



SHORT CV: Athina Grammatikopoulou

Thematic Area: TA4 - Dimensions



Key areas of Expertise in Digital Heritage: game design, game based learning, sensorimotor learning, virtual reality, virtual learning environments

Athina graduated from the Informatics Department of Aristotle University of Thessaloniki and completed the Master's Program in computer enhanced learning at the same department. Her research interests include human-computer interaction (HCI), technology enhanced learning, virtual reality, games design and sensorimotor learning. She has done a traineeship at the European University Institute (EUI) and currently she works as a research assistant in the Informatics and Telematics Institute of the Centre for Research and Technology Hellas since July 2016.

She has participated in the "i-Treasures" (Intangible Treasures - Capturing the Intangible Cultural Heritage and Learning the Rare Know-How of Living Human Treasures) research project and currently she is working at the HORIZON2020 "i-PROGNOSIS" research project, that aims to develop early and unobtrusive Parkinson's disease detection, and at the HORIZON2020 "Terpsichore", that aims to study, analyse, design, research, train, implement and validate an innovative framework for affordable digitization, modelling, archiving, e-preservation and presentation of ICH content.



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