



# EXPRESSION OF INTEREST - EoI

## FOR PARTNERING OPPORTUNITY

Call: Promoting European innovation in education” - [DIGITAL-2022-SKILLS-02-INNOVATE-EDU](#)

### Personal Information

**Dr Andri Ioannou** leads the EdMedia Research Group in RISE (<http://www.rise.org.cy>), is an assistant professor at the Cyprus University of Technology and Director of the Cyprus Interaction Research Lab (CIL; <https://www.cyprusinteractionlab.com/>). Andri has a PhD in Educational Technology from the University of Connecticut (USA) and a BSc in Computer Science from the University of Cyprus.

Her research interests include STEAM education, use of emerging (immersive and embodied) technology to support students' development of 21st century skills (emphasis on collaboration and problem solving), and integration of emerging technology in all levels of education. Andri has been the principal investigator of the INnovative Training via Embodied Learning and multi-sensory techniques for inclusive education and INTELed (2017-2019), the ENGINEERING and Industry Innovative Training for Engineers via PBL ENGINE (2017-2019), Creative Multimodal Information Spaces for Problem Based Learning (2011-2014), Web2.0 in Online Learning (2008-2010), PeaceTables (2011-2013). Previously, Andri worked as a researcher on multi-million projects such as the GlobalEd project and the Teachers for a New Era relevant to technology-enhanced learning and teacher professional development (University of Connecticut - USA; 2004-2009).

Dr Ioannou runs 2 research teams (one at the Cyprus University of Technology and one at the CYENS Research Center) directly relevant to EdTech:

- 1) Cyprus Interaction Lab of the Cyprus University of Technology @ <https://www.cyprusinteractionlab.com/> and
- 2) EdMedia of the CYENS Center of Excellence @ <http://edmedia.cyens.org.cy/>

Also, she has a direct connection to several EdTech companies.

### **Cyprus Interaction Lab @CUT**

The Cyprus Interaction Lab (CIL; <http://cyprusinteractionlab.com/>) of the Department of Multimedia and Graphic Arts of the Cyprus University of Technology is an interdisciplinary research lab which specialises in Educational Technology and Human Computer Interaction. We design with people and the community in mind, aiming to produce research with real-world impact. We seek to understand the significant supportive and mediating role of technology in promoting learning, communication and collaboration, social change and inclusion in varied circumstances and contexts. CIL instigates interdisciplinary research work

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and promotes collaboration between industry, academia and research organisations. The Cyprus Interaction Lab is affiliated with a number of organizations and networks and research communities in Educational Technology and HCI. The Lab is also part of the ACM-W Cyprus Chapter which focuses on activities and projects that aim to improve the working and learning environments for women in computing. Members of the lab are active in the areas of Human Computer Interaction (HCI); Computer Supported Collaborative Learning (CSCL); Computer Games and their social and pedagogical dimensions; Technology-enhanced learning; Technology integration in K-20; Inclusive Design/Education; Social Aspects of Computing; and Educational Technology. In the recent years, the lab has participated in several research projects including the Network for Social Computing Research (NOTRE, 2016-2018) funded by the Horizon 2020 Twinning programme, the Enhancing Security and Privacy in the Social Web (ENCASE, 2016-2020) funded by the Horizon 2020, Marie Skłodowska Curie Research and Innovation Staff Exchanges program, the Creative Multimodal Information Spaces for Problem Based Learning (InfoSpaces, 2012-2014) funded by the Cyprus Research Promotion foundation, and the Research Centre in Interactive media, Smart systems and Emerging technologies (RISE, 2015-2016) funded by the Horizon 2020 Teaming programme. More on the funded projects of the Cyprus Interaction Lab can be found here:

<http://cyprusinteractionlab.com/research/> In terms of infrastructure, the Cyprus Interaction Lab owns direct access to cutting-edge technological equipment including Virtual Reality equipment, wireless motion tracking systems, humanoid robots, eye-trackers, multi-touch interactive tables, arduinos, 3D scanner and printer, high-speed cameras and other state of the art equipment.

### **EdMedia@CYENS**

An overarching aim of CYENS is to establish itself, and by extension Nicosia and Cyprus, as an internationally recognized research and innovation hub. Further, the Centre has identified strategic innovation and enterprise priorities towards achieving financial sustainability after 2024. One of the three main divisions of CYENS is the Innovation Department, which will provide innovation and industry related actions in four key areas: 1) an inward focus on education, training and support to raise the innovation and entrepreneurial mindset of CYENS personnel and researchers; 2) external-facing training and support activities promoting the creation of start-ups, foster high-growth SMEs and encourage entrepreneurship in Cyprus; 3) direct engagement with external stakeholders including national and international companies in industry towards supporting innovation and business ecosystems; and 4) technology transfer. In addition, the Centre's Innovation Department will set up and provide a Makerspace and Co-working space, which will be essential for the training and education programs and entrepreneurship programs as well as SME and start-up support aimed for internal staff, academics and researchers, external entrepreneurs and innovators island-wide. Andri Ioannou leads the EdMedia group of CYENS; <http://edmedia.cyens.org.cy/> EdMedia aims to conduct applied research and innovation in the field of Interactive Media for Education and Edutainment. .EdMedia aims to

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advance digital learning, defined as learning facilitated by technology or instructional methods, which makes effective use of technology (i.e. game-based learning, computer-supported collaborative learning, learning in AR, VR, and mixed reality settings, etc.). Our work at EdMedia is related to learning experience (LX) design, User Experience (UX), technology-enhanced learning, training and pedagogy, technology integration in formal, non-formal and informal education, assessment and evaluation. The group is a natural extension of the Cyprus Interaction Lab Group of the Cyprus University of Technology (<https://www.cyprusinteractionlab.com/>)

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