

# Curriculum Vitae

**Dimitrios Darzentas**

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## Education

- Awarded a Doctorate degree from the Digital Economy Doctoral Training programme at the Horizon Doctoral Training Centre of the **University of Nottingham** ([www.horizon.ac.uk](http://www.horizon.ac.uk))
  - Thesis title: “**The Lives of Objects: Designing for Meaningful Things**”
  - Supervisors: Steve Benford, Martin Flintham, Michael Brown
  - Internal Examiner: Boriana Koleva
  - External Examiner: Alan Dix
  - Viva Date: November 2017
  - Graduation Date: June 2018
  
- Completed the 2-year MSc postgraduate programme **Game and Media Technology** at **Utrecht University**, in the Netherlands (<https://www.uu.nl/masters/en/game-and-media-technology> ).
  - Graduation Grade: 8.1 / 10
  - Graduation date: September 2012
  - Thesis Title: “**Mobile Video Browsing Interfaces**”
  
- Undergraduate Studies at the Department of **Cultural Technology and Communication (Cultural Informatics)** of the **University of the Aegean** in Greece (<http://www.ct.aegean.gr/en/the-department> ).
  - Graduation Grade: 8.54 / 10
  - Graduation Date: June 2010
  - Thesis Title: “**Fuzzy Vector Quantisation**”
  - The University of the Aegean ([www.aegean.gr](http://www.aegean.gr)) is a state funded University, and my degree is recognized by NARIC (National Academic Recognition Information Centre) as equivalent to Bachelor’s degree.

## Employment

- Currently Employed as Research Fellow in the Mixed Reality Lab (MRL) of the Computer Science School of the University of Nottingham since September of 2016.

For a full list of research and teaching experience please see the following sections.

Other responsibilities, beyond research and academic duties, include:

- Training and managing the Technology Demonstration team of the MRL to conduct regular presentations, demonstrations and seminars for students, visitors and industry.
  - Training, maintenance and application of specialised lab and workshop equipment and services, including 3D Scanning and Printing.
  - Impact and public engagement activities, including:
    - Open Day Demonstrations
    - Women in Tech and Mayfest engagement activities
    - External Partner Demonstrations
    - Public outreach supporting community integration (Inspire Foundation)
  - Research Ethics application reviewing duties to evaluate the adherence of research projects and work to the University's ethics policy.
  - Collaborations with the University's Digital Research Team to support interdisciplinary - cross-school work, including:
    - Supporting other labs to develop their technological capabilities, such as:
      - Digital Humanities Centre: Providing training for 3D scanning with Photogrammetry
    - Direct Involvement with several Digital Research Projects, including development, consultancy and ESIF outreach workshop delivery.
- Employed from 2005 to 2010 as a researcher in the Cultural Informatics Research Laboratory (CiLab) of the Cultural Technology and Communication department of the University of the Aegean.

During the years 2005-2010 took an active part in two EU funded research projects of the Socrates/Minerva programme.

- **WebDANCE** (**Web Dance for All usiNg virtual Cultural E-Learning tools**), Socrates - MINERVA Project No: 101338-CP-1-2002-1-GR-MINERVA-MPP, 2002-2004 and its successor:
- **OpenDance** (2005-2008): (Open-editing cooperative platform for Web Dance) were collaborative projects on European culture, dance and advanced technologies (motion capture, animation and distant learning).
- Principal responsibilities included:
  - Student assistant supervision and management
  - Design, implementation, and maintenance of the project websites.
  - Project forum moderation.
  - Server, Systems and Network maintenance and administration.
  - Lab-wide tech support and equipment procurement.

# Experience and Skills

## Teaching Experience

### Academic Supervision & Mentoring

- MSc project supervision:
  - Remote Ideation (2019-2020 Academic Year, Co-Supervised)
  - Digital Ideation Cards (2018-2019 Academic Year, Co-Supervised)
  - Ideation Card Data Visualisation (2019-2020 Academic Year)
    - Creating an online interactive data visualiser for the data captured by the Cardographer project process
  - Open MSc Proposals:
    - “Design Documentation and Data Sharing for Intelligent Ideation”
    - “Augmented Reality Ideation Card Interfaces”
    - “3D object tracking for real-time Augmented Reality applications”
    - “Designing interfaces for museum exhibits of object stories”
- Student Project Year Supervision
  - Virtual Reality Ideation Interfaces (2018-2019 Academic Year, Co-Supervised)
- Doctoral Student Mentoring for the Horizon Doctoral Training Centre
  - Assigned as a first-year mentor to a Doctoral Student for the 2018-2019 academic year

### Lecturing and Teaching

- Guest Lectures for University of Nottingham Computer Science courses since 2015:
  - G53CCT – Collaboration and Communication Technologies
  - G54MRT – Mixed Reality Technologies
  - G54ENA – Enabling Technologies
- Teaching Assistance for University of Nottingham Computer Science courses since 2013:
  - G54CCS – Connected Computing at Scale
  - G53NMD – New Media Design
  - G51WPS – Web Programming and Scripting
  - G54MRT – Mixed Reality Technologies
  - G54GAM – Games
- Several internal and external workshop facilitations, such as:
  - Photogrammetry based 3D scanning for academic and public applications
  - Cardographer Ideation Sessions – in person and online
  - Horizon Centre for Doctoral Training events
  - Connected Everything / Smart Products Beacon Summer School
- Lab assistant instructing the basics of programming to the first-year students of the department of Cultural Technology and Communication of the university of the Aegean during the period of September of 2007 to June of 2010. (Unpaid Employment)

## Outreach and Impact

- Online video outreach (Computerphile)
  - “Digital Storytelling – Computerphile” - 21,512 views•30 Oct 2019
  - “VR with 3D Printed Props – Computerphile” - 27,308 views•24 Sep 2019
  - “Microsoft HoloLens – Computerphile” - 164,072 views•16 Mar 2017
  - “Google Tango – Computerphile” - 115,875 views•14 Mar 2017
  - “3D Scanning – Computerphile” - 49,729 views•10 Feb 2017
  - “Augmented Reality & Wargaming – Computerphile” - 45,606 views•17 Feb 2017
- Public Exhibits and Events
  - Mixed Reality Storytelling at the National Videogame Arcade – February 2016
  - The Factory at the Tate – September 2017
  - VRtefacts exhibit at the Derby Museum and Art Gallery – May 2019
  - Sensitive Pictures at the Munch Museum – August 2019

## Technical knowledge, proficiencies and experience

Presently employing and teaching contemporary Mixed Reality Technologies across the Augmented and Virtual Reality Spectrum.

First-hand knowledge and experience with the following technologies and techniques:

- Programming Languages:
  - Pascal, Delphi, C, C++, C#, Java, Javascript, Python, ActionScript
- Web Technologies:
  - HTML4, HTML5, PHP, Google App Engine
- Development Environments:
  - MATLAB, R, Android Native, XCode
- Third Party Engines, including
  - Unity 3D, Unreal, Source, CryEngine, REDengine, Real Virtuality, Godot, OGRE3D
- Mixed Reality Development with strong competencies in:
  - Virtual Reality Technologies
    - HTC VIVE, Microsoft Windows Mixed Reality, Oculus Rift, Leap, etc.
  - Augmented Reality Technologies
    - Microsoft HoloLens, Vuforia, AR toolkit, ARKit, ARCore, ARFoundation
- 3D, image, video and audio production and processing
  - Strong experience with creative tools such as the complete Adobe and Autodesk suites.
- Hardware Systems and Prototyping
  - Proficient in and Consultant for:
    - Photogrammetry 3D Scanning
    - Rapid Prototyping (3D printing) – FDM and SLA
    - Microprocessor and bespoke hardware applications (Arduino, etc.)
    - Qualified Laser Cutter operator

## Language Proficiency

- Greek – All schooling in Greek
- English – Mother tongue

## Research and Publications

### Research Projects

#### European Commission funding:

- **Current:**
  - CREATIVE EUROPE – “Bridging culture and audiovisual content through digital”
    - Project: “**Sensitive Museum** – Hybrid Emotion Detection and Data Art System for Cultural Heritage Institutions”
    - Bid Submitted: April 2020 - Accepted: June 2020
- **Past:**
  - Horizon 2020
    - GIFT: Meaningful Personalization of Hybrid Virtual Museum Experiences Through Gifting and Appropriation”
      - Project ID: 727040
      - <https://cordis.europa.eu/project/rcn/205705>
      - <https://gifting.digital/the-gift-project/>
      - GIFT Sub Projects:
        - **Scanner Box**
          - <http://www.mixedrealitystorytelling.net/scannerbox/>
        - **Cardographer: Intelligent Ideation**
          - <http://www.mixedrealitystorytelling.net/cardographer/>
        - **Factory at the Tate**
          - <http://www.mixedrealitystorytelling.net/factory-the-seen-and-the-unseen/>
    - Horizon 2020
      - “MAGELLAN: The World, Your Playground!”
        - Project ID: 720560
        - Duration: 1<sup>st</sup> June 2016 to 30<sup>th</sup> November 2018
        - <https://cordis.europa.eu/project/rcn/204566/>

#### EPSRC funding

- **Current:**
  - Hybrid Gifts
    - Project ID: EPSRC - EP/S027440/1
    - Currently Funded until the 30<sup>th</sup> of April 2022
- **Past:**
  - (Impact Accelerator Account Grant) **The Mixed Reality Storytelling Project**
    - <http://www.mixedrealitystorytelling.net/>
  - (Horizon Impact Grant) **VR Gallery**
    - <http://www.mixedrealitystorytelling.net/mxrs-part-2-virtual-scan-gallery/>
  - (Impact Exploration Grant) **Cardographer 2.0 – Industry Outreach**
    - <http://www.mixedrealitystorytelling.net/cardographer/>

## AHRC funding:

- **Current:**
  - Shaping the Connected Museum II
    - Project ID: AH/T011246/1
    - Currently funded until January 2022

## Horizon Institute and Beacon funding:

- **Current:**
  - “The Memory Machine Project”
    - Digitally Supported Memories for Dementia Sufferers
  - “Panopticon Ludis”
    - Data-Driven Museum Experiences
  - “Future Foods (FD2)” Beacon Project
    - Novel Food Experiences combining interfaces and provenance data
    - Collaboration with the School of Engineering
  - “Solaris” Beacon Project
    - Mass 3D Printing optimisation for HCI applications
    - Collaboration with the Additive Manufacturing dept of the School of Engineering

## Other Funding

- **Recently Submitted and under review:**
  - Universitas 21
    - Submitted bid for “Cardographer Online - Digitising Intelligent Card Based Tools”
    - Collaboration with University of Edinburgh and Shanghai Jiaotong University
    - Feedback expected by mid-July 2020
  - Human Data Interaction (HDI) – EPSRC Network Plus
    - Submitted bid: “Consent Trajectories for UbiComp”
    - Collaboration with the University of Edinburgh
    - Feedback expected by September 2020
- **Current:**
  - Armchair Gallery II
    - Follow-on project with an Augmented Reality focus
- **Past:**
  - Armchair Gallery
    - Novel mobile museum Experiences in Dementia care homes
    - <https://armchairgallery.co.uk/>
    - Collaboration with City Arts Nottingham



## Journal Publications

### 2020

1. Paul Tennent, Sarah Martindale, Steve Benford, Dimitrios Darzentas, Pat Brundell, and Mat Collishaw. 2020. Thresholds: Embedding Virtual Reality in the Museum. *J. Comput. Cult. Herit.* 13, 2, Article 12 (June 2020), 35 pages. DOI: <https://doi.org/10.1145/3369394> .
2. Jocelyn Spence, Dimitrios Darzentas, Harriet Cameron, Steve Benford. 2020. Gifting in Museums: Using Multiple Time Orientations to Heighten Present-Moment Engagement. In *Human-Computer Interaction journal, Special Issue: HCI and Time*. **Accepted for publication**

## Conference Publications

### 2020

1. Jocelyn Spence, Dimitrios Paris Darzentas, Yitong Huang, Harriet R. Cameron, Eleanor Beestin, and Steve Benford. 2020. VRtefacts: Performative Substitutional Reality with Museum Objects. In *Proceedings of the 2020 ACM Designing Interactive Systems Conference (DIS '20)*. Association for Computing Machinery, New York, NY, USA, 627–640. DOI: <https://doi.org/10.1145/3357236.3395459>

### 2019

2. Dimitrios Darzentas, Raphael Velt, Richard Wetzels, Peter J. Craigon, Hanne G. Wagner, Lachlan D. Urquhart, and Steve Benford. 2019. Card Mapper: Enabling Data-Driven Reflections on Ideation Cards. In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems (CHI '19)*. ACM, New York, NY, USA, Paper 571, 15 pages. DOI: <https://doi.org/10.1145/3290605.3300801>
3. Dominic Price, Rachel Jacobs, Dimitrios Darzentas, Elvira Perez Vallejos, Neil Chadborn, Sarah Martindale, and Lachlan Urquhart. 2019. MeMa: Designing the Memory Machine. In *Companion Publication of the 2019 on Designing Interactive Systems Conference 2019 Companion (DIS '19 Companion)*. ACM, New York, NY, USA, 271-276. DOI: <https://doi.org/10.1145/3301019.3323882>
4. Løvlie, Anders Sundnes, Benford, Steve, Spence, Jocelyn, Wray, Timothy, Mortensen, Christian Hviid, Olesen, Anne, Rogberg, Linda, Bedwell, Ben, Darzentas, Dimitrios and Waern, Annika. "The GIFT Framework: Give Visitors the Tools to Tell Their Own Stories." *MuseWeb, MW19: MW 2019*. Published January 19, 2019.

### 2018

5. Dimitrios Darzentas, Martin Flintham, and Steve Benford. 2018. Object-focused mixed reality storytelling: technology-driven content creation and dissemination for engaging user experiences. In *Proceedings of the 22nd Pan-Hellenic Conference on Informatics (PCI '18)*, Karanikolas Nikitas and Mamalis Basilis (Eds.). ACM, New York, NY, USA, 278-281. DOI: <https://doi.org/10.1145/3291533.3291588>

## 2017

6. Darzentas, D., Hazzard, A., Brown, M., Flintham, M., Benford, S. (2016). Harnessing the Digital Records of Everyday Things. Proceedings of DRS 2016, Design Research Society 50th Anniversary Conference. Brighton, UK, 27–30 June 2016.
7. Steve Benford, Adrian Hazzard, Alan Chamberlain, Kevin Glover, Chris Greenhalgh, Liming Xu, Michaela Hoare, and Dimitrios Darzentas. 2016. Experiencing the Carolan Guitar. In Proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems (CHI EA '16). ACM, New York, NY, USA, 3651-3654. DOI: <http://dx.doi.org/10.1145/2851581.2890264>
8. Steve Benford, Adrian Hazzard, Alan Chamberlain, Kevin Glover, Chris Greenhalgh, Liming Xu, Michaela Hoare, and Dimitrios Darzentas. 2016. Accountable Artefacts: The Case of the Carolan Guitar. In Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems (CHI '16). ACM, New York, NY, USA, 1163-1175. DOI: <http://dx.doi.org/10.1145/2858036.2858306>

## 2015

9. Dimitrios Darzentas, Michael Brown, Noirrin Curran. Designed to Thrill: Exploring the Effects of Multimodal Feedback on Virtual World Immersion. Invited paper in the Interaction and applications of tangible and virtual reality interfaces session. In Proceedings of the 17th International Conference on Human-Computer Interaction (HCI '15).
10. Dimitrios Paris Darzentas, Michael A. Brown, Martin Flintham, and Steve Benford. 2015. The Data Driven Lives of Wargaming Miniatures. In Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems (CHI '15). Association for Computing Machinery, New York, NY, USA, 2427–2436. DOI: <https://doi.org/10.1145/2702123.2702377> .

## 2012

11. Wolfgang Hürst and Dimitri Darzentas. 2012. HiStory: a hierarchical storyboard interface design for video browsing on mobile devices. In Proceedings of the 11th International Conference on Mobile and Ubiquitous Multimedia (MUM '12). Association for Computing Machinery, New York, NY, USA, Article 17, 1–4. DOI: <https://doi.org/10.1145/2406367.2406389>
12. Darzentas et al, (2012), Mastering Technology for Greater Autonomy; Device Familiarisation for Older Users via Games presented at and published in proceedings 6th European Conference on Games Based Learning, Cork
13. Wolfgang Hürst and Dimitri Darzentas. 2012. Quantity versus quality: the role of layout and interaction complexity in thumbnail-based video retrieval interfaces. In Proceedings of the 2nd ACM International Conference on Multimedia Retrieval (ICMR '12). Association for Computing Machinery, New York, NY, USA, Article 45, 1–8. DOI: <https://doi.org/10.1145/2324796.2324849>

## 2010

14. Tsekouras, George E.; Darzentas, Dimitrios; Drakoulaki, Ioanna; Niros, Antonios (2010) Fast Vector Quantization presented at and published in proceedings of IEEE World Congress on Computational Intelligence <http://www.wcci2010.org>

## Conference Workshops (Organiser)

1. Dimitrios Paris Darzentas and Lachlan Urquhart. 2015. Interdisciplinary Reflections on Games and Human Values. In Proceedings of the 2015 Annual Symposium on Computer-Human Interaction in Play (CHI PLAY '15). Association for Computing Machinery, New York, NY, USA, 805–810. DOI: <https://doi.org/10.1145/2793107.2810259>

## Conference Presentations

1. Dimitrios Darzentas, Michael Brown and Martin Flintham, Steve Benford (2014), Stories from the Battlefield - Exploring the life and memories of physical objects via the adventures of Table-Top Wargaming Miniatures, Things to Remember: Materializing Memories in Art and Popular Culture, International Conference Radboud University Nijmegen, June 5-6, 2014
2. Darzentas Dimitrios, Noirin Curran, Michael Brown., Motorway Jive: A game for investigating the implications of unimodal output in the design of immersive accessible experiences. presented at and published in proceedings of Interactive technology and Games 2013. Chosen for promotion to the Journal of Assistive Technology
3. Boutzouka, Ioanna; Darzentas, Dimitrios; Stathi, Irini; Katapoti, Despina (2009) A documentation of local cultural features in the euro-mediterranean region: a documentary dedicated to the lyrical poetry of Lesvos and its impact on the formation of regional culture, 1st EMUNI ReS (EMUNI Research Souk), 2009

## Articles in Scientific Magazines

1. Dougie Mann, Steve Benford, Adrian Hazzard, Alan Chamberlain, Dimitri Darzentas, Juan Pablo Martinez Avila, Paul Tennent, Joe Marshall, Patrick Brundell, Brendan Walker, Steve Benford, Andreas Krauss, and Tim Moesgen, Lennart Otte. 2019. Demo hour. Interactions 26, 4 (June 2019), 8-11. DOI: <https://doi.org/10.1145/3338074>
2. Dimitrios Darzentas, The secret lives of objects: footprints from the Internet of Things, The Ergonomist, September 2014