersive Learning Environments: Opportunities for Learning Innovation*. Barcelona: Open University of Catalonia.
- [B1] **Mystakidis** S. (2008). *Engineers 2.0 – Web 2.0 tools for Engineers*. Athens:



Κεφάλαια Βιβλίων  
(με ομότιμη κρίση)

- [CH8] **Mystakidis, S.**, Kostopoulos, K.-P., Giannopoulos, K., & Chronopoulou, K. (2023). Problem-based Learning for a Massive Open Online Course in Social Virtual Reality. In S. Marín-Conejo & G. O’Sullivan (Eds.), *Intersectional Challenges in Higher Education: Concerns, Approaches, Methods* (pp. 101–122). Editorial Dykinson.
- [CH7] **Mystakidis, S.**, & Lympouridis, V. (2023). Immersive Learning Design in the Metaverse: A Theoretical Literature Review Synthesis. In D. Liu, R. Huang, A. Hosny Saleh Metwally, A. Tlili, & E. Fan Lin (Eds.), *Between Myth and Reality: Where Metaverse in Education Stands*. Springer.
- [CH6] **Mystakidis, S.** (2022). Sustainable Engagement in Open and Distance Learning With Play and Games in Virtual Reality: Playful and Gameful Distance Education in VR. In *Research Anthology on Virtual Environments and Building the Metaverse* (pp. 297–312). IGI Global. <https://doi.org/10.4018/978-1-6684-7597-3.ch015>
- [CH5] **Mystakidis, S.** (2022). Sustainable Engagement in Open and Distance Learning with Play and Games in Virtual Reality. In O. Bernardes, V. Amorim, & A. C. Moreira (Eds.), *Handbook of Research on Gamification Dynamics and User Experience Design* (pp. 409–424). IGI Global. <https://doi.org/10.4018/978-1-6684-4291-3.ch019>
- [CH4] **Mystakidis, S.**, Mourtzis, P., & Tseregkouni, E. (2022). Collaborative problem solving for in-depth conceptual knowledge in 3D virtual worlds. In *Ideas for Active Learning* (pp. 643–651). University of Sussex Library. <https://doi.org/10.20919/OPXR1032/79>
- [CH3] **Mystakidis, S.** (2021). Motivation Enhancement Methods for Community Building in Extended Reality. In J. A. Fisher (Ed.), *Augmented and Mixed Reality in Communities*. CRC Press. doi: [10.1201/9781003052838-17](https://doi.org/10.1201/9781003052838-17)
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- [CH1] **Mystakidis, S.**, & Herodotou, C. (2016). OpenQuest: Designing a Motivational Framework for MOOCs Instruction. In *MOOCs in Europe* (pp. 141–145).

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[http://eadtu.eu/images/publicaties/MOOCs\\_in\\_Europe\\_November\\_2015.pdf](http://eadtu.eu/images/publicaties/MOOCs_in_Europe_November_2015.pdf)

Επιστημονικές Αναφορές και  
Παραδοτέα Έργων

- [RP4] Mangina, E., Loetscher, T., Mathana, M., Matin, F., Davis, R., Contis, D., **Mystakidis, S.**, Noelle, M., Livieri, G., Eriksson, T., Christopoulos, A., Mathe, N., & Khodaei, S. (2021). *The IEEE Global Initiative on Ethics of Extended Reality (XR) Report - Extended Reality (XR) Ethics in Education*. <https://standards.ieee.org/wp-content/uploads/import/governance/iccom/xr-in-education.pdf>
- [RP3] **Mystakidis, S.** (2021) Participation in the national report “Neuropedagogy: Needs Assessment Survey Results (National Report: Greece)”. Neuropedagogy Erasmus+ Project
- [RP2] **Mystakidis, S.** (2021) Author of the report “Desk Research and Analysis at a European Level on Neuroscience Applied to Higher Education (National Report: Greece)”. Neuropedagogy Erasmus+ Project
- [RP1] Van Schalkwijk, R., Bertzeletou, T., **Mystakidis, S.**, Collinassi, G., Corke, D., Dori, T., ... Santos, L. (2020). *VET providers and the challenge of TEL: enhancing teachers' and trainers' e-skills*. Thessaloniki, Greece. Retrieved from [https://www.cedefop.europa.eu/files/wg1\\_working\\_paper.pdf](https://www.cedefop.europa.eu/files/wg1_working_paper.pdf)

Προσκεκλημένες Ομιλίες  
(Keynotes)

- [KEY8] **Mystakidis, S.** (2023, March 24). Metaverse: Pandora's Pithos or Panacea for Education? *16th Virtual Worlds Best Practices in Education Conference (VWBPE 2023)*. <https://www.youtube.com/live/D3aMpxMlq3o>
- [KEY7] **Mystakidis, S.** (2022, August 18). Motivation-enhanced Smart Learning in the Metaverse. *2022 Global Smart Education Conference*. Beijing Normal University. <https://wx.vzan.com/live/tvchat-104097159?shaid=undefined&vprid=0&v=1661847167562>
- [KEY6] **Mystakidis, S.** (2022, April 15). Metaverse-powered Smart STEM Education in the Industry 4.0 Era. *Metaverse in Education Series*. Beijing Normal University.
- [KEY5] **Mystakidis, S.** (2019). Crowd-sourced Open Education Strategy for Employment in Europe. *Presentation in the High Level Conference “Promoting Online Training Opportunities for the Workforce in Europe.”* Brussels, 4 June 2019: European Commission DG GROW. Retrieved from

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- [KEY4] **Mystakidis, S.** (2016). Innovatives, Offenes, Virtuelles, Spielerisches Lernen im Fremdsprachenunterricht für Alle. *Keynote in DaFWEBKON Webkonferenz Für Deutschlehrende 2016*. Retrieved from [https://www.youtube.com/watch?v=ZQP\\_v\\_1hiL8](https://www.youtube.com/watch?v=ZQP_v_1hiL8)
- [KEY3] **Mystakidis, S.** (2015). Social Virtual Reality: Open Education's Secret Sauce. Keynote in *8th SLanguages Symposium*. Retrieved from <https://www.slideshare.net/styliosm/social-virtual-reality-open-educations-secret-sauce>
- [KEY2] **Mystakidis, S.** (2015). Open Education Europa: The European Hub for Innovation in Education. In *12th Educational Repositories Network Seminar*. Copenhagen, 20 October 2015.
- [KEY1] **Mystakidis, S.** (2012). Total Language Training: How Virtual Worlds will define the Future of Language Learning. *6th SLanguages conference, Second Life*, 28-30 September 2012. Retrieved from: <https://www.slideshare.net/styliosm/total-language-training-slang12>

Επιλεγμένες Περιλήψεις και  
Παρουσιάσεις σε Συνέδρια

- [CA18] **Mystakidis, S., Morrill, B., Hayes, A., & Dodds, H. E.** (2022, July 21). Gamification and Instructional Design for Immersive Learning. *WebXR Education Summit*. <https://doi.org/10.13140/RG.2.2.11364.45444>
- [CA17] **Mystakidis, S.** (2022, June 30). Metaverse-powered Learning Design Strategies for Quality Education. *International Workshop on Metaverse for Sustainable Development Goals*.
- [CA16] **Mystakidis, S.** (2020). Motivation Enhanced Distance Education with Playful Design and Gamification. *Presentation in the 25th Annual INSPIRE Conference*. Online, 16 July 2020: British Computer Society.
- [CA15] **Mystakidis, S.** (2020). Motivation Enhanced Distance Education with Playful Design and Gamification. *Presentation in the 25th Annual INSPIRE Conference*. Online, 16 July 2020: British Computer Society.
- [CA14] **Mystakidis, S.** (2016). E-learning in HE: Experiences and Lessons learned to be shared with VET. In *Promoting quality in learning delivery: the way ahead CEDEFOP workshop*. Thessaloniki, Greece.

- [CA13] **Mystakidis, S.** (2016). Open Innovative Virtual Playful Education for Schools in the Digital Era. *Presentation in E-Learning Interactive Open School (e-lios) Conference*. Patras, 13 February 2016.
- [CA12] **Mystakidis, S.** (2015). Open Education Europa Tour Challenge: Connecting Education Pioneers across Europe. In *EDEN Open Classroom Conference*. Retrieved from: <https://www.slideshare.net/styliosm/open-education-europa-tour-connecting-education-pioneers-across-europe>
- [CA11] **Mystakidis, S.** (2014). Real Learning in Virtual Environments: 5+1 Best Practices with 3D Virtual Worlds in Education. In *Avares Conference: Teaching about Renewable Energy Sources with Virtual Reality*. Patras. Retrieved from <https://player.vimeo.com/video/107585314>
- [CA10] **Mystakidis, S.** (2014). 3d Virtual Immersive Environments as Enabler for Blended Gamified Learning Experiences. In *2014 Virtual Worlds Best Practices in Education Conference*.
- [CA9] **Mystakidis, S.** (2014). 3D Learning: 5+1 Practical Ideas for Teaching Innovation. In *4th School Digital Festival, Patras*. Patras. Retrieved from: <https://www.slideshare.net/styliosm/real-learning-in-virtual-environments-51-best-practices-with-3d-virtual-worlds-in-education>
- [CA8] **Mystakidis, S.** (2012). Language Edupreneurship. In *Empowering language learners: Formal & informal language learning through Social Media*. Retrieved from: <https://www.slideshare.net/styliosm/language-edupreneurship>
- [CA7] **Mystakidis, S.** (2012). Tapping the Potential of Open Blended Courses in Virtual Worlds. *Virtual Worlds Best Practices in Education Conference 2012*, Second Life, 15-17 March 2012. Retrieved from: <https://www.slideshare.net/styliosm/upatras-openworkshopvwbpe>
- [CA6] **Mystakidis, S., Gadler-Pratt, A., Gay-McCarter, B. & Kirkwood, K.** (2012). The Saga of UW Maya Island: Digital storytelling, context- and game-based learning in Virtual Worlds. *Virtual Worlds Best Practices in Education Conference 2012*, Second Life, 15-17 March 2012.
- [CA5] Hill, V., **Mystakidis, S., Brock-Richmond, R. & Hayes, G.** (2012). Past, Present and Future of Virtual Worlds Education. *Virtual Worlds Best Practices in Education Conference 2012*, 15-17 March 2012.
- [CA4] **Mystakidis, S.** (2011). Free Open Source Software and Collaborative Web for Open Life Long Learning and Virtual Communities of Practice in Public Administration 2.0. In *2011 Free Open Source Software Conference*. Retrieved from: <https://www.slideshare.net/styliosm/ss-8052073>

Διδασκαλία Εργαστήρια –  
Webinars – Σεμινάρια

- [CA3] **Mystakidis, S.** (2011). E-learning X.0: Innovative E-learning Formats; Web 2.0 - Mobile Learning - 3D Virtual Worlds. In *E-learning Expo 2011*.
- [CA2] **Mystakidis, S.** (2010). Google Apps Education Edition Free Web Services for Schools. In *E-Learning Expo 2010*. Retrieved from <https://www.slideshare.net/styliosm/gapps-mystakidis>
- [CA1] **Mystakidis, S.** (2010). Web 2.0 apps in University E-learning courses. In *E-learning Expo 2010*. Retrieved from: <https://www.slideshare.net/styliosm/web-20-apps-embedded-in-university-elearning-courses>
- [W11] **Mystakidis, S.** (2022, November 9). Metaverse-powered Learning Design Strategies for Sustainable Development Goals. *Ingenious Train the Trainers Workshop*.
- [W10] **Mystakidis, S.** (2020). Transform your E-learning with Playful Design and Gamification. *Webinar for the BCS e-learning and BCS Animation and Games Development SGs*. Online, 5 October 2020: British Computer Society. Retrieved from: <https://www.slideshare.net/styliosm/transform-your-elearning-with-playful-design-and-gamification>
- [W9] **Mystakidis, S.** (2015). Open Innovative Virtual Vocational Education & Training. In *Learning Providers and the Competitiveness Challenge: Promoting Quality in Education and Training Delivery at EU Level CEDEFOP Seminar*. Thessaloniki, Greece. Retrieved from: <https://www.slideshare.net/styliosm/open-innovative-virtual-vocational-education-training>
- [W8] Perifanou, M., Beard, A., & **Mystakidis, S.** (2015). Towards a European Education Pioneers Network: Sharing the Best Ideas and Practices. Online, 15 December 2015: Open Education Europa, European Commission.
- [W7] **Mystakidis, S.**, & Perifanou, M. (2015). Connecting Education Pioneers across Europe. In *Game Based Learning to Alleviate Early School Leaving*. Valletta, Malta, 29 October 2015.
- [W6] Perifanou, M., Beard, A., & **Mystakidis, S.** (2015). Educational Innovation across Europe: Shaping the future classrooms. Online, 1 October 2015: Open Education Europa.
- [W5] **Mystakidis, S.** (2015). Open Motivation-Enhanced Virtual Learning: Innovative 21st Century Blended Learning. In *11th Joint TEL Summer School (JTEL 2015)*.

Ischia, Naples, July 4-11, 2015: European Association of Technology Enhanced Learning.

- [W4] Perifanou, M., Beard, A., & **Mystakidis**, S. (2015). EU MOOCs: A challenge for Europe, a benefit for all. Online, 26 May 2015: Open Education Europa, European Commission.
- [W3] Perifanou, M., **Mystakidis**, S., & Beard, A. (2015). Moving towards Open Educational Practices. Online, 21 April 2015: Open Education Europa, European Commission.
- [W2] **Mystakidis**, S. (2013). Information Literacy & Smart Life-Long Learning: Knowledge Antidotes in Economic Crisis. In *Libraries Development of Cyprus Association of Librarians Seminar – Information Scientists (CALIS)*. Retrieved from: <https://www.slideshare.net/stylianosm/knowledge-antidotecyprusv1>
- [W1] **Mystakidis** S. & Gadler-Pratt A. (2012). iHUB: Fast Track Virtual Worlds Education - Best Practices of Instructional Design, Development of 3D Learning Environments and Teaching in Virtual Worlds Workshop. *Federal Consortium for Virtual Worlds. Inspire the Future*, Washington D.C., USA, 16-18 May 2012.

#### Πόστερ

- [P3] Theologi-Gouti, P., Iliopoulos, I., & **Mystakidis**, S. (2022). Harnessing the Power of local Museum-School Cultural, Environmental and Health Education Networks: The Case of the Science and Technology Museum of the University of Patras, Greece. *UMAC-NATHIST-ICME-ICR 2022 Joint Annual Conference*. Prague, 22-23 August 2022: ICOM.
- [P2] Fragkaki, M., **Mystakidis**, S., & Filippousis, G. (2020). Design and Evaluation of an Augmented and Virtual Reality Flipped-Learning Course for K-12 Educators. *Poster presented in the 6th International Conference of the Immersive Learning Research Network (ILRN 2020)*.
- [P1] **Mystakidis**, S. (2012). Explore the 2012 Maya Island while you have time! *Poster presented in the 2012 Virtual Worlds Best Practices in Education Conference. (Best poster award)*

- Εμπειρία ως Επιμελητής
- [EDB02] Editorial Review Board member, *International Journal of Environment, Workplace and Employment (IJEWE)*, 2023-today  
<https://www.inderscience.com/home.php?icode=ijewe>
  - [EDB01] Associate Editor, *International Journal of Gaming and Computer-Mediated Simulations (IJGCMS)*, 2021-today <https://www.igi-global.com/journal/international-journal-gaming-computer-mediated/1125>
  - [ED6] Editorial Review Board member, *International Journal of Gaming and Computer-Mediated Simulations (IJGCMS)*, 2021-today <https://www.igi-global.com/journal/international-journal-gaming-computer-mediated/1125>
  - [ED5] Lead Guest Editor, Research Topic “Breaking Out of Boring E-learning: Digital Escape Rooms in Education and Training”, *Frontiers in Education*, 2021-2022  
<https://www.frontiersin.org/research-topics/27652/digital-escape-rooms-a-problem-based-approach-to-education-and-training>
  - [ED4] Guest Editor, Special Issue “Virtual & Augmented Reality Innovations for Teachers, Teacher Education, and Professional Development”, *Computers*, 2021-2022  
[https://www.mdpi.com/journal/computers/special\\_issues/XR\\_Edu](https://www.mdpi.com/journal/computers/special_issues/XR_Edu)
  - [ED3] Guest Editor, Special Issue “Playful Design Applications in Digital Education & Training”, *Applied Sciences*, 2021  
[https://mdpi.com/journal/applsci/special\\_issues/playful\\_design\\_applications](https://mdpi.com/journal/applsci/special_issues/playful_design_applications)
  - [ED2] Associate Editor, Volume 20, *The International Journal of Technologies in Learning*, 2015
  - [ED1] Guest Editor, Special Issue “Learning in cyber-physical worlds”, *eLearning Papers*, 2014

- Εμπειρία ως Αξιολογητής (Περιοδικά)
- 220+ επιβεβαιωμένες κρίσεις εργασιών σε 35+ περιοδικά ευρετηριασμένα στη βάση Scopus:
  - Computers and Education (COMPEDU)
  - Computers in Human Behavior (CHB)
  - Australasian Journal of Educational Technology (AJET)
  - Education and Information Technologies (EAIT)

- Εμπειρία ως Μέλος Επιτροπής Προγράμματος & Αξιολογητής (Συνέδρια)
- International Conference of the Immersive Learning Research Network iLRN (Publicity Chair)
  - IEEE International Conference on Advanced Learning Technologies ICALT
  - European Conference on Technology Enhanced Learning ECTEL
  - IEEE VR Conference
  - International Conference on Interactive Mobile Communication, Technologies & Learning IMCL
  - International Conference on Energy Efficiency and Agricultural Engineering
  - International Conference in Open and Distance Learning ICODL
  - International Conference on Communications, Computation, Networks & Technologies INNOV

## Έργα Έρευνας & Ανάπτυξης

Συμμετοχή σε Ευρωπαϊκά Έργα	[PR12]	Mystakidis, S. (2023-24). European Atelier of Crafts 4.0., Digital Skills and Augmented Didactics applied to the European Atelier of Crafts Model / Create 4.0 (021-1-IT01-KA220-VET-000033022 Erasmus+ KA2) Researcher - Technical Expert
	[PR11]	Mystakidis, S. (2021-23). e-Preparation Portal for Teachers-Students-Parents Including Abroad Studies / e-Prep (KA226-26F82943 Erasmus+ KA2) Researcher
	[PR10]	Mystakidis, S. (2020-22). Neuropedagogy (KA203-41FE74FE Erasmus+ KA2) Researcher
	[PR09]	Mystakidis, S. (2020-24). Boosting Innovation in Education and REsearch of Precision Agriculture in Palestine / BENEFIT (609544-EPP-1-2019-1-PS-EPPKA2-CBHE-JP Erasmus+ KA2) Researcher
	[PR08]	Mystakidis, S. (2019-20). Digital Competence of Teachers (Open University of Cyprus for Cyprus Pedagogical Institute) Lead of Course Development & Author of Educational Material
	[PR07]	Mystakidis, S. (2019-21). CRAFT AND SMEs VET-NET (609100-EPP-1-2019-1-IT-EPPKA3-VET-NETPARR Erasmus+ KA3) Technical Expert
	[PR06]	Mystakidis, S. (2015). Promoting Environmentally Sustainable SMEs / PreSS (538851-LLP-1-2013-1-UK-ERASMUS-EQR LLP) Researcher
	[PR05]	Mystakidis, S. (2014-15). Open Education Europa (EC) Contractor
	[PR04]	Mystakidis, S. (2014). Unleash your creativity with open source hardware and software (Erasmus+ KA1)
	[PR03]	Mystakidis, S. (2012). Language learning and social media: 6 key dialogues (LLP) Contractor
	[PR02]	Mystakidis, S. (2012). Digital Agenda Assembly (EC) Contractor
	[PR01]	Mystakidis, S. (2003-4). E-FEATS - Social Entrepreneurship for the Future European Social Model (EC, DG EAC) Contractor

### Αξιολόγηση Ευρωπαϊκών και Εθνικών Έργων

- Εξωτερικός Αξιολογητής για το Πανεπιστήμιο του Κατάρ από το 2022 (αξιολόγηση 1 πρότασης έργου στην κατηγορία High Impact Grant – cycle 6, 2022).
- Πιστοποιημένος Αξιολογητής - Εμπειρογνώμονας του European Cooperation in Science and Technology (COST) με συμμετοχή σε 4 διεθνή Review Panels αξιολόγησης ισάριθμων προτάσεων Ευρωπαϊκών έργων από το 2020
- Πιστοποιημένος Αξιολογητής - Εμπειρογνώμονας του Ελληνικού Ιδρύματος Έρευνας και Καινοτομίας (ΕΛ.ΙΔ.Ε.Κ.) από το 2021