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EDUCATION

2016 - 2019 **Doctor of Philosophy** (Marie-Curie Fellow)

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

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

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

Department of Information Technology, Umeå Universitet, Sweden

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.

A computer engineering education focused on system's 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 to their preferences.

TRAINING

17.01.2019 – 17.05.2019 **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 introduces constructivist teaching methods and student-centric teaching. I was accepted in this program during my doctoral studies for being eligible to teach.

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

University of Oulu, Finland

A post-graduate degree course that introduces 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 as traineeship during my undergraduate studies.

ACADEMIC EXPERIENCE

1.10.2019 - Present Postdoc Researcher

Goteborg University, Sweden

I am placed in the Human-Computer Interaction division of Applied IT department at Goteborg University. I currently work in the project Digital Seniors funded by Familjen Kamprads Foundation.

TEACHING

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 CONTRIBUTION

1. **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>
2. 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>
3. 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>
4. **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>
5. 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>
6. **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
7. **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>
8. **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>
9. Maria Karampela, Talya Porat, and **Vasiliki Mylonopoulou**. "Needs of Head and Neck Cancer Patients and Stakeholders During Rehabilitation." *Proceedings of the 13th EAI International Conference on Pervasive Computing Technologies for Healthcare*. ACM, 2019.
10. Christos Maramis, **Vasiliki Mylonopoulou**, Agnis Stibe, Minna Isomursu, Ioanna Chouvarda. "Developing a Smartphone Application to Support Smoking Behavior Change through Social Compariso" *Proceedings of the the 41st International Engineering in Medicine and Biology Conference*. IEEE, 2019.
11. Milla Immonen, Paula Alavesä, **Vasiliki Mylonopoulou**. "Design Challenges for Social Interactions at Factory Floor" *Proceedings of the the 11th International Conference on Virtual Worlds and Games for Serious Applications*. IEEE, 2019.

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

08.10.2019 **Awardee** – Health and wellbeing week

At the opening ceremony of the Health and wellbeing week, a week to raise awareness on wellbeing in academia at university of Oulu, I was awarded a certificate of honour for promoting equality and diversity at university of Oulu.

27.05.2019 **Organiser and speaker** - A Different Way of Working and Studying

A three hours event to raise awareness on learning difficulties; introduce alternative techniques to reading, writing, and organising; and inform the University of Oulu's employees and students about the University's services related to learning difficulties. I initiated the idea, participated in the organisation and appear as the first speaker talking about how technology and the educational system can help a person with learning difficulties.

4.03.2019 **Invited guest lecture** - Designing for Health Behaviour Change: Social Comparison

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

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

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?

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.

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)	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
Greek	Native	Native	Native
English	Fluent	Fluent	Fluent
Swedish	Advanced	Advanced	Advanced
French	Basic	Basic	Basic