



where **technology** (informatics)
meets **culture**

MYTILENE, LESVOS, GREECE
2008



University of the Aegean



Department of Cultural Technology and Communication

www.aegean.gr/culturaltec





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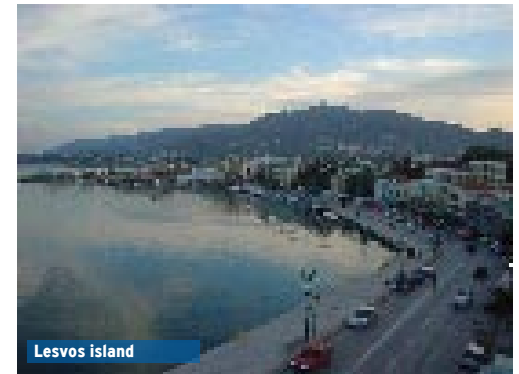
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The University of the Aegean





The University of the Aegean was founded in 1984 and is one of the newest universities in Greece. It consists of 17 Departments and is one of the largest universities in the country. The Administration of the University of the Aegean is based in Mytilini, while various Departments are situated in Lesbos, Chios, Samos, Rhodes and Syros, thus comprising a network-university, covering every prefecture of the Aegean.

The departments of the University of the Aegean engage in research and development of new cognitive areas and scientific fields. The University of the Aegean is aiming towards the organization of research activities on different Aegean island groups in order to create the appropriate conditions for local development in important fields of social and cultural value.

The academic objective of the University is to demarcate contemporary directions on chosen fields of Higher Education that will keep pace with the development of Greek society, within the limits of the "new global village". The radical structure of the University of the Aegean, scattered on a cluster of islands, follows an unconventional model that reflects the geography of the Greek seascape. The aim of this spreading is the facilitation of activities among islands, not the transfer of the population. This is a way to avoid a brain-drain to the benefit of the biggest islands or the capital.

The cultural and social value of the enterprise is based on the spreading of the university units to areas of the province functioning as a network with a central administration, a model opposing the usual installation of universities in metropolitan areas. This choice was the product of extended discussion after taking into serious consideration the expected problems of such a solution. The final scope is the activation of wide financial, social and cultural forces that will contribute to the consolidation of dynamic societies in an extremely valuable (in cultural and environmental terms) area, the Aegean.

Student life is no doubt an important factor of significant and drastic changes. Leaving home means new responsibilities and a need for emancipation and initiative in order to face any problem caused by the new conditions. The University of the Aegean has created the main structures for a smooth adaptation of the students who arrive in Mytilini in order to support them and have any occasional problems solved.

Cultural Groups and Events

The University's students are actively participating in the social life of Mytilini. Their participation contributes not only to the development and revitalization of local society but also to the development of the students' own identity. The activities of the students are organized by several cultural groups and the Student Unions of the Departments. One of the most important cultural activities is the "Cultural Week" of the University, taking place on a different island every year. It mainly includes sports (football and basketball games) and

cultural (theater, music, dance) activities.

Health Care

Health care treatment (medical and hospital) is offered to all undergraduate and postgraduate students of the University. Unless having selected another kind of insurance, every student receives, immediately after his/her registration, a personal healthcare booklet, renewable per year by the Secretariat.

Student Tickets

Students have a deduction on the price of tickets in any means of mass transport when traveling within the country limits.

Scholarships

Scholarships are offered to undergraduate students according to their progress and financial condition. Information is given by the Secretariat.



Career Services Office

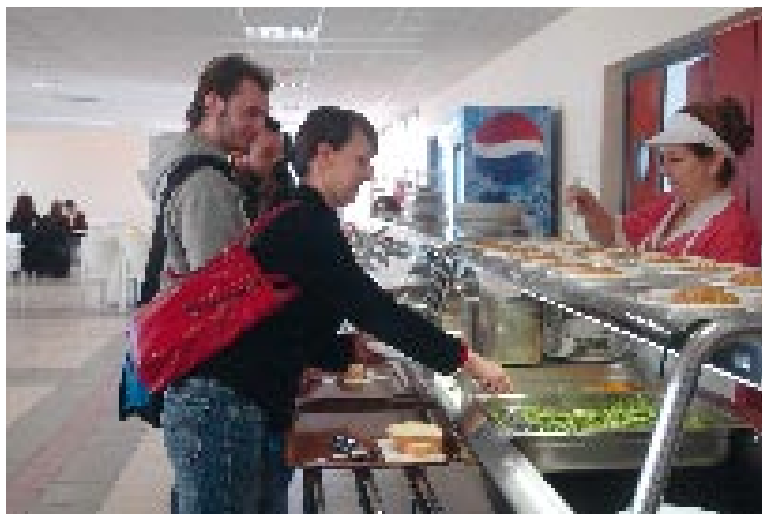
The Office is located in Mytilini, with additional branches on the other islands.

It provides information on Organizations and Business Corporations in Greece and abroad that could offer employment to students and graduates of the University of the Aegean.

It also provides additional information on students' inquiries, conferences, summer schools in Greece and abroad, scholarships and postgraduate programs. It also keeps a Data Bank of students' and graduates' C.V. information and organizes conferences and seminars. An electronic page is also available (www.aegean.gr/career).

Catering

Free catering is offered to all students in two dining halls run by the University. One dining hall is located at the University Hill and the other is located at 6, N. Apostoli St.



Accommodation

The university has a 250-bed dormitory capacity, offered free of charge to students who meet certain financial criteria. Requests and papers are provided by the Students' Welfare Office (University Hill, Administration Building, tel. 22510-36136-7)

Library

The Library has been operating since the University's foundation in 1984. The University's unique structure, with faculties and departments on five islands of the Aegean Sea (Lesvos, Chios, Samos, Rhodes, Syros), determines the Library's organizational structure. Indeed, the Library operates as a network with branches on all five of the above mentioned islands. From the beginning of its operation the Library has met the challenge of combining the counter-balancing tendencies imposed by the geographical distribution of its Branches which operate as an integral part of the University Library with a single Administrative Unit and

a common policy on all issues related to librarianship, processing and cataloguing, library strategy, planning and development. The seat of Library and its Central Administrative Unit is located in Mytilini, the capital of the island of Lesvos.

The Aegean Net

It connects the University Libraries, develops multimedia for educational and research purposes, provides communication services to support the technical and educational needs of the university community and supports the University administration.

Informatics Center

The University maintains a digital network to support a successful internal communication among University Departments and the communication of university students and personnel with other educational and research institutions.





Free catering is offered to all students in two dining halls run by the University. One dining hall is located at the University Hill and the other is located at 6, N. Apostoli St.





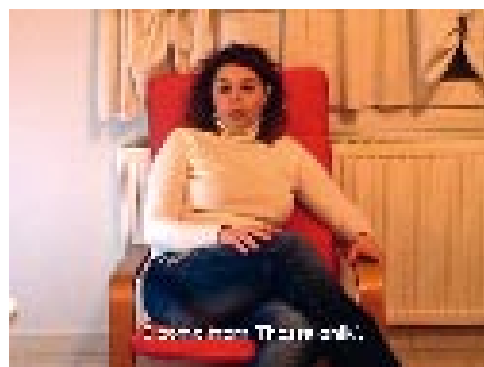
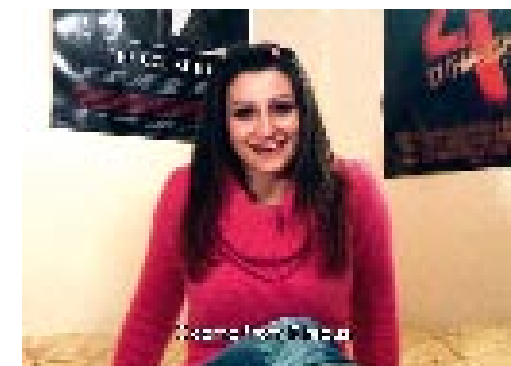
Students' Exchange Program

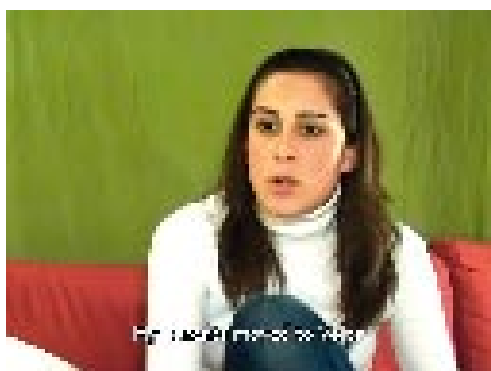
The SOCRATES program, financed by the European Union, is the continuation of the ERASMUS program (known by this name since 1996). IKY (National Scholarship Foundation) is responsible for the program in Greece. This new and improved program offers students a moving ability within the limits of the EU. It now aims at the planning and development of new courses and the use of new methods and media in the educational process through the cooperation among European Universities and mutual recognition of courses and programs.

An important part of the SOCRATES - ERASMUS program concerns the mobility of students at graduate and postgraduate level. Students who are interested in the program are offered the possibility to move to EU Universities cooperating with the University of the Aegean. There is also the possibility of moving to contracted selectable countries such as Bulgaria, Romania, the Czech Republic, Hungary, Poland, Slovakia, Estonia, Lithuania, Latvia, Slovenia and Malta. The SOCRATES - ERASMUS program is financed by the EU through IKY.



Video frames (with English subtitles) from the documentary “Mission: Studying in Mytilene”, a collective work by 64 students of the department of Cultural Technology and Communication that refers to the way of living as a student in a Greek island.

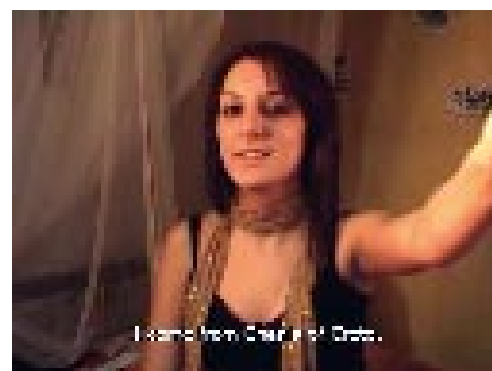




Portrait from Albania



Portrait from Albania



Portrait from Chair of Ethics



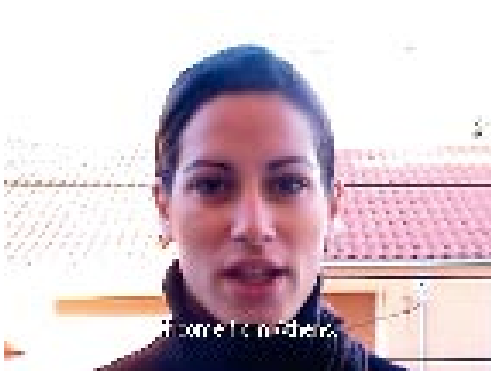
Portrait from Albania



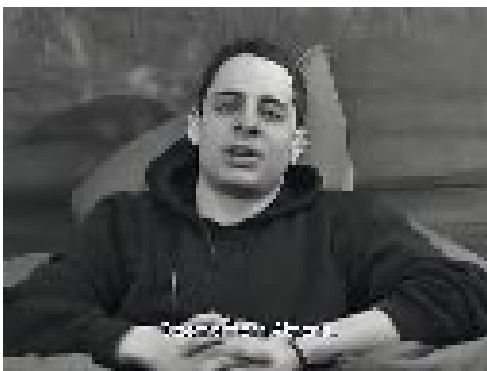
Portrait from Chair of Ethics



Portrait from Chair of Ethics



Portrait from Albania



Portrait from Albania



Portrait from Albania

The Department of Cultural Technology and Communication





The Department of Cultural Technology and Communication (D.C.T.C) was founded in 2000. It is a part of the School of Social Sciences and is located in Mytilini. The Department accepts students from the 1st and the 4th scientific fields. Its mission is to educate people capable of responding to the contemporary needs of society and economy that derive from the rapid development of Informatics and Communication Technologies. It therefore creates new study directions contributing to the financial development of the country and its entrance to Information Society. D.C.T.C. also encourages interest in interdisciplinary fields and directions (Cultural Studies, Informatics and Multimedia Technologies).

The Department of Cultural Technology and Communication provides a solid social science education combined with informatics and multimedia applications. The Department embraces this changing world, providing students with an environment for creative thinking and applied skills to face a competitive global market. D.C.T.C. graduates prepare for the future by acquiring theoretical knowledge and technological expertise to become members of dynamic markets and engage in various fields of culture, multimedia and communication. In other words, the Department responds to the needs of "digital culture", combining the production of quality content with informatics technologies and multimedia. To sum up, the Department covers the field of Cultural Studies with a special emphasis on culture and cultural heritage, communication, promotion of cultural products and cultural administration, promoting at the same time the science of Informatics, with an emphasis on the production of multimedia applications and the Internet.

An Interdisciplinary Field

The dynamic development of digital technologies during the last decades of the twentieth century has been the starting point of a process of reconsideration

the D.C.T.C. has officially founded the eight following Laboratories:

- Image, Sound and Cultural Representation
- Youth and Media
- Museology
- Cultural Informatics
- Virtual Reality
- Management of Cultural Heritage Lab
- Distance Learning
- Audiovisual Applications and Communication Lab

Moreover, two computer Labs are at the disposal of the students of the Department for practice, Internet search and composition of several applications and activities required for their courses.

of the social sciences and humanities. The new digital code has been catalytic for several cognitive fields, overwhelming previously solid theoretical perceptions for the artificial limits between cognitive fields, creating not only new theoretical dynamics, but also new research means of recording, documentation and data presentation.

Digital technologies introduce interesting challenges for humanity. For the first time ever, people are able to bring forth and research their unique individualities, having access to digital network communication media on all over the planet. In this new reality communication is individualized. Individuals address other individuals. Digital products get individualized too, as several cultural industries produce more and more products responding to the individual needs and preferences of citizens. Moreover, the phenomenon of media convergence keeps a developing pace, combining texts, sounds and spectacles in previously unknown ways. In this context, the formation of a new interdisciplinary field with the combination of cultural studies and information technologies is based on the principle of invigoration and promotion of more and more cultural groups in a diversified global cultural heritage.

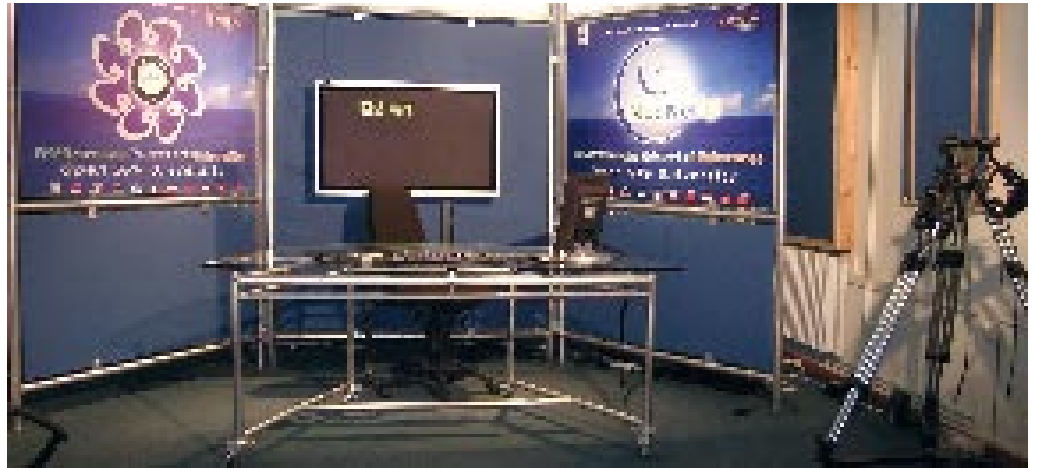
The digital world is drastically contributing to the promotion of interdisciplinary studies, combining seemingly conflicting elements and finally succeeding in overpowering academic entrenchment and artificial limitations imposed on cognitive areas.

The Department of Cultural Technology and Communication promotes the combination of Cultural Studies with the new digital image technologies of image and sound to create a new autonomous scientific field as a distinguishable cognitive area. This new cognitive area could first of all be a "common meeting point" of specialists from different cognitive fields as Social Sciences, Humanities and Informatics. The advantage of such a combination is the promotion of scientific knowledge under a new theoretical and

methodological approach that will unify the scattered scientific production to contemporary cognitive areas. The autonomous formation of a new scientific field under the title Cultural Technology strongly supports the rescue and preservation of cultural monuments and processes that comprise part of the global cultural heritage, with the aid of the augmented power of promotion provided by the new digital technologies producing text, image and sound.

Research

The Department of Cultural Technology and Communication aims at the materialization of research programs related to applications on the main thematic units and disciplines of the department. In this way, the department contributes to the recording, analysis and promotion of aspects and practices of Greek, European and International Culture, through the qualified production and administration of cultural services and products. Another aim is the gradual incorporation of the departments' students and graduates in the Greek and foreign job market under favorable conditions, guaranteeing their financial independence as well as their connection with the contemporary communication network. The aforementioned orientations and aims of the department are in complete harmony with the modern European and global requirements for the up-grading and reconstruction of the frame of systemic organization of cultural products and intercultural communication.



The premises of the Department are all around the centre of Mytilene. In such a way, the whole city, its dock and its shops serve as the campus of the Department!





The academic staff of the Department of Cultural Technology and Communication mainly consists of academics coming from different scientific fields. This academic pluralism reflects not only the interdisciplinary character of the department but also the multicultural University society. Specializations represented in the D.C.T.C. include social anthropologists, archaeologists, environmental scientists, art historians, museologists, animators, theater experts, as well as informatics scientists and communication specialists.

Faculty

Nicolas Vernikos, Professor Emeritus, has studied Law and Political Economy at the Faculté de Droit et des Sciences Economiques in Paris, France. Professor Vernikos has postgraduate degrees in Economics and Political Studies (DES), as well as Albanian Studies (ENLOV-INALCO). He has also acted as International Public Servant and Researcher for the Statistics Service of UNESCO and is a senior lecturer of Cultural Statistics. His main research interests are: island studies, global human ecology, environmental and economic anthropology, multiculturalism, world systems.

Sofia Dascalopoulos, Professor, Head of the D.C.T.C. and Dean of Student Affairs and External Affairs of the University of the Aegean. Professor Dascalopoulos has studied French Literature at the University of Athens and Ethnology (Maîtrise Spécialisée d' Ethnologie) at Paris VII-Jussieu, France. She has a D.E.A. and a Ph.D. in Social and Historical Anthropology (1979) from the Ecole des Hautes Etudes en Sciences Sociales in Paris, France. Her main research interests are: cultural anthropology, museology, cultural heritage, theory of kinship and social organization, anthropological theory, emigration.

George Gantzias, Associate Professor, has studied Political Sciences and Public Administration at the University of Athens. He has an MA and a Ph. D in Communication Policy Studies from City University, London, UK. Research

interests: E-commerce, Internet Advertising, Digital Communication, Cultural Policy, Cultural Administration, Cultural Management, Regulation and Public Interest, Cyberspace, New Technologies, Digital Culture, Digital Content, Advertising, Sponsorship, Marketing, Digital Elections Communication and Info-Communication Globalization, Development of Digital Content in Cyberspace, Communication and Culture Strategies, The New Economy.

Dimitris Papageorgiou, Associate Professor, has received the B.Sc. degree in Biology from the University of Athens, and the Ph.D. degree in Social Anthropology from the University of the Aegean. He is head of the Image, Sound and Cultural Representation Laboratory. He has published books and papers in international conference proceedings and academic journals. Research interests: Hermeneutical approach of the notions "identity", "culture", "community" in specific socio-cultural contexts, Symbolic interaction and social practices that determine the constitution of identity, Cultural representations and performances of public events (sports, music, etc.), Presentation, promotion and management of cultural data with the use of Multimedia and World Wide Web.

Christos-Nicolaos Anagnostopoulos, Assistant Professor, received his Mechanical Engineering Diploma from the National Technical University of Athens (NTUA) in 1998, and the Ph.D. degree from the Electrical and Computer Engineering Dept., NTUA in 2002. In 2003, he joined the University of the Aegean as lecturer in the Cultural Technology and Communication Department. He is a member of the Greek chamber of Engineers and member of IEEE Intelligent Transportation Systems Society. Research interests: Image processing, computer vision, neural networks, artificial intelligence computer graphics for cultural applications, Web technologies.

Philemon Bantimaroudis, Assistant Professor, has a B.A. in English from the University of Tennessee, USA, an M.A in Mass Communication from the University of Florida, USA, and a Ph.D in Mass Communication from the University of

Texas at Austin, USA. Research interests: Communication Theory (Agenda setting theory, Framing Theory, Gatekeeping Theory) Cultural Communication (The Cultural Framing Hypothesis).

Alexandra Bounia, Assistant Professor, studied Archaeology and History of Art at the University of Athens, Greece. She was awarded a MA and a PhD in Museum Studies by the Department of Museum Studies of the University of Leicester, U.K., after being granted the scholarships of Maria Kassimati Public Foundation and the State Scholarship Foundation of Greece (I.K.Y.). In her doctoral thesis she studied the collecting activity during the Roman period. She has published many articles in Greek and international journals on museums, cultural management and the history of collecting. She has written two books: *Collector's Voice: Ancient Voices* (2001) in collaboration with Prof. Susan Pearce, and *Collectors and Collections in the Ancient World: The Nature of Classical Collecting* (2004), both published by Ashgate Press. Research interests: Museology, history and theory of museums, classical collecting, interpretation and new media in museums.

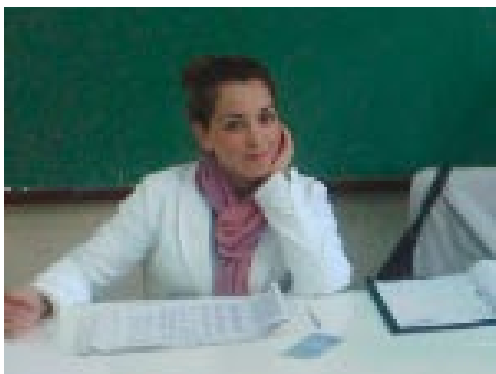
Athanassios Darantoumis, Assistant Professor, has a PhD in Computer Sciences from the Polytechnic University of Catalonia-Spain, a Masters in Computer Science from the University of Illinois, and a Bachelors in Mathematics from the

University of Thessaloniki-Greece. Since 1984, he has been an Assistant Professor at several universities in the USA, Greece and Spain. Since 1998, he has been working as an Assistant Professor in the department of Computer Sciences, Multimedia and Telecommunications at the Open University of Catalonia. He has coordinated and participated in European and International R&D projects such as WeMeet, LeGE-WG, Virtual Math Teams Project (VMT), Kaleidoscope CSCL, and Kaleidoscope Learning Grid. He serves in the editorial board of international journals such as *Journal on Web Services Practices (IJWSP)*, *Journal of Interactive Learning Research*, *Journal of Universal Computer Science*, as well as of the book series "Contemporary Approaches to Research in Learning Innovations" and "Studies in Computational Intelligence". He is also member of the International Society of the Learning Sciences, and the International Society of Artificial Intelligence in Education. He is also tutor at the Open University of Greece. He is co-director of the DPCS (Distributed Parallel and Collaborative Systems) Research Laboratory [<http://dpcs.uoc.es/>]. Finally, he has written over 70 papers. His research focuses on e-learning and network technologies, Web-based instruction and evaluation, distributed and adaptive learning, CSCL, CSCW, interaction analysis, and grid technologies.

Maria Economou, Assistant Professor, studied Archaeology and History of Art at the Aristotle University of Thessaloniki.

She has an MA in Museum Studies from the University of Leicester and a DPhil from the University of Oxford (1997). She worked at the Universities of Manchester (School of Art History and Archaeology, now part of the School of Arts, Histories and Cultures) and Glasgow (Humanities Advanced Technology and Information Institute) and as assistant curator (responsible for Information Technology) at the Pitt Rivers Museum of the University of Oxford. She is responsible for a number of research projects, among which CHIRON (Cultural Heritage Research Oriented Network)(funded by the European Community and by the Greek General Secretariat of Research and Technology). She has collaborated with various cultural organizations in Greece and abroad and has published extensively on museological issues, particularly on the application of new technologies in museums, evaluation and visitor studies, and the digitization of collections. Her monograph entitled 'Museum: Warehouse or Live Organization? Museological Issues and Questions' was published (in Greek) in 2003 by Kritike. Research interests: museology, application of new technologies in cultural organizations, digitization of collections, evaluation of exhibitions and visitor studies in museums.

Damianos Gavalas, Assistant Professor, received his BSc degree in Informatics (Computer Science) from the University of Athens, Greece, in 1995 and his MSc and PhD degree in electronic engineering from University of Essex, U.K.,



Nicolas Vernikos
Sofia Dascalopoulos
George Gantzias
Dimitris Papageorgiou
Christos-Nicolaos
Anagnostopoulos
Philemon Bantimaroudis
Alexandra Bounia
Athanassios Darantoumis
Maria Economou
Damianos Gavalas

Evangelia Kavakli
Niki Nikonanou
Gerasimos Pavlogeorgatos
Evangelia Sampanikou
Irin Stathi
Giorgos Tsekouras
Nikolaos Bubaris
Daphne Economou
Eleni Mirivili

academic staff

in 1997 and 2001, respectively. He has served as TPC member in several leading conferences in the field of mobile and wireless communications. He has co-authored over 60 papers published in international journals and conference proceedings. Research interests: Network and distributed systems management; mobile code, mobile agents, middleware; distributed and parallel computing; mobile computing and development of multimedia applications for portable devices; e-commerce, m-commerce; Internet programming technologies; wireless mobile ad-hoc & sensor networks.

Evangelia Kavakli, Assistant Professor, has received the B.Sc. degree in computer science from the University of Crete, and the M.Sc. and Ph.D. degrees in computation from the University of Manchester, Institute of Science and Technology (UMIST). She is head of the Cultural Informatics Laboratory. Her research work has been financially supported by the U.K. Engineering and Physical Sciences and Research Council, the Greek General Secretariat for Research and Technology, and the European Commission. She is the co-editor of one book and has published over 30 papers in international conference proceedings and academic journals. She is a member of the CIDOC Conceptual Reference Model SIG. She has been a member of program committees of several international conferences. Research interests: security requirements engineering, enterprise knowledge modeling, cultural information systems, e-learning.

Niki Nikonanou, Assistant Professor, graduated from the Department of German Literature of the Philosophical School of the Aristotle University of Thessaloniki and did postgraduate studies at the University of Cologne (education, history of art and museum education). She has a Master's Degree in Art History, Department of History and Archaeology, and a PhD in Museum education, Department of Preschool Education, of the Aristotle University of Thessaloniki. Post-doc researcher in the Faculty of Architecture, School of Technology at the Aristotle University of Thessaloniki. Since 1994, she works with museums,

educational and cultural institutions in the designing of educational activities, development of communication strategies and organization of exhibitions. She has been a research partner in many programmes (e.g. Socrates, Euromed Heritage II, III) of the Aristotle University, the University of the Aegean and other Institutions. She has published several articles in scientific publications, Journals and conference proceedings. Her research fields cover issues of museology, museum-education, communication in museums and other cultural institutions, educational utilization of new technologies and evaluation of educational projects for different target groups.

Gerasimos Pavlogeorgatos, Assistant Professor, holds a B.Sc. and a PhD in Environmental Science (University of the Aegean). He is the Assistant Director of the Cultural Heritage Management Laboratory (CHMLab) and a member of the Museology Laboratory and the Water and Air Analysis Laboratory (University of the Aegean). He has published in international reviewed journals and in international conference proceedings on issues of pollution control and environmental monitoring aiming at the preservation of cultural heritage. He is the author of the book: *Preservation of the Material Cultural Heritage* (2003 Paratiritis Thessaloniki – 2005 Epikentro Thessaloniki – 2008 V. Giurdas Athens.) (in Greek). He has participated in several research projects concerning heritage preservation and the management of the natural and cultural environment (1992 – today). He teaches courses on heritage preservation at the Department of Cultural Technology and Communication (since 2000). Research interests: Natural and cultural environment preservation. Environmental monitoring in museum exhibition and storage areas, indoor spaces and outdoor monuments. IT applications in cultural heritage management.

Evangelia Sampanikou, Assistant Professor, has a PhD in Art History and teaches in the Department of Cultural Technology and Communication since 2000. Her undergraduate studies were focused on Archaeology and English literature, while her postgraduate and doctoral fields

of research were art theory and history and post-Byzantine painting. Her present work and research interests are mainly focused on more contemporary aspects of art history and theory as the history and theory of Photography and Comics and several theoretical aspects on the relation between contemporary art and new technologies. For all the above mentioned she has written a number of books and journal publications. Research interests: Art History and Theory, History and Theory of Photography and Comics, Art and new technologies (with an emphasis to VR), alternative theoretical approaches of contemporary art and technology.

Irini Stathi, Assistant Professor, received a Laurea in Disciplines of Arts, Music and Spectacle from the Department DAMS, University of Bologna, Italy, in 1990 and the Ph.D in Cinema Theory and Communication from the Department of Mass Media and Communication, Panteion University of Athens, in 1996. Her research interest include: film theory and film history, audiovisuals and new technologies, relationship between cinema and the other arts, cinema as representation, audiovisual archives, Cinemathèques, etc. Research interests: Film and Audiovisuals Theory and the relationship with the arts (painting, theatre, architecture, etc), Digital creation in audiovisual applications, Audiovisual Culture and Audiovisual Heritage, Audiovisual Archives, Museums and Cinemathèques.

Giorgos Tsekouras, Assistant Professor, received his degree in Chemical Engineering and his PhD from the National Technical University of Athens, School of Chemical Engineering in 1994 and 2000, respectively. From 2000 until 2002 he worked in petrochemical industry and in refineries as a process control engineer. In 2002 he joined the Department of Cultural Technology and Communication (DCTC), University of the Aegean as teaching staff. From 2005 he is assistant professor in DCTC and director of the Laboratory of intelligent multimedia and virtual reality. Research interests: data modeling, computational intelligence, image compression, statistic analysis using fuzzy logic and neural networks, semantic web, lattice theory,

MPEG-7, MPEG-21, ITV, collaborative personalization, multimedia databases.

Nikolaos Bubaris, Lecturer, holds a PhD in Cultural Studies (National University of Athens), a MA in Communication (University of Leeds, UK) and a BA in Sociology (Panteion University of Athens). He has edited books and he has published in journals, books and conferences on issues concerning cultural theory, sound cultures and the new media. He has collaborated with academics and artists in the creation of various interactive multimedia. Research interests: Cultural Theory, music industry, acoustic experience, soundscapes and sonic spaces, athropo-technologies of sound, sound design, soundscape compositions, computer games and the new media.

Daphne Economou, Lecturer, holds a first degree is on the Technology of Graphics arts and Art Studies (Technological Institute of Athens), while her MSc and PhD is on Design for Interactive Media (Multimedia) and Collaborative Virtual Environments for Learning respectively (Middlesex University London and Manchester Metropolitan University). Her publications are in the area of design multimedia applications for mobile devices, the role of virtual actors in Collaborative Virtual Environments (CVEs) for Learning and Archaeology, and human centred CVEs design. Her work appears in book chapters, well established journals and conference proceedings. Research interests: Design multimedia applications for mobile devices (Personal Digital Assistants (PDAS) and mobile phones), CVEs for Learning and Archaeology, human computer interaction and human centred design of multimedia applications and Interactive TV.

Eleni Mirivili, Lecturer, has a BA in Sociology / Theater (Wesleyan University, Middletown CT, USA), an MA in Performance Studies (New York University, New York, USA) and a PhD in Cultural Anthropology, Columbia University, New York, USA). Her main research interests are: Performace(s), Representation, Virtuality, Digital Game Design., Limits and States of Exception.



Ioannis Skopetea
Myrsini Antoniou
Evangelia Dimaraki
Christos Kalloniatis
Stavros Kammass
Abraham Kawa
Maria Konstantoglou
Dimitris Konstantios
Nikos Leros

academic staff

Ioannis Skopeteas, Lecturer, has been awarded a PhD in the Aesthetics of the Film Image from the University of Westminster, London and a MA in Image and Communication from Goldsmiths University of London. He also works as chief editor of the magazine Film/Video Business and directs commercials, corporate videos and documentaries. Research interests: Image Aesthetics in audiovisual arts, Greek cinema, Greek television, Audiovisual industry as a cultural industry, narrative analysis.

Adjunct Instructors

Myrsini Antoniou holds a BA in Graphics Design (TEI Athens) and an MA in Communication media [Interactive design] (UWE Bristol). Her research interests include interface design and interaction design.

Evangelia Dimaraki pursued master's and doctoral studies in Instructional Technology and Media at Columbia University, where she has been a Ben D. Wood Fellow (1995-1998). Her research has focused on: (1) the socio-cognitive characteristics of dialog in the context of computer-supported, inquiry-based history learning, and (2) the design of digital learning tools for the support of interpretive thinking in the humanities. She has been on the academic staff of the Department of Cultural Technology and Communication since 2002, teaching courses in Educational Technology, Multimedia Development, and Digital Applications for Museum Education. She also participates in R&D projects. She has co-edited with C. Kynigos the collective volume "Cognitive Tools and Information Media: Pedagogical Uses of Modern Technology for the Transformation of Educational Practice" (2002, Kastaniotis Publications, in Greek). Research interests: sociocognitive characteristics and orchestration processes of discourse in computer-supported classroom inquiry, digital representations fostering understanding historical concepts, computer-supported learning environments fostering interpretation in history, art and the humanities,

cognitive analysis of activity structures, sociocognitive and sociocultural approaches in the research and design of learning environments.

Christos Kalloniatis holds a bachelor's degree from the Department of Informatics of the Technological Institute of Athens (2000). In 2001 he took his master's degree on Computer Science from the University of Essex, UK. In 2008 he finished his PhD at the Department of Cultural Technology and Communication of the University of the Aegean. The objective of his PhD was the protection of privacy during the design of Information Systems. Research interests: Requirements Engineering, Information Systems' Security and Protection of Privacy.

Stavros Kammass is tutoring at the Department of Cultural Technology and Communication, University of the Aegean, since 2005 and he is an instructor in the area of Cultural Technology at the Institute of Training of the National Centre for Public Administration. During the past, he has tutored at the MBA programme of New York College both in Athens and abroad, he has worked as a Software Engineer at the Development, Innovations and Projects department of Siemens and he has participated in Information Society Technologies European research projects. He holds a BSc in Informatics from the University of Piraeus and he has done his Postgraduate studies in Business Information Systems and his Doctorate studies in Collaborative Technologies at the Royal Holloway, University of London.

Abraham Kawa holds a BA in French Studies from the University of Athens, an MA in Postmodernism, Literature and Contemporary Culture from Royal Holloway University of London, and a Ph.D from Royal Holloway University of London on Postmodern Narrative and its applications in comics and the cinema. Dr Kawa also holds a Diploma of English Studies from the British Council of Athens and has studied and practiced journalism and art criticism. He has published essays and books on postmodernist culture both in Greece and abroad, and is also a novelist and scriptwriter. His

main research interests are the expressions of contemporary culture through the arts of comics, cinema, TV drama and literature, as well as the various incarnations of “genre fiction” (literature and audiovisual narratives of the fantastic, fantasy, horror, science fiction, detective fiction).

Maria Konstantoglou holds a BSc and M.Sc. in Environmental Science (University of the Aegean) and a PhD in Tourism Planning and Geographical Information Systems. She has published in international reviewed journals and in international conference proceedings on issues of tourism planning and Geographical Information Systems and she has written chapters in books. She has participated in several research projects on tourism, GIS (1997 – today). She is member of the Cultural Heritage Management Laboratory (University of the Aegean). She is also member of the Environment and Spatial Planning Laboratory (University of Thessaly) and she was a member of Environmental Planning Laboratory since 2002 (University of the Aegean). From 2003 till today she is working in the management team (ETAL S.A.) of the Leader + Program. Research interests:

Geographical Information Systems, tourism planning, sustainable tourism development, Decision Support Systems for tourism, Models of sustainable development and Strategic Planning, natural and cultural environment preservation and promotion, cultural tourism, Fuzzy logic, Spatial Analysis, Integrated coastal zone management, environmental planning.

Dimitris Konstantios is Director of the Byzantine & Christian Museum of Athens. His First Degree is in Classical Studies (Dpt of Classical Studies, University of Ioannina) and Archaeology (Dpt of History & Archaeology, University of Athens). He holds postgraduate degree in Archaeology (University of Thessaloniki), and PhD in Archaeology (Dpt of History & Archaeology, University of Ioannina). He has participated in Seminars on Underwater Archaeology in Pylos (1984) and the Seminar Cycle of Itecom-Comet (1993): Professional activity: 1976-80: Archaeologist (under contract) of the 8th Ephorate of Byzantine Antiquities (Ioannina); 1981-86: Curator in the 8th Ephorate of Byzantine Antiquities (Ioannina); 1987: Head of the 8th

Ephorate of Byzantine Antiquities (Ioannina); 1990-97: Member of the Directorate of the Byzantine & Post-Byzantine Museums; 1998: Head of the Byzantine Museums Department and head of the Secretary of the Secretariat of the Central Archaeological Council (K.A.Σ); 1999 onwards: Director of the Byzantine & Christian Museum. Excavations: Head of important excavations throughout Greece, coordinator & supervisor of rearrangement works in historical and archaeological sites of Greece (1990-1998). Conferences-Publications: He participated as a speaker or coordinator in many Conferences and Symposia, and he published dozens of scholarly texts. He is General Secretary of the Christian Archaeological Society and substitute member of the Central Archaeological Council of Greece.

Nikos Leros holds a B.A in Economics (Athens University of Economics and Business) and an MA degree in Film and TV drama (Sheffield Hallam University). He has directed several short films and music videos. He has also worked as scriptwriter and script doctor in feature films and has participated in script evaluation committees. Research



Michalis Vafopoulos
Ioannis Vandoulakis
Denis Zacharopoulos
Evangelos Christodoulou
Anastasia Dimitra

Panagiotis Kargas
Thomas Mavrofidis
Alexandros Spathis

academic staff

interests: Film language and narrative, the impact of new technologies on the narrative structure and the aesthetics of the audiovisual text.

Michalis Vafopoulos studied Economics in the Athens University of Economics and Business and the University of the Aegean and Computer Science at Open University of Patras. He is a fellow of the State Scholarship Foundation and the Athens University of Economics and Business. He has published articles in international journals, conferences and scientific books. He has introduced Web science in the Greek university. His interests include analysis of the digital economy, regional development and cultural economics. Research interests: Web science, cultural economics.

Ioannis Vandoulakis has studied mathematics at the Capodistrian University of Athens. He holds a Ph.D. from the Moscow M.V. Lomonosov University (1991). He continued his research at the Russian Academy of Science (Moscow) and the Centre Nationale de la Recherche Scientifique (Paris). He is member of the General Assembly of the International Union of the History and Philosophy of Science. His main research interests lie in history of mathematics, history of science, mathematical education, quantitative methods in humanities and the development of innovative curricula.

Denis Zacharopoulos has studied Art History and Cultural Sociology at the Ecole des Hautes Etudes en Sciences Sociales in Paris, France. He holds a D.E.A. from the Ecole des Hautes Etudes en Sciences Sociales, where he also attended a Ph.D seminar on Philosophy and Aesthetics. His main research interests are modern art theory and criticism, exhibition organizing, museum and cultural administration, museology, literary history, and philosophy.

External Associates

Evangelos Christodoulou graduated from the Hellenic Naval Academy in 1986. In 1994 he graduated from Teesside University, in the U.K., by obtaining the MSc 3D Computer

Aided Graphical Technology Applications. Since then, he is working as a 3D Graphics Artist. Since 1995, he is Head of the 3D Graphics Dept. at the Foundation of the Hellenic World (FHW) in Athens. The productions of the section are accredited in Greece and abroad. Two of these works enrich as permanent exhibits foreigner museums. In parallel, he works as a freelancer. Since 2000 he is an external collaborator of Organization for Vocational Education and Training and since 2003 external collaborator of the National Centre of Public Administration and Local Government. He participated in a large number of national and international conferences. Research interests: The potential which occurs from the use of 3D Graphics during the production of exhibits for the museums and archaeological sites, The application of the new digital technology in the field of Civilization and Education, The production of short films by only using digital means, Virtual Reality.

Anastasia Dimitra received a Diploma of graphic arts. 1998: MA in Animation: Internet applications. 2001: Doctorate, DProf, Aesthetics in Animation and Virtual Environment (MIDDLESEX UNIVERSITY, LONDON). Experience: Animator, Art director and line / producer at several production companies. Head of the animation and Multimedia production (AKTO School of art and design). Participated at several international animation festivals. Member of the selection Jury for the 9th Animation Film Festival, Hiroshima Japan. She published the following: Being alive!!!!!! The secrets of animation, Athens: Papasotiriou, 2002. The fascinating travel of title sequences, Lefkas: Primarogli, 2005. Research interests: Moving images and virtual performances aesthetics.

Technical Staff

Panagiotis Kargas Supervisor of Computer Laboratories
Thomas Mavrofidis Supervisor of Multimedia Laboratories
Alexandros Spathis Supervisor of Video, Image and Sound Laboratories



Administration

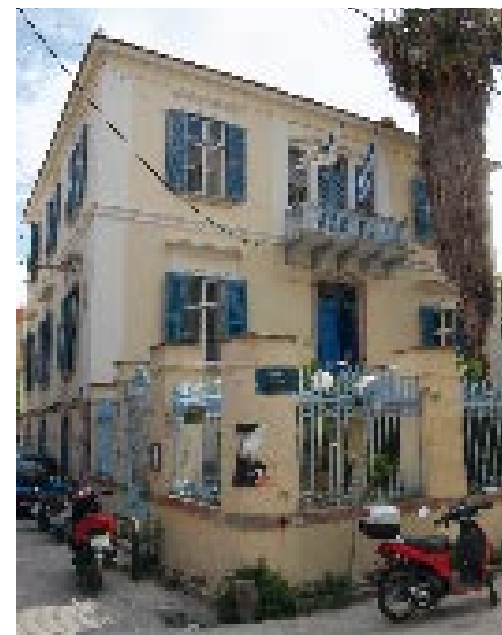
Η Γραμματεία του Τμήματος Πολιτισμικής
Τεχνολογίας και Επικοινωνίας συγκροτείται σε μόνιμη
βάση από τους:

Aris Koumpas (Secretary Head)

Mary Pittou

Ioannis Iliades

Fanis Kaitatzis



**Γραμματεία Τμήματος Πολιτισμικής
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Curriculum





Christos-Nicolaos Anagnostopoulos

The Department's curriculum has been structured according to the international standards of the field of Cultural Informatics. As the areas covered by the D.C.T.C are evolving constantly, the Department intends to maintain flexibility by renewing the content of its courses continuously, so that it serves both educational procedure and scientific research to satisfactory effect. The reformation of the Department's curriculum serves this purpose.

The updated Curriculum of the Department is structured as follows:

1. Core Courses (Compulsory)

Studies at the D.C.T.C last for eight (8) semesters. During the first four (4) semesters, the Core Courses cover the scientific field of Cultural Studies, with particular emphasis on matters of Culture and Multiculturalism, Communication and the Promotion and Management of Culture. Basic Informatics and Multimedia courses also begin from the 1st semester, together with laboratory exercises, and continue for the first four (4) semesters.

2. Orientations

During the 5th semester, students declare their preferences for one of the four (4) Study Orientations offered. The content of each Orientation covers epistemological matters from the Orientation's thematic area, as well as specialized training in the creation and the programming of multimedia applications. The duration of each Orientation covers the last two years of study (3rd and 4th year).

3. Informatics Cycles (IC, Compulsory Optional)

Along with their Orientation, students are required to choose one of the three (3) Cycles of theoretical and laboratory courses focusing on Informatics. The Informatics Cycles are composed of two courses each, and are the same for all four Orientations (3rd and 4th year). Additionally, students can choose a second Informatics Cycle, with its courses acknowledged as Compulsory Optional.

4. Summer Practice (SP) and Thesis (T)

Another part of the educational procedure of the

Curriculum

Orientations is the implementation of a Summer Practice (CO), during either the third or fourth year, as well as the writing of a Thesis. These two educational activities contribute to the acquirement of specialized knowledge and experience, and are both considered as Compulsory Optional courses (CO).

The D.C.T.C's curriculum is realized by way of courses that are designated either as Compulsory or as Compulsory Optional. The compulsory courses are composed of Core Courses (1st and 2nd year) and Orientation Courses (3rd and 4th year) and form the supporting structure of the curriculum and main forming factor of the students' educational background. The courses that are designated as Compulsory Optional cover more specialized epistemological matters and provide students with the opportunity and initiative to select educational content that suits their personal interests and criteria and to form their own, personalized curriculum.

Students are given the opportunity to choose CO courses from the 2nd semester onwards, while after the 5th semester they may choose CO courses to combine with the courses of their Orientation. At least one CO course must belong to the Orientation they are following. Students may choose the remaining CO courses from those offered by other Orientations, as well as from the ICs offered. Additionally, they have the option to choose as COs both the Thesis and the Summer Practice.

Students also have the option to choose as COs some of the interdepartmental courses of the "Sex and Equality" programme.

1. The following courses are designated as Compulsory (C):

- A. 26 Core Courses from the 1st and 2nd year
- B. 15 Orientation Courses. These are offered as follows: six during the 5th semester, four during the 6th

semester, three during the 7th semester and two during the 8th semester

- C. 2 foreign language terminology courses from the 1st and 2nd semester

2. The following courses are designated as Compulsory Optional (CO):

- A. The courses Cultural Policy and Cyberspace; Analysis I; Linear Algebra; Introduction to Art Theory; Advertising and Marketing; Web Science; Probability and Statistics; Analysis II; and Preserving Cultural Heritage, offered during the 2nd, 3rd and 4th semesters.
- B. The 28 shared Orientation courses offered from the 5th to the 8th semester, one of which is the Summer Practice.
- C. The 6 courses of the three ICs, offered during the 6th and 7th semester. Each IC is composed of two courses. Students in their 6th semester choose one of the three ICs and take one course for the 6th and one for the 7th semester.
- D. The compulsory courses of the three Orientations other than the one chosen by each student
- E. The interdepartmental "Sex and Equality" courses, offered from the 7th semester onwards.
- F. The Thesis.

In order to get their degree, students must have successfully passed 52 courses and acquired at least 148 credits. In particular, they must:

- Successfully pass 26 Compulsory Core Courses (C),
- Successfully pass 15 Compulsory Orientation Courses (C),
- Successfully pass 2 courses in English or French (C),
- Successfully pass 6 Compulsory Optional Courses (CO), one of which may be the Summer Practice.
- Write a Thesis.

Those students who choose NOT to write a Thesis must:

- Successfully pass 26 Compulsory Core Courses (C),

- Successfully pass 15 Compulsory Orientation Courses (C),
- Successfully pass 2 courses in English or French (C),
- Successfully pass 7 Compulsory Optional Courses (CO), one of which may be the Summer Practice.
- Successfully pass 2 Compulsory Optional Courses of the same Informatics Cycle (IC CO).

Summer Practice

Since the summer of 2002, the Department of Cultural Technology and Communication has established a Summer Practice (SP) for 3rd and 4th Year students, in collaboration with various organizations (Private and Public Businesses, Local Administration, Cultural Societies etc). The SP forms an essential part of the Department's educational work and its study syllabus. As a Compulsory Optional course, the SP has been integrated in the curriculum and is marked as a separate course.

The SP forms part of the Ministry of Education's Business Program for Initial Professional Education (ΕΠΕΑΕΚ II).

Thesis

The Thesis is designated as a CO course, equivalent to nine credits. Students may choose to write a thesis after having completed their sixth semester and have successfully passed the Compulsory Core Courses of the first two years (This applies only to students who began their studies from the academic year 2003-2004 onwards). Each student must declare that he is choosing to write a Thesis to the Secretariat, during his/her enrolment process in the 7th semester and onwards. The minimum amount of time for the writing of the thesis is 2 semesters.

The D.C.T.C.'s instructors announce the thematic areas for all theses; students must choose the topic of their thesis

in collaboration with them. Theses are written as part of each study orientation, though this does not preclude collaboration between orientations and disciplines. Each thesis may be the work of a single student or a collaboration of two or three students, following either the same or different orientations. For exceptional cases, more than three students may work on a thesis, under the responsibility of the supervisor or co-supervisors of the thesis.

Details on the structure of the D.C.T.C.'s curriculum are also available at the Department's website: <http://www.aegean.gr/culturaltec>



1st Year, 1st Semester

Core Courses

Code	Course	Credits	Theory (Hrs)	Laboratory (Hrs)	Classification
ΠΟΛ 201	Cultural Theory I	5	2	1	C
ΠΟΛ 203	Multiculturalism and Identities	4	3	-	C
ΠΟΔ 400	Cultural Management	5	3	-	C
ΕΠΙ 300	Camerawork and Digital Audiovisual Production	4	2	2	C
ΠΑΡ 101	Multimedia Technologies	5	2	2	C
ΠΑΡ 100	Introduction to Programming	5	2	2	C
ΕΓΛ 001	English I: Aspects of Culture – New Technologies	2	3	-	C
ΕΓΛ 011	French I	2	3	-	C

Curriculum / Core Courses

1st Year, 1st Semester

ΠΟΛ 201 - Cultural Theory I (C, 1st Year – 1st Semester)

This course introduces the key concepts and the epistemological traditions for understanding the multiple and dynamic features of civilization process and cultural practices. The first part of the course discusses the “culture and civilization” tradition as well as the key theorizations of social sciences. The second part of the course draws mainly on structuralism, semiotics and poststructuralism in order to discuss the ways we perceive and produce ideas, images and cultural products in our contemporary everyday life.

ΠΟΛ 203 - Multiculturalism and Identities (C, 1st Year – 1st Semester)

This course focuses on the study of multiculturalism and the intercultural, two fields connected via the notion of the diversity of dynamic systems within the fields of society and culture, where human identities are formed. Consequently, four components of identity are analyzed: nationality-race, sex, language and religion, while there are also references to the phenomena of cultural synthesis and the loss of cultural identity. Also examined are contemporary and historical examples of the way in which the cultural identity of social and national groups is formed. The goal of the course is to seek out ways of intercultural communication and exchange at various levels.

ΠΟΔ 400 - Cultural Management (C, 1st Year – 1st Semester)

The course examines the recent developments of management, policy, strategy and culture in information society. It analyzes the terms of: a) “management”, b) “administration” and c) “cultural goods” in information and knowledge society. In particular, it examines the terms of: a) “cultural management” and b) “cultural administration. It

introduces new methodological approaches for management and administration of cultural organization and institutions. Furthermore, it analyzes the cultural policy, strategy and tactic of cultural organizations in their system. It looks at the public interest and points out the importance of the cultural management for the development of art and artists (www.culturegr.com). It examines the characteristics of cultural managers, administrators and governors and analyzes the importance of “flexible management” and “participative management” in their cultural organizations (www.politismos.info). It provides specialized knowledge of management in the specific sectors of Culture, Management, Administration, Communication, Policy and New Technologies in the 20th and 21st century. It introduces innovative strategies and pioneering models of management for developing and promoting of digital content (e.g. www.dapap.com - the model DAPAP). It examines and analyzes the strategies and tactics for developing cultural content for cultural heritage, modern culture and cultural activities.

ΕΠΙ 300 - Camerawork and Digital Audiovisual Production (C, 1st Year – 1st Semester)

This is an introductory course to the major elements of camerawork and audiovisual communication as applied in digital video production. The processes of video production as well as the technical features of digital equipment and the cinematographic practice are explored. Various examples and simple practical exercises provided by the students are integrated into the teaching.

ΠΑΡ 101 - Multimedia Technologies (C, 1st Year – 1st Semester)

The scope of this module is an introduction to principles of multimedia and available technologies for multimedia systems development. The module is divided in three sections. The first section introduces

the basic multimedia concepts, relevant terminology, as well as issues related to digitization of analog data, compression, data storage and representation of various media: hypertext, graphics, audio and video. The second section introduces the required hardware and software for the creation, processing and reproduction of multimedia data. In addition, available authoring tools for the development of multimedia data are introduced. While the third section of the module is referred to issues related to the design and development of multimedia data. The modules tutorials introduce authoring multimedia application used in industry like Adobe Flash.

ΠΑΡ 100 - Introduction to Programming
(C, 1st Year – 1st Semester)

General principles for program design, algorithms, flow

charts, techniques for designing algorithms, solving algorithmic problems. Introduction to Programming. The Pascal programming language. Program elements: variables, constants, expressions, basic data types, operators. Data Input/Output. Decision control commands. Repeat structures, One dimension arrays.

ΕΓΛ 001 - English I: Aspects of Culture – New Technologies
(C, 1st Year – 1st Semester)

The course is designed for medium and advanced learners of English, but may also be attended by students of a less advanced level (though they will have to take an additional two-hour language course). The course's goal is to familiarize students with English terminology regarding matters of culture, in conjunction with multimedia and contemporary art terminology

(theory). At the same time, it approaches original literary texts, contemporary music with Anglophone lyrics and Anglophone motion pictures which raise questions relevant to the above (laboratory).

ΕΓΛ 011 - French I (C, 1st Year – 1st Semester)



1st Year, 2nd Semester

Core Courses

Code	Course	Credits	Theory (Hrs)	Laboratory (Hrs)	Classification
ΠΟΛ 202	Cultural Theory II	4	2	1	C
ΕΠΙ 303	Editing of Digital Audiovisual Data I	4	2	2	C
ΜΑΘ 600	Logic for Computer Science	4	3	-	C
ΕΠΙ 301	Introduction to Communication	4	3	-	C
ΠΛΠ 102	Programming II	4	2	1	C
ΠΛΠ 103	Multimedia Programming I	4	2	2	C
ΞΓΛ 002	English II: Aspects of Culture – New Technologies	2	3	-	C
ΞΓΛ 012	French II	2	3	-	C
ΠΟΔ 409	Cultural Policy and Cyberspace	4	3	-	CO

Curriculum / Core Courses

1st Year, 2nd Semester

ΠΟΛ 202 - Cultural Theory II (C, 1st Year – 2nd Semester)

The purpose of this course is to develop the students' understanding of the dynamic relations of personal-collective experience, technology and cultural theory. The first part of the course focuses on the social, cultural and epistemological constructions of "dualism" and its subsequent deconstruction by the cultural theories of the "postmodern". The second part develops the understanding of cultural practices as dynamic relations of different agents (such as human, technological, natural), putting emphasis on the reproduction and transmutation of social ordering and power.

ΕΠΙ 303 - Editing of Digital Audiovisual Data I (C, 1st Year – 2nd Semester)

The course offers an introduction to the editing technique. The familiarization of students with the professional software of non linear editing will enable them to acquire the technical knowledge of editing in a digital environment. At the same time, we will analyze the language of editing and the creative possibilities it offers in the production of an audiovisual work. We will emphasize the role of editing, not only as a means of selecting and cutting a group of shots, but as a mechanism which rearranges and reconstructs the content of an audiovisual text as well.

ΜΑΘ 600 - Logic for Computer Science (C, 1st Year – 2nd Semester)

Mathematical logic is essentially related to Computer Science. This course introduces propositional and first-order logic with a focus on its applications to the field of Computer Science, stressing three aspects of that relationship: the use of logic in programs (Artificial Intelligence, databases), the use of logic

to reason about programs (program specification and verification), and the relationship between systems of proof and systems of computation. Particular emphasis is placed on syntactic proof systems and computational aspects of proof search, as well as on the use of first-order logic as a descriptive language. Among the topics discussed are: formalization, first order theories, models, soundness and completeness, compactness, natural deduction, logic programming, non-standard logics (intuitionist/ constructive logic, modal logic, temporal logic, etc.), and introduction to Prolog.

ΕΠΙ 301 - Introduction to Communication (C, 1st Year – 2nd Semester)

The purpose of this course is to familiarize students with the most significant achievements in the field of communication from the Gutenberg era until the modern times. From the beginning of human history, communication evolution became the determining factor that has influenced cultural change. Specifically, this class addresses the history and the structure of different industries such as print media, radio, motion pictures, television and the internet, as technologies that defined the economic, cultural and social developments in the modern world. The history of media is addressed from a critical perspective examining how the media influenced human behavior. The invention of the printing press is seen as a significant milestone for the western world, preceding the Protestant Reformation, the French Enlightenment, as well as the Industrial Revolution, Nuclear and Information Revolutions.

ΠΛΠ 102 - Programming II (C, 1st Year – 2nd Semester)

Study of advanced design algorithmic techniques with the use of Pascal programming language: Subprograms, records, pointers, file management.

ΠΑΡ 103 - Multimedia Programming I
(C, 1st Year – 2nd Semester)

This course introduces students to the object-oriented paradigm of analysis and programming, by way of a high-level authoring language (presently ActionScript). A synthesis of ontological and object-oriented analysis is proposed. Constituent elements of the object oriented approach to programming (entities, collaboration, classes, etc.) are examined as expressed in the selected authoring language. Students are required to develop simple multimedia applications.

ΕΓΑ 002 - English II: Aspects of Culture – New Technologies
(C, 1st Year – 2nd Semester)

Other than terminology-related texts, this course deals with excerpts from original literary works, which are examined by way of oral and written exercises. Additionally, the syllabus includes simplified play scripts, song lyrics (in order to discuss a featured main point) and motion pictures (shown on video), all of which are relevant in some way to the ideas of a intercultural and multicultural society, as well as to the complex relationship of humankind to technology. (There ought to be additional hours for repetition of language lessons – grammar).

ΕΓΑ 012 - French II (C, 1st Year – 2nd Semester)

ΠΟΔ 409 - Cultural Policy and Cyberspace
(CO, 1st Year – 2nd Semester)

The course examines the recent developments of cultural policy, new technologies, digital culture and cyberspace. It examines the notions of: a) “cultural policy”, b) “cyberspace” and c) “info-communication globalisation” in the 21st century. It analyzes the terms of public interest and examines the role of cultural policies in the information and knowledge society. In particular, it looks at the role of cultural

policy for developing dynamic systems for policy, strategic and tactic in cyberspace. It introduces innovative and pioneering models for developing new models for cultural policy in the cyberspace such as the model of cultural policy which is called: “Cultural Policy of Local Development and Global Touch” (www.culturalpolicy.info). It examines different models which are important for developing cultural policies at local and global systems in cyberspace (e.g. www.politismos.info, www.culturegr.com) It analyzes the new environment for developing cultural goods and cultural policy in Info-Communication Industry and provides the specialized knowledge for those who wish to acquire the required comparative and competitive advantages which will allow them to prevail in the aforementioned field of activity.



Damianos Gavallas

2nd Year, 3rd Semester

Core Courses

Code	Course	Credits	Theory (Hrs)	Laboratory (Hrs)	Classification
ITE 500	Introduction to Art History	4	3	-	C
ΠΟΛ 205	Cultural Heritage	4	3	-	C
ΠΛΡ 114	Programming III	4	2	1	C
ΕΠΙ 302	Cultural Communication	4	3	-	C
ΠΛΡ 128	Multimedia Programming II	4	2	2	C
ΠΛΡ 104	Networking Multimedia I	4	2	1	C
ΠΛΡ 105	Image processing	4	2	2	C
ΠΟΔ 402	Advertising and Marketing	2	3	-	CO
ΜΑΘ 601	Analysis I	2	3	-	CO
ΜΑΘ 602	Linear Algebra	2	3	-	CO
ITE 503	Introduction to Art Theory	2	3	-	CO
ΠΟΛ 208	Web science	2	3	-	CO

Curriculum / Core Courses

2nd Year, 3rd Semester

ITE 500 - Introduction to Art History (C, 2nd Year – 3rd Semester)

The aim of this course is to introduce students to fundamental meanings of art history, to encourage approaches underlining the social role of art as well as to introduce the audience of the lectures to trends, periods and art terminology in general. For this reason, the main structure of the course is built on a time-line overview, from the Prehistoric period to nowadays. This Introduction is the first level of other, more specialized, Art History courses, taught in the semesters that follow.

ΠΟΛ 205 - Cultural Heritage (C, 2nd Year – 3rd Semester)

The course examines the concept of cultural heritage and the way that this was shaped from the 1970s until today. It studies the ways that each community interprets cultural heritage and the attitudes it develops towards it. It examines a series of selection criteria that are presupposed by the protection and the preservation of material evidence from the past, and how these are defined by the acceptance of the dominant cultural identity. The course also covers theoretical and practical aspects of the management and protection of cultural heritage, such as the relevant policies and initiatives that are developed by the state, international organizations, local societies and people. Finally, the course investigates concepts such as folk art and tradition, cultural action, public policies on cultural heritage, cultural collections, cultural tourism and environment.

ΠΛΡ 114 - Programming III (C, 2nd Year – 3rd Semester)

The main programming principles are presented through the C programming language. This course

presents the structure of a program in C, flow commands, data types, variables and expressions, tables, pointers, functions, file management, structures and unions.

ΕΠΙ 302 - Cultural Communication (C, 2nd Year – 3rd Semester)

The course presents communication models, processes and strategies and their use by different organizations and institutions, which are active in the field of culture. Furthermore the course deals with the structure of cultural industries and the cultural products produced and distributed worldwide. The course is divided in two parts. The first part analyzes media coverage of cultural institutions while the second examines how cultural organizations use the media for their own promotion. While examining different examples of communication campaigns, special attention is given on the usefulness of the digital media – as well as the results produced by different communication strategies.

ΠΛΡ 128 - Multimedia Programming II (C, 2nd Year – 3rd Semester)

This course continues the familiarization of the students with the object-oriented paradigm of analysis and programming, by way of a high-level authoring language (presently ActionScript). In this term the students are guided to solve more complex problems in multimedia programming. Topics related to the mathematics of motion and the management of audio and video are also covered.

ΠΛΡ 104 - Networking Multimedia I (C, 2nd Year – 3rd Semester)

The course introduces students to the basic principles and concepts of multimedia applications design and the challenges in designing networking multimedia for the World Wide Web. First, it introduces the functional principles of computer networks and the



Gerasimos Pavlogeorgatos

Sofia Dascalopoulos

Internet. Alternative ways for organizing multimedia content on the web and tools for checking the validity and performance of web site are discussed. The use of the HTML language in developing web pages is described in depth along with the CSS technology for the consistent formatting of web documents and the script language Javascript for enhancing the interactivity of web pages. The course also deals with the principles and techniques for designing appealing and functional web sites. Special emphasis is given to cultural and educational internet application examples. In the laboratory part of the course, students are familiarized with the authoring of HTML and Javascript code as well as with techniques and tools for developing internet multimedia applications.

ΠΑΡ 105- Image processing (C, 2nd Year – 3rd Semester)

This lesson emphasizes on bitmap image processing and analysis, in order to improve the quality of the image and to extract all the useful information. The latest techniques of image acquisition, segmentation, binarization and compression are also discussed analytically in the lectures. The course includes laboratory lessons in order for the students to learn useful techniques in image processing software for practical and productive applications.

ΠΟΔ 402 - Advertising and Marketing (CO, 2nd Year – 3rd semester)

The course examines the terms of “Advertising” and “Marketing” and analyzes the role of sponsorship and advertising Industry in the 20th and 21st century. It introduces the terms of a) “cultural marketing”, b) “cultural promotion” and c) ‘cultural sponsorship’ in cyberspace (www. xorigies. com). It looks at the comparative and competitive advantages for developing innovative strategies for marketing, advertising and sponsorship. It examines the role of advertising, sponsorship and

marketing for developing a positive image to promote goods (products and services) in the era of information communication globalisation. It analyses the public interest and the role of ‘participative marketing’ and ‘cultural marketing’ in the 21st century in order to provide the specialised knowledge in advertising and marketing for those who wish to acquire the required comparative and competitive advantages which will allow them to prevail in the aforementioned field of activity.

ΜΑΘ 601 - Analysis I (CO, 2nd Year – 3rd Semester)

“Analysis I” covers fundamentals of mathematical analysis: sequences, functions, convergence of functions and series, continuity, differentiability, Riemann integral, limits, theorems on continuous functions, derivatives of functions of one variable, the fundamental theorems of calculus, Taylor’s theorem, infinite series, power series, ordinary differential equations.

ΜΑΘ 602 - Linear Algebra (CO, 2nd Year – 3rd Semester)

This is a basic subject on topics that will be useful in other disciplines, including systems of equations, vector spaces, bases, linear independence, matrices, determinants, eigenvalues, inner product, quadratic forms and canonical forms of matrices, similarity.

ΙΤΕ 503 - Introduction to Art Theory (CO, 2nd Year – 3rd semester)

The course is taught in parallel with “Introduction to Art History”, mainly focusing on art theories and the problem of interpretation in art. Art theories, from the Renaissance to nowadays are discussed, with a special emphasis to theories of the 20th century. The aim of the course is to offer students a comprehension of the inclusion of art in the culture and the cultural expression of the time, but also the

comprehension of the socio-political conditions that form the ideological context and affect art as a type of cultural expression.

ΠΟΛ 208 - Web Science (CO, 2nd Year – 3rd semester)

The Web has been transformational (it's the largest human information construct). The challenge lies in understanding it, developing it, ensuring social benefit, and developing the Web's capacity to move forward. A lot of this is already being done in Computer Science and other disciplines. The next step is to build a systematic scientific methodology based on the synergies of technological and social approach. This is what motivates the development of a framework for a new interdisciplinary field; Web science. According to Tim Berners-Lee, the major scientific question concerning the Web is considered to be "How should investigators and engineers approach the Web in order to understand it and its relation to wider society, and to innovate?" The above enveloping question generates a series of questions about the Web construct. In Web topology an interesting question is if "is there some kind of upper limit to the scalability of the Web? If so, is that limit a

principled one, or does it depend on the availability of feasible technology?"

2nd Year, 4th Semester

ΠΟΛ 206 - Digital Culture and the Cultural Industries (C, 2nd Year – 4th Semester)

This course analyses the nodal significance of cultural production and the cultural industries in the ongoing socio-economic changes of the information society. It develops an inter-disciplinary approach for assessing the agents, the structures and products of particular industries in relation to: a) the reorganization of cultural practices, of identity construction and of the cultural labour market, b) the development of digital technology and the new media, and c) the re-emergence of the "local" and the "place" as quasi global communicative networks. The practices, the spaces and the agents of cultural production would also be examined with regard to cultural policies at local, regional, national and international level.

ΕΠΙ 304 - Human/Computer Interaction (C, 2nd Year – 4th Semester)

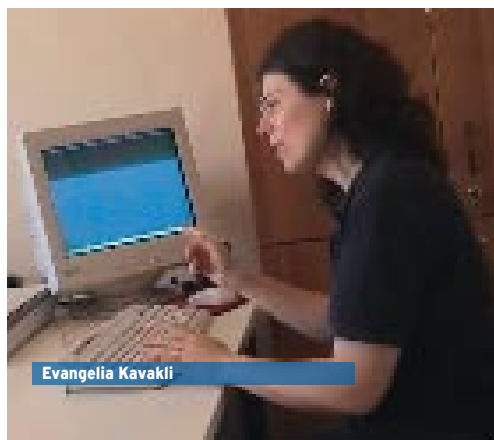
The scope of this module is to introduce the basic concepts of cognitive psychology, like perception, memory, attention, knowledge acquisition and decision making. Various types of users and their requirements are identified. It provides an extensive analysis of issues related to the design of computer systems that satisfy technological restrictions, as well as cognitive restrictions. It helps students develop skills in user centered design of multimedia systems and user interfaces, as well as critically evaluating interactive multimedia systems and user interfaces in terms of usability. The module tutorials focuses on developing prototype multimedia applications with the use of HTML, CSS, Javascript and authoring tools like Adobe Flash.

ΠΟΔ 403 - Digital Content and Electronic Commerce (C, 2nd Year – 4th Semester)

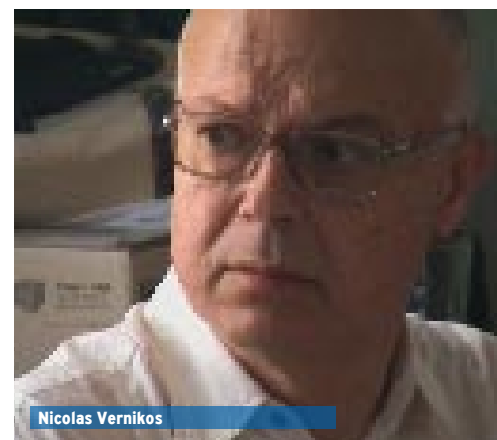
The course examines and analyzes the recent developments of digital content and electronic commerce. It looks at the role of management for developing digital content and examines the theories of regulation and the public interest in information communication markets. It looks at the regulating bodies and their role in managing and promoting digital content in the 21st century. It also examines



Evangelia Sampanikou



Evangelia Kavakli



Nicolas Vernikos

2nd Year, 4th Semester

Core Courses

Code	Course	Credits	Theory (Hrs)	Laboratory (Hrs)	Classification
ΠΟΛ 206	Digital Culture and the Cultural Industries	4	3	-	C
ΕΠΙ 304	Human/Computer Interaction	4	1	2	C
ΠΟΔ 403	Digital Content and Electronic Commerce	4	3	-	C
ΠΟΔ 405	Designing Cultural Presentations	4	2	1	C
ΠΛΠ 106	Networking Multimedia II	4	1	2	C
ΠΛΠ 107	Computer graphics	4	2	2	C
ΠΛΠ 108	Information Systems	4	3	-	C
ΜΑΘ 603	Probability and Statistics	2	3	-	CO
ΜΑΘ 604	Analysis II	2	3	-	CO
ΠΟΔ 406	Preserving Material Cultural Heritage	2	3	-	CO

Curriculum / Core Courses

the emerging technological and legal systems for setting up the new Info-Communication Industry. Furthermore, It introduces a new model to manage the digital content in cyberspace, which is called "Dynamic Development, Navigation and Recovery of Content" (DDVRC) - (www.dapap.com). It also analyzes the terms of Electronic Commerce, Electronic Government and Digital Sponsoring (www.xorigies.com). Moreover, it introduces and examines the new sectors of info-communication industry which are: a) Info-Communication Networks, b) Info - Communication Devices, c) Info - Communication Content), d) Info - Communication Services and e) Info - Communication Security. Finally, it analyses the terms of "network government", (www.eklogesonline.com) "digital culture", (www.politismos.info) "digital content", (www.dapap.com) "digital sponsoring" (www.xorigies.com) and examines the electronic strategies for developing the Info-Communication industry and the Electronic Commerce in info-communication markets. (www.viphouses.com, www.citycouriers.com, www.flyportal.com, www.Businessgr.com, www.hotelsgr.com).

ΠΟΔ 405 - Designing Cultural Presentations (C, 2nd Year – 4th Semester)

Every cultural presentation, no matter which medium it uses (speech, sound, image, live action, or combinations of these), is organized around a specific theme in the form of a "text" or a "story," meaning a basic series of events. The story that organizes the content of each presentation brings forth issues of "memory" and "interpretation," it exhibits a specific "point of view" and/or "thesis," it has a specific "context" and it is targeted to a particular "audience." It has some kind of a "structure," or it follows a particular "movement," it often uses "tension," "contradiction" and "conflict," or it might have a "dramatic peak," a "center," or a series of "repetitions." All this takes place through

the "actions" of "agents" which could range from "dramatis personae" to different colors or sound. In this class we research, collect, and organize the content of a presentation and decide on the techniques and media that we will use for its design.

ΠΛΠ 106 - Networking Multimedia II (C, 2nd Year – 4th Semester)

The course evaluates state-of-the-art hypermedia technologies. It introduces the concepts and the history of hypertext and hypermedia, architectures for hypermedia services integration and their utilization by organizations. First, it describes the meta-language XML and the XML family of technologies XML (XSL, XLink, XPointer, XQuery). It discusses in depth issues about XML languages like XHTML, XHTML Basic, SMIL and native XML databases. Furthermore, it covers issues of utilizing hypermedia systems in developing e-commerce sites. The laboratory of the course focuses in familiarizing the students with XML authoring tools and allowing them to practice technologies covered in the theoretical part of the course. The development of Internet applications using AJAX (Asynchronous Javascript And XML) technology is also discussed.

ΠΛΠ 107 - Computer graphics (C, 2nd Year – 4th Semester)

This lesson introduces the theory of computer graphics and the digital processing of raster images. The lectures also highlight the principles of computer animation and the aspects related to 2D and 3D graphics as well. The lesson includes practice on the latest software related to raster image processing and computer animation.

ΠΛΠ 108 - Information Systems (C, 2nd Year – 4th Semester)

The objective of this course is the introduction to the basic issues related to the design and development

of Information Systems (IS) and their use in business organizations. It is organized in the following sections: IS categories, business processes, business systems, organization and IS, organizational change, reorganizing business processes, IS and Web, e-commerce and finally tools for IS programming and development.

MAΘ 603 - Probability and Statistics (CO, 2nd Year – 4th semester)

This course provides an introduction to probability and statistics with applications. Topics include: basic probability models, random variables, discrete and continuous probability distributions, statistical estimation and testing, confidence intervals, chi-square tests, nonparametric statistics, analysis of variance, regression, and correlation.

MAΘ 604 - Analysis II (CO, 2nd Year – 4th semester)

This course continues from “Analysis I”. The first half of the course covers sequences and series of functions, uniformity, Fourier series, and Fourier integrals. The rest of the course covers multivariable calculus: Scalar functions of several variables, partial differentiation, gradient, optimization techniques, double integrals and line integrals in the plane, exact differentials and conservative fields, Green’s theorem and applications, triple integrals, line and surface integrals in space, divergence theorem, and Stokes’ theorem.

ΠΟΔ 406 - Preserving Material Cultural Heritage (CO, 2nd Year – 4th semester)

The course is aiming at presenting the factors threatening the material cultural heritage today. Modern methods and practices implemented to preserve cultural heritage are also thoroughly discussed during the course. The lectures are divided in three parts. In the first part, an analysis of the

most important contemporary threats for the material cultural heritage takes place, while the second part examines methods and practices for the preservation of open-air monuments. Additionally, in the third part, methods and practices for the preservation of museum collections (e.g. textiles, paper collections, metals, stone, wood, clay, leather, glass) are presented.



Dimitris Papageorgiou

Orientations Courses





During the 5th Semester, students choose one of four (4) Study Orientations offered. The duration of each Study Orientation covers the final two years of study (3rd and 4th year).

3rd Year – 5th Semester

Courses shared by all orientations

Code	Course	Credits	Theory (Hrs)	Laboratory (Hrs)	Classification
4ΕΤΔΕ 112	History of Science and Technology	2	3	-	CO
ΜΑΘ 605	Discrete Mathematics	2	3	-	CO
ΠΑΡ 129	Digital Signal Processing	2	3	-	CO
ΠΑΡ 130	Geographical Information Systems	2	2	2	CO
ΠΑΡ 131	The Art of Animation	2	2	1	CO
ΕΠΙ 305	Sound Theory and Design I	2	3	-	CO
ΠΟΔ 407	Preservation of Natural and Built Environment	2	3	-	CO

3rd Year – 5th Semester

4ΕΤΔΕ 112 - History of Science and Technology (CO, 3rd Year – 5th semester)

The course presents a survey of the growth of scientific ideas and technological innovations from ancient to contemporary achievements. However, emphasis falls on the modern period – beginning with the Scientific Revolution – the study of the growth, nature and social impact of science and technology, the influence of philosophical conceptions on scientific inquiry, and also the roles played by social and technological needs in determining the direction of scientific research. The course aims to give students an understanding of the nature of modern science and of the reasons it developed within Western Civilization, and to help them develop skills and techniques in the understanding and evaluation of historical source materials.

ΜΑΘ 605 - Discrete Mathematics (CO, 3rd Year – 5th semester)

The course exposes the basic discrete structures for Computer Science. It includes set theory, Boolean algebra, partially ordered sets, modular arithmetic, combinatorics, graph theory, finite differences and recurrence relations, state machines, counting, algorithmics, information theory, computability and complexity theories.

ΠΑΡ 129 - Digital Signal Processing (CO, 3rd Year – 5th semester)

Properties of discrete signals, auto-correlation and cross-correlation, discrete linear systems and difference equations, convolution and impulse response, z-transform, description of signals and systems in the frequency field, discrete Fourier transform, FFT, state space system analysis, digital filters (FIR and IIR), least squares, Padé approximation, analog to digital signal conversion, linear prediction and Kalman and Wiener filters.

ΠΑΡ 130 - Geographical Information Systems (CO, 3rd Year – 5th semester)

The aim of this course is the introduction in basic meanings and applications of Geographical Information Systems (GIS) in protection, preservation and promotion of cultural heritage. GIS have faced a tremendous development during the second half of 20th century and today they are a useful research toolkit in many disciplines and they are recognized a set of tools useful in decision making process. Students should explore and learn the abilities offered from the proposed software, as well as technical skills that will help them understand and visualize basic geographic data. The lectures offered are exploring basic principles, methods and techniques in the visualization of spatial and non-spatial data, as well as in managing geographical data, organizing databases, making queries into those data sets in order to give answers to certain questions and creating thematic maps that will answer to those questions and visualize the information available. During the lectures there will be analyses of case studies of GIS used in the preservation of cultural heritage. Students will also learn basic meanings for the eye brain system and the way it reacts in certain stimuli in order to create better maps and communicate the information needed. Finally there will be an interaction between GIS and the module Graphics-Animation in creating effective thematic maps.

ΠΑΡ 131 - The Art of Animation (CO, 3rd Year – 5th semester)

This course will introduce students to the theory and procedural methods of animation techniques. After learning the animation language and techniques, students will, in teams, implement or use an advanced application of these techniques. Class time will be devoted to lectures, animation film demonstrations, animation and image reviews, group problem solving, and presentations. Outside of the class, students will generate images and animations. Students may also read and present relevant

papers. The course will explore current research topics in animation such as timing, modeling, and evolution of behaviors. These skills have a broad application throughout the animation industry from storyboarding to character animation and visual development. These skills also apply to many other areas of the art world, from creating comic books to fine art painting.

ENI 305 - Sound Theory and Design I (CO, 3rd Year – 5th semester)

This course introduces students to the sound formation and listening process in private and public spaces as well as in the media. Drawing mainly on the concept of the “soundscape”, the first part of the course discusses the listening experience and the sense of acoustic community in relation to the multiple factors that co-construct sound’s behavior and function. The second part of the course provides an analytical framework of the different styles developed within the genres of soundscape

compositions and sound art installations. Lectures are supplemented with seminars that introduce to the basic principles of acoustics and to basic techniques of sound recording, mixing and processing.

ΠΟΔ 407 - Preservation of natural and built environment (CO, 3rd Year – 5th semester)

The course aims to present modern environmental questions at a local, national and international level. The anthropogenic threats against the environment have led to the perturbation of its balance several times, with, in many cases, important and equally grave repercussions to the quality of life of organisms. Issues like the greenhouse effect, the ozone depletion phenomenon, the irrational management of natural resources, the reduction of natural ecosystems are some of those conflicting matters. Finally, for all the environmental issues that are presented within the frame of this particular course, special attention is given to the possible consequences they might have to

the protection and preservation of the material cultural heritage.



3rd Year – 6th Semester

Courses shared by all orientations

Code	Course	Credits	Theory (Hrs)	Laboratory (Hrs)	Classification
ΘΠΑ	Summer Practice	6	-	-	CO
ΠΟΔ 404	European Cultural Policies	2	3	-	CO
ΠΑΡ 133	Information Technology Project Management	3	3	-	CO
ΠΟΛ 209	Virtual Museum: Theory, methods and creation techniques	2	2	2	CO
ΕΠΙ 306	Narrative Techniques in Audiovisual Production	2	3	-	CO
ΕΠΙ 307	Sound Theory and Design II	2	3	-	CO
ΠΟΛ 210	The Tourist industry	2	3	-	CO

3rd Year – 6th Semester

ΘΠΑ - Summer Practice (CO, 3rd Year – 6th Semester)

Since the summer of 2002, the Department of Cultural Technology and Communication has established a Summer Practice (SP) for 3rd and 4th Year students, in collaboration with various organizations (Private and Public Businesses, Local Administration, Cultural Societies etc). The SP forms an essential part of the Department's educational work and its study syllabus. As a Compulsory Optional course, the SP has been integrated in the curriculum (in the Spring Semester of the 3rd and 4th Years of Study) and is marked as a separate course. The SP forms part of the Ministry of Education's Business Program for Initial Professional Education (ΕΠΕΑΕΚ II).

ΠΟΔ 404 - European Cultural Policies (CO, 3rd Year – 6th Semester)

This course responds to what proves to be the focal point of European processes of unification: culture. The element that attracts research interest here is the contemporary European culture's influence on the formulation of a common legal, political, economic and social future. European culture and European unity have their bases on a principle of respect for the cultural differences of European citizens. The basic components of this unity are the establishment of democracy and the respect for human rights throughout Europe. The course focuses particularly on the contribution of the European Union and the European Council towards the above goals.

ΠΑΡ 133 - Information Technology Project Management (CO, 3rd Year – 6th Semester)

The aim of the course is to read into Information Technology Project Management issues in the competitive environment of digital enterprises. It presents models for the management, recruitment and decision making in digital enterprises. It introduces the concept of information economy in the enterprise context and it

presents the life cycle of information technology projects and their organisational structures as information systems. It deals with issues in communication channel design as well as time programming techniques and best practices in utilisation of the available project resources. It presents the steps of control, conservation, evaluation and risk analysis of an information technology project. Finally it deals with the financial and time tracking of the project, presenting also decision making techniques for process optimisation.

ΠΟΛ 209 - Virtual Museum: Theory, methods and creation techniques (CO, 3rd Year – 6th Semester)

The creation of virtual museums is a tendency which is spreading internationally the last few years. The term "virtual museum" is used increasingly in different fields (often beyond the cultural one) to describe a wide spectrum of applications and concepts. The course analyses the concept of the "virtual museum" and analyses the different definitions and implementations of this idea. It also studies theoretical issues about the relationship of the "virtual" with the "real" and the "authentic" and the way that the virtual museum has expressed, rejected, extended or transformed the concept and the role of the traditional museum, responding to specific social, political and ideological parameters. The course also examines different methods and techniques for creating virtual museums, which are related to a wider museological thinking.

ΕΠΙ 306 - Narrative Techniques in Audiovisual Production (CO, 3rd Year – 6th Semester)

This is an introduction to the basic elements of narration in audiovisual works: the planning of their visualization and the elaboration of their content. The main concept, the structure, the characters and the use of expressive narrative modes are analyzed via screenings of exemplary cases. Special emphasis is placed on non-narrative audiovisual works. There are also theoretical and practical exercises.

EFI 307 - Sound Theory and Design II (CO, 3rd Year – 6th Semester)

This course familiarizes students with the basic principles of sound design in various media and cultural products (e.g. videos, multimedia, games, audio books, audio guides, audio walks, exhibitions). The course provides an analytical framework of sound design by combining issues concerning the study of narrative techniques with the morphology of sound. In doing so topics include script analysis, the development of a concept and style, software-based sound processing, editing and mixing.

ΠΟΑ 210 - The Tourist Industry (CO, 3rd Year – 6th Semester)

The aim of this module is to introduce students to the concept and basic principles and concerns of tourism. Tourism in the postwar period is one of the fastest growing industries in a global nexus. According to the latest statistics, it is the fourth most important industry in the export of goods and products, while the number of international arrivals has increased almost 34 times

since the '50s. Lectures will introduce students to the basic principles of tourism, the meaning of sustainable development in tourism and its effects on the areas where it is developing. There will be a brief analysis of all characteristics and aspects of the tourist industry (sociological, cultural, environmental, and economical) through the study, analysis and synthesis of specific case studies. Tourism planning and its process will be another theme to be examined. New and alternative forms of tourism will be also analyzed with reference to cultural tourism, on the basis that culture is one of the vital aspects of tourism and its development to a designated area.

4th Year – 7th Semester

1ΜΟ 221 - Creation and Development of Museums (CO, 4th Year - 7th Semester)

The creation of new museums or the restructuring of

earlier efforts has become an increasingly spreading tendency in Greece. This course provides students with a basic orientation in matters of designing, creating and developing new museums. The course combines museological and museum education principles, the use of new technologies, and practical matters of collaboration with people of differing expertise, management of funds, sponsor seeking etc.

ΠΑΡ 134 - Technologies and Applications in Wireless Networks (CO, 4th Year - 7th Semester)

The course examines the role of wireless technologies and mobile computing in the contemporary landscape of telecommunications and multimedia applications. The first part of the course deals with wireless communication technologies and presents: History of wireless communications; Wireless medium access protocols (e.g. WiFi 802.11); Wireless IP; RFID; Antennas; Wireless LAN Performance Analysis; Functionality and design of mobile networks; Area coverage optimization in mobile networks; Bluetooth; Mobile Ad Hoc Networks (routing



4th Year – 7th Semester

Courses shared by all orientations

Code	Course	Credits	Theory (Hrs)	Laboratory (Hrs)	Classification
1MO 221	Creation and Development of Museums	2	3	-	CO
ΠΑΡ 134	Technologies and Applications in Wireless Networks	4	2	1	CO
ΠΑΡ 135	The Virtual Era and Animation	2	2	1	CO
ΠΟΔ 408	Cultural Institutions Management	2	3	-	CO
ΠΟΛ 211	Musical Culture	2	3	-	CO
ΠΤΕ	Thesis	8	-	-	CO

algorithms, clustering, etc); Wireless Sensor Networks (routing, topology coverage algorithms, clustering, mobile agents-based data fusion); Vehicular Ad Hoc Networks; Wireless mesh networks; Simulation of wireless networks using NS-2 simulation tool. The second part of the course deals with the design, development and evaluation of multi-user multimedia applications tailored to portable devices in wireless networking environments. It presents mobile and pervasive computing technologies, portable devices communication and co-operation issues, mobile multi-user application design issues, authoring tools for multi-user and mobile access applications, location-based services case-studies, mobile wireless e-business issues, etc. The students will develop applications for portable devices in Java Mobile Edition (JME) using an integrated development environment (e.g. Java Wireless Toolkit and NetBeans).

ΠΑΡ 135 - The Virtual Era and Animation (CO, 4th Year - 7th Semester)

The theoretical part of this course presents the characteristics of the digital arts of the moving image. On the other hand, the technical part encourages the students towards experimentation and practice. The course's aim is the comprehension of the relevant art theories and the range of applications that digital animation may have. Also, it informs students of the ways several arts are influenced by animation. A very important issue is the knowledge of digital moving image production. The educational procedure is divided in the following units: Digital Image: History and technology. The artists. Viewers - partakers. Virtual Reality. Hybrid images.

ΠΟΔ 408 - Cultural Institutions Management (CO, 4th Year - 7th Semester)

The course will be structured in two axes. The first presents a retrospective history of museums, the Hellenic Ministry of Culture, the different kinds of museum, the Greek and International legislation on antiquities and works of art, the ICOM, and museum ethics. The second axis concerns the museum management and

administration, the idea and the role of the museum, the methods of museum management, the policies on collections management and also on communication and education. In this part will be analyzed programs for the public, the cultural marketing and the finances of these institutions. Modern technology, security and accessibility will constitute subjects of discussion. Finally, the terms and the conditions of the modern "growth" of the museums and cultural institutions will be discussed.

ΠΟΛ 211 - The Culture of Music (CO, 4th Year - 7th Semester)

This course focuses on the presentation of various aspects of musical cultural practices within the particular historical, social and cultural context that framed their establishment. Additionally, the course focuses on contemporary methods and techniques for the representation of these practices, in the form of digital cultural products. A certain emphasis is given to the analysis and authentication of traditional Greek "folk" music as a main example that, through its particular existence, suggests the transformations that define the passing from original happenings to the (analog and digital) versions of their representation.

ΠΤΕ - Thesis (CO, 4th Year - 7th Semester)

The topic of each thesis is selected in collaboration with the Department's instructors. Each topic may focus on a scientific field specific to the Department, or may cover interrelated areas of scientific interest.

4th Year – 8th Semester

1MO 220 - Special Issues of Museology (CO, 4th Year - 8th Semester)

This is a course that focuses on special issues of museum studies. The content of the course changes each year. Some of the subjects that have been covered

in the past or will be covered in the future are: the history of collecting and museums, museums and memory, museums and interpretation communities, museums of special categories and their role, digital cultural heritage and museums and so on.

4ETΔΕ 103 - Advanced Topics of Educational Technology (CO, 4th Year – 8th Semester)

The aim of the course is the further study in the field of educational technology from an organisational learning perspective. More specifically, it studies perceptions, approaches and technologies for Knowledge and Learning Management Systems in places other than educational settings (schools, universities), such as in the workplace. The course presents the importance of knowledge (explicit and tacit), of learning and their management in a working environment and within communities of practice. It also deals with the possibilities of Web and Mobile Learning Environments, Learning Management Systems (LMS) and Learning Content Management Systems (LCMS) as collaborative and learning tools. The Knowledge and Learning Management Systems life cycle is presented more specifically: knowledge creating and architecture, techniques for capturing tacit knowledge, knowledge codification methods, testing and evaluation of knowledge and learning management systems and applications, knowledge transfer and sharing. Finally, there is an extensive reference to techniques for the best management of knowledge objects, such as the use of ontologies, metadata and the semantic web.

ΠΑΡ 136 - Educational Computing (CO, 4th Year – 8th Semester)

The scope of this module is to familiarize students with the methods of introducing Information Technology (IT) in education and the factors that affect the introduction of IT in the educational process. In detail, the subjects that are going to be covered in this module are the following: Ways/politics of introducing IT in education and the incorporation rate of IT by the Greek Educational

System, the course structure of secondary education in Greece etc. Other topics that are covered are related to the changing role of students, teaching computing to adults, the incorporation of IT in teaching other subjects, the design of educational programs with the use of computers, concerns regarding the use of IT in the educational process, future directions.

ΠΑΡ 137 - Legal Issues in the Information Society (CO, 4th Year – 8th Semester)

Democratic institutions and rights in the Information Society (legal issues concerning the e-democracy and e-government). Legal issues in the field of telecommunications. Protection of telecommunication secrecy in the Information Society. Copyright issues. Contracts and software protection. Domain names control: regulatory framework and legal issues. E-Commerce regulatory and legal framework. Electronic signatures: Regulatory framework and legal issues. Consumer protection in the Internet and the Information Society. Criminal law in the Information Society.

ΠΑΡ 138 - E-Commerce Technologies (CO, 4th Year – 8th Semester)

Introduction to e-commerce: definitions, advantages / barriers, basic concepts, taxonomies, development. Search engines: functionality, evaluation. Search engines promotion and ranking optimization for e-commerce sites. Web hosting parameters. Design, architecture and service availability issues. Electronic retail trade, e-advertising. Business models, basic functionality of e-stores. Electronic Data Interchange (EDI). User monitoring and profiling. The role of XML technologies in e-commerce. Implementation technologies for e-commerce sites. Mobile commerce. The laboratory part of the course focuses on platforms based on open-source technologies that automate the development of e-commerce sites (e.g. osCommerce). It also explains the implementation steps of e-commerce sites basic functionality based on technologies like HTML / XML, PHP and MySQL.

ΠΑΡ 139 - Accessibility of Multimedia Applications (CO, 4th Year – 8th Semester)

The course deals with "information accessibility for all" standards and design techniques. It includes: Definition of accessibility needs and overview of accessibility technologies. Assistive technology. Techniques for improving applications, software and hardware, so that they become more useful to more people in more situations. Development of effective accessibility solutions with emphasis in multimedia content (text, images, sounds, graphics, video), in navigation and data input. Best practices for the design of accessible web-based applications. Content accessibility technologies (XHTML, JavaScript, CSS, Flash, and PDF). Design, implementation and test analysis for the accessibility of multimedia applications. Worldwide legislation for accessibility issues. Case studies in accessibility of multimedia applications.

ITE 504 - History and Theory of Photography (CO, 4th Year – 8th Semester)

The course examines 20th century art mainly focusing on the relation between Modernism and Photography. Another contemporary visual art form born at the same time with photography, Comics art, is also examined, as well as the evolution from the photographic image to the moving image with a special emphasis to animation and its relation to photography. Moreover, the long-term contribution of photography to the shaping of an "alternative" visual culture is also discussed.

ΠΑΡ 140 - Game Theory and Design (CO, 4th Year – 8th Semester)

Cultural theorists, anthropologists, psychologists, gamers, biologists, zoologists and artists are all seeking to understand the role games play in everyday life as games are increasingly integrating into and disseminating through different cultural worlds. Lottery, educational digital games, puzzles, boardgames,

4th Year – 8th Semester

Courses shared by all orientations

Code	Course	Credits	Theory (Hrs)	Laboratory (Hrs)	Classification
1M0 220	Special Issues of Museology	2	3	-	CO
4ΕΤΔΕ 103	Advanced Topics of Educational Technology	4	3	-	CO
ΠΑΡ 136	Educational Computing	4	3	-	CO
ΠΑΡ 137	Legal Issues in the Information Society	4	3	-	CO
ΠΑΡ 138	E-Commerce Technologies	4	3	-	CO
ΠΑΡ 139	Accessibility of Multimedia Applications	4	2	1	CO
ITE 504	History and Theory of Photography	2	3	-	CO
ΠΑΡ 140	Game Theory and Design	2	3	-	CO
ITE 505	The Culture of Comics	2	3	-	CO

Curriculum / Orientations Courses

immersive games, RPGs, surrealist games, game-engine hacking, performance games, web games, flash games, MMORPGs, Second Life... This course will discuss the basics regarding game theory and design. We will concern ourselves with game ontology and definition, its history and socio-cultural role. We will discuss current theoretical perspective on games or perspectives that games and gaming open up in other aspect of our culture. We will study them and make them! We will go through key game design issues, such as game rules, game elements ontology, gameworld, and characters, different concepts of play, challenge and conflict, interactivity, and the process/experience of gaming. By the end of the semester, the student will submit well-developed game proposals. The course readings include texts by Huizinga, Caillois, Zimmerman, Crawford, Juul, Murray, Jenkins, Flannagan.

ITE 505 - The Culture of Comics (CO, 4th Year – 8th Semester)

This course focuses on the constantly evolving field of visual and narrative arts and their theoretical approach in the 21st century, in conjunction with the cultural logic of late capitalism. In particular, it centers on the combination of word and image in a completely different narrative idiom: the art of comics. This idiom, one of the most potent and dynamic expressions of the contemporary cultural scene, is also examined as a prism through which are filtered reflections on the multiple facets of postmodern identity. At the same time, the course focuses on the techniques and methods, through which the moving image relates with the postmodern narrative of the comics, as well as on the dynamics that produce hybrid narratives (films based on comics and other narratives influenced by the perspective of comic book art). These narratives, upon analysis, as seen as efforts to alter such standards as reality and identity in multifarious ways, a fact reflected by the practices of new social subgroups created around these hybrid media.

ITE - Thesis (CO, 4th Year – 8th Semester)

The topic of each thesis is selected in collaboration with the Department's instructors. Each topic may focus on a scientific field specific to the Department, or may cover interrelated areas of scientific interest.



Denis Zacharopoulos

3rd Year, 5th Semester

Orientation: Contemporary Museology

Code	Course	Credits	Theory (Hrs)	Laboratory (Hrs)	Classification
1ITE 521	History of Art I	3	3	-	C
1MO 208	Communication and Contemporary Cultural Organisations	3	3	-	C
1MO 209	Museology I	5	3	-	C
1MO 211	Museum Education I: The educational role of the museum	5	3	-	C
ΠΑΡ 109	Databases	4	2	2	C
ΠΑΡ 110	Object Oriented programming I	4	2	2	C

1ITE 521 - History of Art I

(C, 3rd Year – 5th Semester)

This course generally aims to approach fundamental notions of art throughout history, as well as to create an awareness of the social integration of art and introduce students to artistic periods, movements and terminology. Within the framework of the course, this entails an overview of art forms and means from the Prehistoric Age to the contemporary. This course forms the basis for Art History courses in subsequent semesters.

1MO 208 - Communication and Contemporary Cultural Organizations (C, 3rd Year - 5th semester)

The object of the course is the study of the communication policy of cultural organizations using as a starting point the examination of the principles that determine the communication in cultural organizations and of the different communication practices. Types of external communication with various target groups and institutions are analyzed, together with the study of direct and indirect communication forms. The importance of visitor studies and evaluation of activities are presented in theory and practice, in order to make clear their contribution in the planning of communication policy. Elementary principles of marketing and public relations are also object of the course. On-site research activities in cultural organizations such as museums, libraries and archives aim to the examination of forms of communication that these institutions use, and, also, to the presentation of suggestions on the planning of their communication policy. Students are expected to: Get familiar with the critical approach of direct and indirect communication and its importance for different target groups and institutions, understand the communication strategies in the formation of the communication policies and the image of each cultural institution through the examination of case-studies, design communication applications or activities.

1MO 209 - Museology I

(C, 3rd Year - 5th semester)

This course examines the role and function of contemporary museums and analyses theoretical and practical issues related with their history, study and analysis. It studies the social and historical development of the idea of the museum from the first collections to the contemporary cultural organizations. It analyses different types of museums and their particularities. The course offers an introduction to the theoretical discussion about museums and their role and studies current issues concerning the museum field. It introduces the basic principles of museum organization and how these are influenced by the political, social and cultural context. It analyses issues of organizing the collections, interpretation and communication, using among others, visits to museums in Mytilene and the rest of Greece, where museological choices are analyzed and discussed critically in situ.

1MO 211 - Museum Education I: The educational role of the museum (C, 3rd Year – 5th Semester)

The aims of the course are: i) the definition of the character, the research field and the practice of museum education, and ii) the latter's relation with pedagogics and the other epistemologies that deal with the museum. A historical retrospect of the museum's educational role is presented, as well as its special educational character and its significance in contemporary museology. Moreover, the course specifies the main characteristics of learning inside the museum and of the opportunities that the objects, the space and the museum itself offer. Theories of learning and of communication, elements of audiovisual education, the didactics of art, history and natural sciences are examined to the extent that they contribute decisively to the museum education. The European and Greek museum-education experience is analyzed through selected case studies. The final aim of the course is to familiarize the students with different types of museum-educational activities, methods and means of direct and indirect communication – educational

programs, educational material, museum kits, educational and hands-on exhibitions– as well as the particularities that derive from the visitor's age and other demographic characteristics in order to understand the role of museum-education and of the museums as an informal learning environment.

ΠΑΡ 109 - Databases (C, 3rd Year - 5th semester)

The course aims to introduce students to the fundamental concepts necessary for using and designing data base systems. It presents the conceptual modelling techniques with emphasis on the Entity-Relationship model. Extensive reference to the relational data model and the structured query language (SQL) is made. In addition, the physical file structures and access methods used in data base systems are described. Finally, the capabilities of the data

base management systems are presented through the use of a commercial system.

ΠΑΡ 110 - Object Oriented programming I (C, 3rd Year - 5th semester)

This course presents an introduction to Object Oriented Programming and the use of Object Oriented Methodologies in computer problem solving. Emphasis is placed on the teaching of the basic principles of object-oriented programming and their application by use of the Java programming language. The aims of this course are: (i) familiarization with the fundamental principles of object oriented programming and their application to specific problems, (ii) acquiring the object oriented way of thinking in computer programming, (iii) introduction in the analysis and solving of computational problems by employing the object oriented programming process, (iv)

familiarization with the syntax and semantics of the Java programming language, (v) understanding the capabilities of Java in comparison with other object oriented programming languages.



3rd Year, 6th Semester

Orientation: Contemporary Museology

Code	Course	Credits	Theory (Hrs)	Laboratory (Hrs)	Classification
1ITE 523	History of Art II	3	3	-	C
1MO 212	Museology II	5	3	-	C
1MO 213	Museum Education Practice: Museums and Schools	4	3	-	C
ΠΑΡ 132	Algorithms and Data Structures	5	2	1	C

4th Year, 7th Semester

1MO 216	Collections and Cultural Organizations Management	4	3	-	C
1MO 217	Exhibition Organization	4	3	-	C
1MO 214	The environmental parameters of Museums	4	3	-	C

4th Year, 8th Semester

1MO 219	Special issues of Museum Education	5	3	-	C
ΠΑΡ 111	Software Engineering	5	2	2	C

3rd Year, 6th Semester

Orientation: Contemporary Museology

1ITE 523 - History of Art II (C, 3rd Year – 6th Semester)

This course is taught in conjunction with "Introduction to the History of Art" and focuses on art theory and the interpretation of art, especially as stated from the Renaissance onwards, with special emphasis given to art theory in the 20th century. The course's goal is to integrate art within the wider total of cultural phenomena and cultural expressions of each era, as well as the understanding of the wider sociopolitical circumstances which form the ideological framework and influence art as a form of cultural expression.

1MO 212 - Museology II (C, 3rd Year – 6th Semester)

Museums are the safe keepers of the material culture of the past: works of art, ordinary objects, natural history specimens and so on form the heart of the museum. Museum professionals are asked to interpret these objects, to study and organize them in exhibitions and other programs, to communicate. This course aims to focus on the nature of museum objects and collections, approach them from different perspectives and study them through different theoretical stances. Students should be able upon the completion of the course to: Understand that the study of material culture is an active and important knowledge field, which is of primary interest to all museum professionals. Understand how we define an object and why this is important. Describe an object. Appreciate objects as historical documents, but also as artefacts, signs and symbols. Understand the meaning of "objects as ideology". Appreciate how material culture notions and ideas form the methods which curators and other museum professionals use in order to interpret and present objects and collections. Recognize and use many different approaches to study objects, as well as different

analytical tools in order to understand and appreciate material culture.

1MO 213 - Museum Education Practice: Museums and Schools (C, 3rd Year – 6th Semester)

The object of the course is the examination of the museum-school communication practices through the presentation of case-studies that museums offer for different age groups (students of primary and secondary education) as well as for teachers. All stages of designing an educational programme (research, planning, organisation, promotion, conduct, evaluation) are taken into consideration. The factors that determine the designing of an educational programme, its potentials and restrictions are analysed. The course also deals with the methods of learning through personal experience as these are applied in museum educational activities. The course aims to: the critical approach of educational activities and material that is offered from Greek museums; the students' acquaintance with the different stages of designing, implementing an evaluation of educational activities and educational materials; the design of educational activities and material for museums and target groups that the students will choose with the respective differentiations in the content, aims and methods of the activities, and implemented accordingly.

ΠΑΡ 132 - Algorithms and Data Structures (C, 3rd Year – 6th Semester)

Arrays, searching, classification, recursive algorithms, dynamic information structures, key transformations, trees, binary searching trees, balanced trees, AVL-trees, B-trees, algorithmic design and development, BFS, DFS, competitive learning, computational complexity.

4th Year, 7th Semester

Orientation: Contemporary Museology

1MO 216 - Collections and Cultural Organizations Management (C, 4th Year – 7th Semester)

The aim of this course is to focus on the theory and practice of managing objects and collections in museums and other cultural institutions. We explore the collecting policies of these institutions, the documentation of collections, the role of research and communication of knowledge, the safety of collections, issues of transportation and storage, along with access. Furthermore, the national and international legislation concerning the protection of cultural property is discussed, as well as the ethical issues involved in managing heritage collections.

1MO 217 - Exhibition Organization (C, 4th Year – 7th Semester)

The course will be structured in two levels. The first presents the examination of the process of exhibiting within the administrative schedule of the Museum. It also concerns the examination of the character of the exhibit, the role of an exhibition and the programs for the public. The meaning of the exhibition process, the source of the ideas for an exhibition, mainly in comparison with the surveys of visitors, will complete the first level. The second level concerns issues of exhibiting action —the different kinds of exhibition, the policy, but also the place and the way of exhibiting, are important issues of exhibition practice. The level will be completed by the examination of the exhibiting stages, and of the special practical issues that this process requires i.e. the display



Maria Economou

cases, the lighting, the texts, the audiovisual support, the accessibility etc.

1MO 214 - The environmental parameters of Museums (C, 4th Year – 7th Semester)

The aim of this course is to explore the impact of environmental conditions in areas where museum collections are stored or exhibited. Air pollution, humidity, temperature, (improper) lighting and noise pollution are environmental parameters which can cause great damage on various collections which are valuable and have to be preserved for future generations.

4th Year, 8th Semester

Orientation: Contemporary Museology

1MO 219 - Special issues of Museum Education (C, 4th Year – 8th Semester)

The aim of the course is to examine: i) the research filed of museum education in the contemporary visitor-centred museum and ii) the importance of designing and implementing educational activities that addresses different target groups, visitors and non-visitors (children, adults, families, local communities, minority groups, disabled people) as a way to fulfil the social role of the contemporary museum. The course analyzes the ways of approaching new visitor groups with outreach activities,

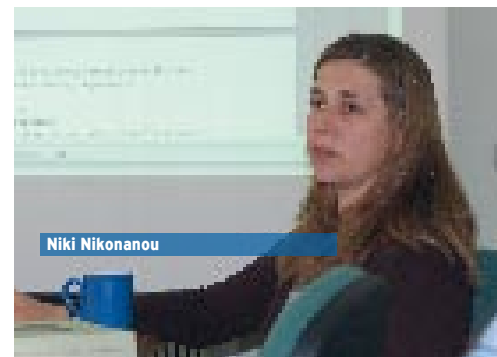


Alexandra Bounia

leisure time activities and life long learning techniques. Furthermore, the course examines museum-educational methods for an innovative approach of the museum collections such as role-play, storytelling, animation, project method etc. It also refers to the educational dimension of the museum spaces –hands-on exhibits, educational exhibition environments (children's museums, science centres) and the contribution of museum-education in the designing of educational multimedia applications.

ΠΛΠ 111 - Software Engineering (C, 4th Year – 8th Semester)

This course focuses on the theoretical approaches, methodologies and tools used in software systems development with emphasis on the object-oriented paradigm. It covers the following topics: software development models, software specification, software design, case tools, software verification and validation, project management.



Niki Nikonanou

3rd Year, 5th Semester

Orientation:

Audiovisual Communication

Code	Course	Credits	Theory (Hrs)	Laboratory (Hrs)	Classification
EPI 310	The Culture of Images	3	3	-	C
EPI 309	Mass Communication Models	5	3	-	C
EPI 308	Editing of Digital Audiovisual Data II	5	1	2	C
ΠAP 141	Multimedia Applications for Mobile Technologies	3	2	1	C
ΠAP 109	Databases	4	2	2	C
ΠAP 110	Object Oriented programming I	4	2	2	C

3rd Year, 6th Semester

2WOT 105	Quantitative Content Analysis	4	3	-	C
ΠAP 132	Algorithms and Data Structures	5	2	1	C
2WOT 108	Theory of Moving Images I	5	3	-	C
2WOT 109	Audiovisual Communication in Advertising and Public Relations	3	3	-	C

3rd Year, 5th Semester

EPI 310 - The Culture of Images

(C, 3rd Year – 5th Semester)

This course engages in concepts pertaining to the field of visual culture, using, in an accessible fashion, the vocabulary and methodologies of semiotics. Students are initially brought into contact with the historical evolution of the ways images communicate, by way of an interpretation of the methods, through which the works of classic European painting depict idea systems, social rituals and relations of power and property. This theoretical/ historical analysis is then connected with present-day media and technologies (television, advertising, videogames, digital effects, the internet) and how these use, alter and evolve the methods of the past in a commercial context. At the same time, the course offers an analysis of the relations, similarities and antitheses between the logocentric culture of the past and the primarily visual culture of the 21st century, especially as it examines the ways in which cultural expression through ideas is gradually replaced by expression through (increasingly commercialized) images.

EPI 309 - Mass Communication Models

(C, 3rd Year – 5th Semester)

This class examines communication models and theories as systematic processes through which scientists ask questions and contribute on the already established knowledge. It is the objective of this class to tackle some of those processes, while approaching the mass communication phenomenon from a critical perspective and assess its influences and effects on modern societies. The course is designed to help students: a) understand the major approaches to communication theory, b) appreciate the political context of social science, c) understand the scientific method as applied to communication, d) discuss critically major controversial issues related to media effects and e) assess the extent of media influences in society.

EPI 308 - Editing of Digital Audiovisual Data I

(C, 3rd Year – 5th Semester)

The course offers an introduction to editing technique. The familiarization of students with the professional software of non linear editing will enable them to acquire the technical knowledge of editing in a digital environment. At the same time, we will analyze the language of editing and the creative possibilities it offers in the production of an audiovisual work. We will emphasize the role of editing, not only as a means of selecting and cutting a group of shots, but as a mechanism which rearranges and reconstructs the content of an audiovisual text as well.

ΠAP 141 - Multimedia Applications for Mobile

Technologies (C, 3rd Year – 5th Semester)

The course introduces the fundamental concepts for the understanding of mobile technology and the development of multimedia applications for mobile devices. It includes: History of mobile telephony and introduction in network technologies (1G-4G, Bluetooth, Wi-Fi, etc.). Technologies and the use of mobile devices (mobile phone, PDA, UMPC, etc.). Operating systems for mobile devices (Symbian, Windows Mobile, etc.). UI design and usability principles and standards and development tools for mobile interfaces. Content enrichment for its storing, organising, retrieving and presenting in mobile devices. Multimedia applications for learning, entertainment and culture with the use of mobile technology. Multimedia application development with Flash Lite.

ΠAP 109 - Databases (C, 3rd Year – 5th Semester)

The course aims to introduce students to the fundamental concepts necessary for using and designing data base systems. It presents the conceptual modeling techniques with emphasis on the Entity-Relationship model. Extensive reference to the relational data model and the structured query language (SQL) is made. In addition, the physical file structures and access methods used in data base systems are described. Finally, the capabilities of the data base

management systems are presented through the use of a commercial system.

ΠΑΡ 110 - Object Oriented programming I (C, 3rd Year – 5th Semester)

This course presents an introduction to Object Oriented Programming and the use of Object Oriented Methodologies in computer problem solving. Emphasis is placed on the teaching of the basic principles of object-oriented programming and their application by use of the Java programming language. The aims of this course are: (i) familiarization with the fundamental principles of object oriented programming and their application to specific problems, (ii) acquiring the object oriented way of thinking in computer programming, (iii) introduction in the analysis and solving of computational problems by employing the object oriented programming process, (iv) familiarization with the syntax and semantics of the Java programming language, (v) understanding the capabilities of Java in comparison with other object oriented programming languages.

3rd Year, 6th Semester

2ΨOT 105 - Quantitative Content Analysis (C, 3rd Year – 6th Semester)

In this class, students are exposed to the basic methods and techniques utilized by social scientists for media analysis. Those research tools are applied in the field of mass media and particularly content produced by the audiovisual industry. This course is focused on quantitative content analysis as a tool for analyzing media "texts." By the end of the semester, students should be able to read, comprehend and evaluate research that appears on popular or scientific media.

ΠΑΡ 132 - Algorithms and Data Structures (C, 3rd Year – 6th Semester)

Arrays, searching, classification, recursive algorithms,

dynamic information structures, key transformations, trees, binary searching trees, balanced trees, AVL-trees, B-trees, algorithmic design and development, BFS, DFS, competitive learning, computational complexity.

2ΨOT 108 - Theory of Moving Images I (C, 3rd Year – 5th Semester)

This course focuses on the constantly evolving relationship between audiovisual texts and the culture which produces and consumes them. In particular, we will underline the ways in which a certain cinematic or audiovisual work, outside its own specific and explicit content, (some times misleading or submerged) shapes together with the spirit and the society of its time, a very potent and powerful affiliation, which can be read into the specific details of the audiovisual text, as well as into the techniques which are used for the realization. The methodology we will use must involve every type of audiovisual production independent of genre (fiction, documentary and multimedia) or the era of production (tendencies, waves). The final aim is the apprehension of the most important periods of film history as well as the apprehension of the history of the theories on cinematic images and the familiarization of students with notions of cinema theory in order to retain the knowledge which allows them to better understand the audiovisual text and language.

2ΨOT 109 - Audiovisual Communication in Advertising and Public Relations (C, 4th Year – 8th Semester)

The course focuses on the formal analysis of the major forms of audiovisual communication used within the Advertising and Public Relations sector of enterprises, non-profit organizations, clubs and Institutes. Scriptwriting, visualization and, generally, all the stages of such productions are thoroughly examined via screenings of case studies. Theoretical and practical exercises integrate the teaching.



Irini Stathi

4rd Year, 7th Semester

Orientation:

Audiovisual Communication

Code	Course	Credits	Theory (Hrs)	Laboratory (Hrs)	Classification
2ΨOT 110	Theory of Moving Images II	4	2	1	C
2ΨOT 111	Audiovisual Heritage	4	3	-	C
2ΨOT 112	Audiovisual Content Production for Multimedia	4	-	3	C

4rd Year, 8th Semester

2ΨOT 114	Qualitative Methodology for Audiovisual Text Analysis	5	3	-	C
ΠAP 111	Software Engineering	5	2	2	C

4rd Year, 7th Semester

2ΨOT 110 - Theory of Moving Images II (C, 3rd Year - 6th Semester)

The course will move in two layers: 1. A theoretical part which will focus on the presentation of the "image-discourse" relationship and will offer the student the knowledge which will allow the critical evaluation of the audiovisual text, thus engaging cinema as a language and film as a form of narrative. The basic principles of the course will be developed through the notions of Narration and narrator, Space and Time (temporal and spatial relationship), Point of View, spectator, sound in an audiovisual representation. The student will be in a position to deconstruct the flux of an audiovisual text and thus be able to interpret and construct an audiovisual work, as well as to extend the various forms of the audiovisual expression into innumerable applications and definitions. 2. The course also offers the student a practical workshop in screenwriting. In this workshop, we will present the mechanics of storytelling and we will examine thoroughly the principles of scriptwriting. We will emphasize the part of dramaturgy (three acts structure, plot and turning points, subplots, character development, the main character, character's goal, the obstacles, building up the scene) through the study of film scripts and film screenings. We will, at the same time, examine the narrative strategies through the use of sound and image, the use of dialogue and subtext. Finally, we will examine storytelling in other forms of audiovisual work, such as music videos, commercials and documentaries. The course will be enriched with exercises which will lead towards the final goal of writing the script of an audiovisual work.

2ΨOT 111 - Audiovisual Heritage (C, 4th Year - 7th Semester)

This course aims to offer a theoretical and methodological context to study the cinematic historiography, through

the permanent dialogue between the filmic texts and the places in which we keep and conserve those works (Archives, Museums, Film Theatres). In order to do that, we will elaborate an applicable system for the categorisation of moving pictures through the assiduous analysis of film as a document. We propose a first level of study which focuses on the fortune of audiovisuals and we aim to present some typologies in order to demonstrate the documentation process as well as modes of preservation and divulgation of them through the screening programs of Film Theatres and Museums. Audiovisual fiction must be approached through the analysis of significant historical texts which are restored and we will promote models for the valorisation of the pre-filmic and filmic context of the audiovisual works. A second level is connected to the study of documentation methods and the diverse functions of an Audiovisual Archive (emphasising on the current situation of the national audiovisual/cinematic heritage).

2ΨOT 112 - Audiovisual Content Production for Multimedia (C, 4th Year - 7th Semester)

This course aims to offer students the basic concepts and knowledge about audiovisual content on the World Wide Web: shaping a central idea, designing, and managing of said content. It also places a particular emphasis on the new regulations that control production and distribution within the contemporary media sphere. The course is structured in two parts: a theoretical one, which will provide students with notions related to the production and management of audiovisual content, and a part dedicated to laboratory work, which will familiarize students with the practical tools needed to realize and manage such content.

4rd Year, 8th Semester

2ΨOT 114 - Qualitative Methodology for Audiovisual Text Analysis (C, 3rd Year - 6th Semester)

This course aims to introduce students into textual analysis methodology in the audiovisual context. The course will provide students with a global knowledge on history and theory of the non-fiction film and audiovisual works/documentaries (from the beginning to the present-day) through the vision and study of representative works which have contributed to the configuration and evolution of the terms (norms) of reality's documentation art.

Especially we will give special attention on distinguishing between reality and representation as well as we will underline permanent conflict between aesthetics and communication where usually the non fiction film comes up against. Part of the course will be dedicated to selected documentary films in order to explain the how the moving pictures attribute a meaning to history and events.

ΠΑΡ 111 - Software Engineering (C, 4th Year – 8th Semester)

This course focuses on the theoretical approaches, methodologies and tools used in software systems development with emphasis in the object-oriented

paradigm. It covers the following topics: software development models, software specification, software design, case tools, software verification and validation, project management.



3rd Year, 5th Semester

Orientation: Cultural Representation and New Technologies

Code	Course	Credits	Theory (Hrs)	Laboratory (Hrs)	Classification
ЗПАТ 100	Graphic Design I	5	2	1	C
ЗПАТ 101	Text Analysis and Composition	3	3	-	C
ПАР 141	Multimedia Applications for Mobile Technologies	3	2	1	C
ЗПАТ 103	Cultural Representation I	5	3	-	C
ПАР 109	Databases	4	2	2	C
ПАР 110	Object Oriented programming I	4	2	2	C

3rd Year, 6th Semester

ЗПАТ 105	Cultural Representation II	4	3	-	C
ЗПАТ 109	Graphic Design II	3	2	1	C
ПАР 132	Algorithms and Data Structures	5	2	1	C
ЗПАР 115	Object Oriented programming II	5	1	2	C

3rd Year, 5th Semester

ЗПАТ 100 - Graphic Design I (C, 3rd Year – 5th Semester)

Among the essentials of graphic design studied during this course are principles such as balance, unity, alignment, consistency, and contrast, as well as basic elements (line, shape, colour, type, and composition). Through examples and assignments we approach the use of graphics within the context of multimedia applications.

ЗПАТ 101 - Text Analysis and Composition (C, 3rd Year – 5th Semester)

This course consists of a series of teacher-student workshops and presentations of written and other types of “texts.” With the help of specific examples, we examine the differences between critical and creative writing or perspectives, between private and public communication, between academic argumentation and performative writing, between personal and collective production, realistic documentation or representation and fiction. The aim of this course is for the students to familiarize themselves and practice with the different ways a text could be composed and presented, and the strong interrelation between form and content.

ПАР 141 - Multimedia Applications for Mobile Technologies (C, 3rd Year – 5th Semester)

The course introduces the fundamental concepts for the understanding of mobile technology and the development of multimedia applications for mobile devices. It includes: History of mobile telephony and introduction in network technologies (1G-4G, Bluetooth, Wi-Fi, etc.). Technologies and the use of mobile devices (mobile phone, PDA, UMPC, etc.). Operating systems for mobile devices (Symbian, Windows Mobile, etc.). UI design and usability principles and standards and development tools for

mobile interfaces. Content enrichment for its storing, organising, retrieving and presenting in mobile devices. Multimedia applications for learning, entertainment and culture with the use of mobile technology. Multimedia application development with Flash Lite.

ЗПАТ 103 - Cultural Representation I (C, 3rd Year – 5th Semester)

This course is a theoretical seminar. It examines the notion of “representation” and its practices, central to the issues and methods of Cultural Studies. We will begin with a critical elaboration and discussion of “representation” through Stuart Hall’s theoretical paradigm. We will analyze the “creation” and “exchange of meaning” as paramount cultural practices achieved through “systems of representation.” The course proceeds from structural semiotics to discourse analysis, and then to issues regarding the “text” and “textuality,” “performance,” “narrative theory,” “interactivity,” finishing with “non-linear” examples of digital representation.

ПАР 109 - Databases (C, 3rd Year – 5th Semester)

The course aims to introduce students to the fundamental concepts necessary for using and designing data base systems. It presents the conceptual modeling techniques with emphasis on the Entity-Relationship model. Extensive reference to the relational data model and the structured query language (SQL) is made. In addition, the physical file structures and access methods used in data base systems are described. Finally, the capabilities of the data base management systems are presented through the use of a commercial system.

ПАР 110 - Object Oriented programming I (C, 3rd Year – 5th Semester)

This course presents an introduction to Object Oriented Programming and the use of Object Oriented Methodologies in computer problem solving. Emphasis

is placed on the teaching of the basic principles of object-oriented programming and their application by use of the Java programming language. The aims of this course are: (i) familiarization with the fundamental principles of object oriented programming and their application to specific problems, (ii) acquiring the object oriented way of thinking in computer programming, (iii) introduction in the analysis and solving of computational problems by employing the object oriented programming process, (iv) familiarization with the syntax and semantics of the Java programming language, (v) understanding the capabilities of Java in comparison with other object oriented programming languages.

3rd Year, 6th Semester

3ΠΑΝΤ 105 - Cultural Representation II (C, 3rd Year – 6th Semester)

The concept of Cultural Representation is always related to the notions of “memory” and “interpretation” which pervade each and every cultural phenomenon. In all cultural representation and promotion, the role played by content organization as well as by the use of specific techniques and forms of representation, is of great significance in the distinction between the “original” or the “authentic” and the “copy” or the “simulacrum.” In the content of this course we will examine issues related to the notion as well as to the practices of representation, through the presentation of specific cultural themes with the use of digital and analogue technologies.

3ΠΑΝΤ 109 - Graphic Design II (C, 3rd Year – 6th Semester)

This course studies the potential of visual communication as a tool and the application of the design methods on the production of visual interfaces

for human computer interaction.

ΠΑΠ 132 - Algorithms and Data Structures (CO, 3rd Year – 6th Semester)

Arrays, searching, classification, recursive algorithms, dynamic information structures, key transformations, trees, binary searching trees, balanced trees, AVL-trees, B-trees, algorithmic design and development, BFS, DFS, competitive learning, computational complexity.

3ΠΑΠ 115 - Object Oriented programming II (C, 3rd Year – 6th Semester)

This course is an extension of the Object Oriented Programming I course offered in the 5th Semester. Emphasis is placed on the development of Web applications using Java Applets and specifically on design and incorporation of graphical user interface elements, on mouse and keyboard event handling and on painting on the screen.

4th Year, 7th Semester

3ΠΑΝΤ 104 - Culture and New Media I (C, 4th Year – 7th Semester)

The course discusses key and current debates in cultural theory regarding the development of the new media. Lectures will be concerned with the critical analysis of discourses regarding the ideological construction of the “new”, modes of “interaction” and “immersion”, the technological projections of the “body” and “mind”, the perceptions of the “self” and “community”, of “time” and “space”. This course aims to develop the critical understanding of the dynamic relations of culture, society and new media.

1ΜΟ 217 - Exhibition Organizing (C, 4th Year – 7th Semester)

This course is divided into two stages. The first stage



Nikolaos Bubaris

4th Year, 7th Semester

Orientation: Cultural Representation and New Technologies

Code	Course	Credits	Theory (Hrs)	Laboratory (Hrs)	Classification
3PANT 104	Culture and New Media I	4	3	-	C
1MO 217	Exhibition Organizing	4	3	-	C
3PANT 110	Multimedia and Cultural Production	4	2	1	C

4th Year, 8th Semester

3PANT 106	Culture and New Media II	5	3	-	C
ΠAP 111	Software Engineering	5	2	2	C

examines the process of exhibiting according to the Museum's management plan. Additionally, this stage is complimented by an exploration of the character of the exhibit, the role of exhibitions and the programmes for visitors. Why do we exhibit? Where do the ideas for exhibitions originate? How are exhibitions related to visitor surveys?

The second stage is centered on matters of exhibition practice. The kinds of exhibitions, the politics of exhibitions, as well as the where and when are important matters of exhibition practice. This stage is completed by an examination of the steps necessary to realize an exhibition, in combination with the negotiation of exhibitory matters, such as windows, lighting, accompanying texts, audiovisual support, accessibility etc.

3PANT 110 - Multimedia and Cultural Production (C, 4th Year – 7th Semester)

This course examines critical issues regarding the theory and practices of digital and analogue representations. Each year we concentrate on a specific cultural, artistic, political, or environmental theme and examine the discursive tropes through which it manifests. We then analyze each medium, the different forms of "technological representation" involving "texts," "sounds," "images" and "live performances." After the students familiarize themselves, through the presentation various examples, with the basic principles of designing/directing information within different media environments, they practice in creating interfaces within specific assigned contexts of use. The thematic content that the students will be using in their exercises will change every year. The course is project-based and the students class participation vital.

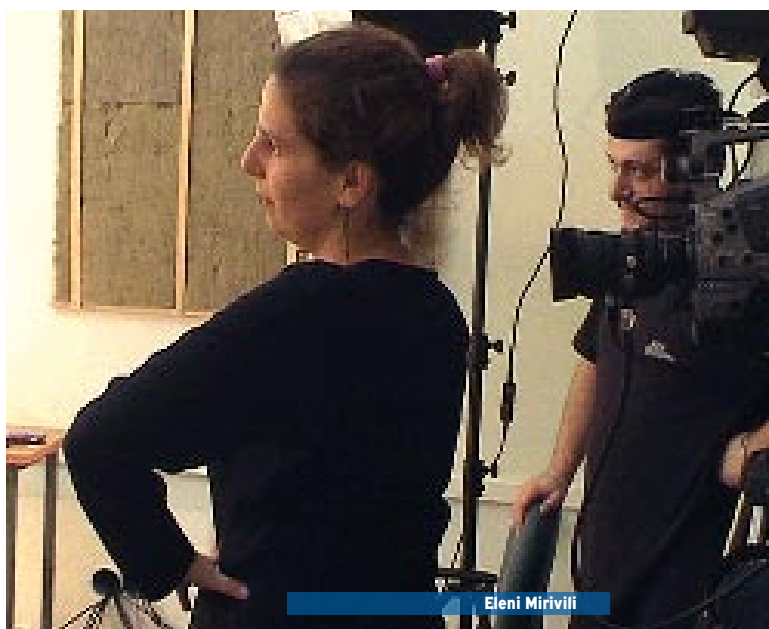
4th Year, 8th Semester

3PANT 106 - Culture and New Media II (C, 4th Year – 8th Semester)

This course explores the 'technological representation' of speech, sound, image and live action. Through a theoretical approach of basic notions of representation and data design/ direction, students practice creating inter-contact environments within a specific framework of use. Additionally, the course offers exercises on designing inter-contact environments using speech, sound, image or live action. The course is not concerned with the analysis and authentication of content. Both the thematic areas and the content (in its initial form, at least) are readily provided to the students, and are different each year, so that the course remains topical. This course is project based (ergo, it deals with the technical execution of a project), thus the students' presence is essential. Marking is produced through the work done during the semester: there are no exams.

ΠAP 111 - Software Engineering (C, 4th Year – 8th Semester)

This course focuses on the theoretical approaches, methodologies and tools used in software systems development with emphasis in the object-oriented paradigm. It covers the following topics: software development models, software specification, software design, case tools, software verification and validation, project management.



Eleni Mirivili



Alexandros Spathis

Dimitris Papageorgiou



3rd Year, 5th Semester

Orientation: Educational Technology and Cross-Cultural Communication

Code	Course	Credits	Theory (Hrs)	Laboratory (Hrs)	Classification
4ETAE 100	Introduction to Educational Technology	5	2	1	C
4ETAE 101	Cross-cultural Communication Case Studies	5	3	-	C
4ETAE 102	Contemporary Learning Theories	3	3	-	C
4ΠAP 114	Learning Design for Educational Applications I	3	1	2	C
ΠAP 109	Databases	4	2	2	C
ΠAP 110	Object Oriented programming I	4	2	2	C

3rd Year, 6th Semester

4ETAE 104	Distance Learning	5	2	2	C
ΠAP 132	Algorithms and Data Structures	5	2	1	C
1MO 213	Museum Education Practice: Museums and Schools	4	3	-	C
4ΠAP 127	Learning Design for Educational Applications II	3	2	2	C

3rd Year, 5th Semester

4ETAE 100 - Introduction to Educational Technology (C, 3rd year, 5th semester)

The purpose of this course is to introduce students to the field of educational technology. A three-tier framework is used for approaching the use of technology in education, moving from the technological/functional through the cognitive/didactic to the ecological/systemic level. By a combination of lectures, demonstrations and short exercises, the students are guided to make fundamental conceptual distinctions in the field; to develop pedagogical criteria about ICT applications in education; and, to acquire an overview of the present state of computer-supported learning environments and their integration into the educational process.

4ETAE 101 - Cross-cultural Communication Case Studies (C, 3rd year, 5th semester)

The course introduces fundamental concepts of cross-cultural communication, in particular, the theory of making and interpretation of signs and meanings within various cultural groups. These concepts are used: a) In the sphere of culture and intercultural communication, i.e. in the analysis of cultures (myths, language, science, and other cultural phenomena), b) in the sphere of education, i.e. in the transmission of the world of meanings.

4ETAE 102 - Contemporary Learning Theories (C, 3rd year, 5th semester)

The aim of the course is to introduce students to the basic concepts and theories of learning, emphasizing principles relevant to the design and study of learning environments, including teaching and curriculum activities.

4ΠAP 114 - Learning Design for Educational Applications I (C, 3rd year, 5th semester)

This course focuses on the design of educational applications within the computer-based instruction

paradigm, including drill and practice, tutorials and educational hypermedia. The historical development contemporary instantiations, features and design parameters for these types of applications are examined. Further, a general model and some variations of the Instructional Systems Design approach are introduced. Students are responsible for designing a digital learning application up from initial analysis to the development of a working prototype.

ΠAP 109 - Databases (C, 3rd Year – 5th Semester)

The course aims to introduce students to the fundamental concepts necessary for using and designing data base systems. It presents the conceptual modeling techniques with emphasis on the Entity-Relationship model. Extensive reference to the relational data model and the structured query language (SQL) is made. In addition, the physical file structures and access methods used in data base systems are described. Finally, the capabilities of the data base management systems are presented through the use of a commercial system.

ΠAP 110 - Object Oriented programming I (C, 3rd Year – 5th Semester)

This course presents an introduction to Object Oriented Programming and the use of Object Oriented Methodologies in computer problem solving. Emphasis is placed on the teaching of the basic principles of object-oriented programming and their application by use of the Java programming language. The aims of this course are: (i) familiarization with the fundamental principles of object oriented programming and their application to specific problems, (ii) acquiring the object oriented way of thinking in computer programming, (iii) introduction in the analysis and solving of computational problems by employing the object oriented programming process, (iv) familiarization with the syntax and semantics of the Java programming language, (v) understanding the capabilities of Java in comparison with other object oriented programming languages.

3rd Year, 6th Semester

4ΕΤΔΕ 104 - Distance Learning (C, 3rd year, 6th semester)

Introduction and familiarization with the basic terms of the learning/cognitive theories, the use of new technologies in distance learning, the acquisition of basic principles on which the relevant systems are based, the categories and characteristic of distance learning systems, and the criteria to choose such a system. Principles for designing an effective on line course, as well as existing official and ad hoc standards for the production of online courses are considered. Basic principles of digitization and their application on the production of distance learning courses. Well-known systems are presented. The content, the objectives and the global tendencies of distance learning are studied, and the procedures required for the implementation of distance learning methods are experienced.

ΠΑΡ 132 - Algorithms and Data Structures (C, 3rd Year – 6th Semester)

Arrays, searching, classification, recursive algorithms,

dynamic information structures, key transformations, trees, binary searching trees, balanced trees, AVL-trees, B-trees, algorithmic design and development, BFS, DFS, competitive learning, computational complexity.

1ΜΟ 213 - Museum Education Practice: Museums and Schools (C, 3rd Year – 6th Semester)

The object of the course is the examination of the museum-school communication practices through the presentation of case-studies that museums offer for different age groups (students of primary and secondary education) as well as for teachers. All stages of designing an educational programme (research, planning, organisation, promotion, conduct, evaluation) are taken into consideration. The factors that determine the designing of an educational programme, its potentials and restrictions are analysed. The course also deals with the methods of learning through personal experience as these are applied in museum educational activities. The course aims: to the critical approach of educational activities and material that is offered from Greek museums; to the students' acquaintance with the different stages of designing, implementing

an evaluation of educational activities and educational materials; to the design of educational activities and material for museums and target groups that the students will choose with the respective differentiations in the content, aims and methods of the activities, and implemented accordingly.

4ΠΑΡ 127 - Learning Design for Educational Applications II(C, 3rd Year – 6th Semester)

This course focuses on the design of educational applications within the inquiry-based and exploratory software paradigms including open learning environments, digital tools, decision scenarios and simulations. Examples from the various types of applications are examined in class analysing design principles, features and parameters. Methodological procedures for the design of inquiry-based and exploratory software are introduced, with emphasis on scenario-based design. Students are responsible for designing a digital learning application from initial conception to the development of a working prototype and to engage in formative evaluation in the course of their design process.



4th Year, 7th Semester

Orientation: Educational Technology and Cross-Cultural Communication

Code	Course	Credits	Theory (Hrs)	Laboratory (Hrs)	Classification
4ΕΤΔΕ 108	Cognition and Educational Technology	4	3	-	C
4ΠΛΡ 125	Artificial Intelligence	4	2	2	C
4ΠΛΡ 126	Adaptive Educational Hypermedia	4	1	2	C

4th Year, 8th Semester

4ΕΤΔΕ 110	Collaborative Learning Environments	5	2	1	C
ΠΛΡ 111	Software Engineering	5	2	2	C

4th Year, 7th Semester

4ΕΤΔΕ 108 - Cognition and Educational Technology (C, 4th Year – 7th Semester)

This course acquaints students with models and approaches to the analysis and design of computer-supported learning environments derived from cognitive, socio-cognitive and socio-cultural theories, including case-based learning, anchored instruction, goal-based scenarios, cognitive flexibility theory, distributed cognition, activity theory etc. Students are expected to synthesize and apply selected models and approaches to design.

4ΠΛΡ 125 - Artificial Intelligence (C, 4th Year – 7th Semester)

This module includes knowledge representation techniques, categorical and propositional logic, search algorithms, agent systems, expert systems, neural systems, fuzzy logic and Intelligent Tutoring Systems. Extensive teaching of PROLOG.

4ΠΛΡ 126 - Adaptive Educational Hypermedia (C, 4th year, 7th semester)

Adaptive educational hypermedia (AEH) maintain a model for each user-student, so as to adapt to her/his individual needs, preferences, etc, thus providing high-quality, personalized learning applications and services. The course reviews AEH technologies in general (i.e. adaptive presentation and adaptive navigation support), as well as their implementation in learning applications (curriculum sequencing, adaptive problem solving support, student model matching, etc). It also addresses the design, implementation and evaluation of AEH, as opposed to “traditional” educational hypermedia (e.g. the development of a domain and a student model, the definition of links between the domain model and the learning material, etc). The course also reviews existing AEH systems, as well as a number of issues related to

AEH, such user modeling, authoring tools, intelligent pedagogical agents, semantic web, and security and privacy of user information.

4th Year, 8th Semester

4ΤΔΕ 110 - Collaborative Learning Environments (C, 4th year, 8th semester)

The course addresses the design, implementation and evaluation of computer-supported collaborative learning (CSCL) environments. It reviews the theoretical background of CSCL (e.g. distributed cognition theory, activity theory, situated learning, etc), as well as the technological issues involved in the development of CSCL systems. Also, the course reviews a number of existing CSCL systems, and investigates the current and future trends in CSCL systems.

ΠΛΡ 111 - Software Engineering (C, 4th Year – 8th Semester)

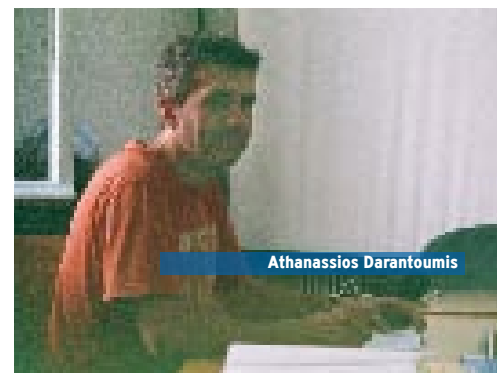
This course focuses on the theoretical approaches, methodologies and tools used in software systems development with emphasis in the object-oriented paradigm. It covers the following topics: software development models, software specification, software design, case tools, software verification and validation, project management.



Ioannis Vandoulakis



Christos Kalloniatis



Athanassios Darantoumis



1st Cycle

Website Creation (IC1)

Code	Course	Credits	Theory (Hrs)	Laboratory (Hrs)	Classification
3rd Year, 6th Semester					
ΚΠΑΡ 127	Computer Networks	3	2	1	IC1 CO
4th Year, 7th Semester					
ΚΠΑΡ 115	World Wide Web Technologies	4	1	2	IC1 CO

2nd Cycle

Hypermedia Applications Development (IC2)

3rd Year, 6th Semester					
ΚΠΑΡ 118	Data mining	3	2	1	IC2 CO
4th Year, 7th Semester					
ΚΠΑΡ 119	Information Security	4	2	1	IC2 CO

3^{ος} Κύκλος Πληροφορικής

Τρισδιάστατα Γραφικά / 3D Modelling Animation (ΚΠ3)

3rd Year, 6th Semester					
ΚΠΑΡ 113	Computer 3D Graphics	3	1	2	IC3 CO
4th Year, 7th Semester					
ΚΠΑΡ 117	Virtual Reality	4	1	2	IC3 CO

1st Cycle

Website Creation (IC1)

ΚΠΑΡ 127 - Computer Networks (CO, 3rd Year - 6th semester)

The course aims at explaining the basic principles and protocols that dominate the operation of contemporary computer networks. It discusses issues like: Usefulness of computer networks. The hardware and software of the networks. The TCP/IP reference model. LAN cable types. The IEEE 802.3 standard. Network cards. Bridges, internetworking. The Network Layer in the Internet (IP protocol, IP addresses, subnetworks). Address resolution: the ARP protocol. Routing protocols: RIP, OSPF, BGP. Transport Layer design issues (addressing, connection establishment, connection release, flow control). The transport protocols in the Internet: the TCP service model, the TCP protocol (TCP segment's header, connection management, segment transfer policy, congestion control, timers management). The UDP protocol. The DNS system (the DNS namespace, resource registrars, name servers). Network design issues. The laboratory part of the course aims at: (a) explaining the operation of TCP/IP protocol through using freeware that captures and decodes data packets (protocol analyzer), (b) enabling students to practice network design issues through a network simulator tool (e.g. NS-2 or OPNET).

ΚΠΑΡ 115 - World Wide Web Technologies (CO, 4th Year - 7th semester)

The course focuses in Internet technologies and the word wide web. First, it reviews technologies that cover the space of computer networks, the Internet, the www, web browsers and web servers' software. Next, it distinguishes client-side and server-side web programming technologies. Emphasis is given to the latter, analyzing in depth the cases of Java Servlets, JSP and PHP technologies for generating dynamic

web content. Database management systems used in web environments (e.g. MySQL) are also introduced and applications that access databases through the Internet are developed. Last, the design issues related with web sites that access databases are discussed.

2nd Cycle

Hypermedia Applications Development (IC2)

ΚΠΑΡ 118 - Data mining (CO, 3rd Year – 6th Semester)

Data stores, knowledge stores, data and knowledge mining from large data sets, Data preprocessing, clustering and classification algorithms Techniques for detecting relations between different data categories, data and knowledge mining in Web. Tools for data and knowledge mining.

ΚΠΑΡ 119 - Information Security (CO, 3rd Year – 7th Semester)

In this course the following issues are presented: Terminology of related terms from the field of Information Systems Security, Identification and Authentication, Access Control, Information System Assurance, Evaluation and Risk Analysis, Operating Systems Security Malicious Software, Information Systems Security Policies, Cryptography: Typical cryptographic methods, Symmetric and Asymmetric Cryptosystems, Codes of message authentication, Digital Signatures, Certification Authorities, Public Key Infrastructure, Greek Law Framework, Privacy Issues and Issues of private data protection. Case Studies in Cultural Informatics Environments.

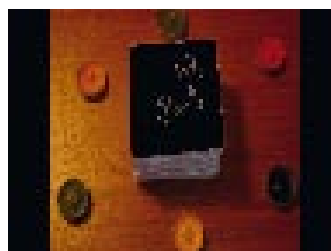
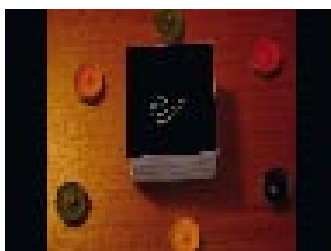
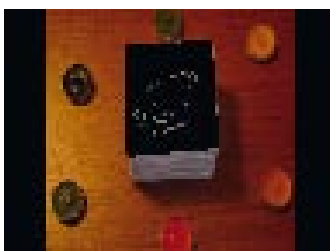
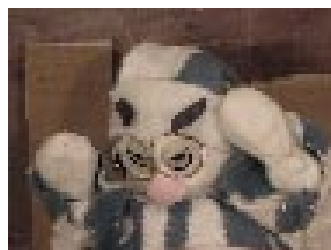
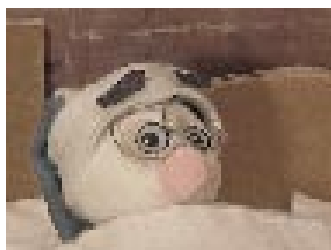
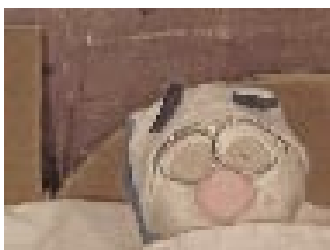
3rd Cycle

3D Graphics / 3D Modelling Animation (IC3)

КПАР 113 - Computer 3D Graphics (CO, 3rd Year- 6th Semester)

The aim of this module is to introduce the students to the world of 3D Graphics. History of digital graphics and associated hardware and software will be covered first. Emphasis will be given to basic principles and technical characteristics of the following topics: 3d design, digital modeling, texturing and lightning, virtual camera, animation and rendering procedure. Useful methods of confronting complicated situations, saving working time and managing 3d graphics projects will be also taught. Theory will be followed by practical sessions at the laboratory.

КПАР 117 - Virtual Reality (CO, 3rd Year- 7th Semester)



This module will succeed the module "Computer 3D Graphics". Computer Graphics will be categorized in depth. Detailed attention will be given to Virtual Reality, its applications and the human-computer interaction.

Interdepartmental Courses

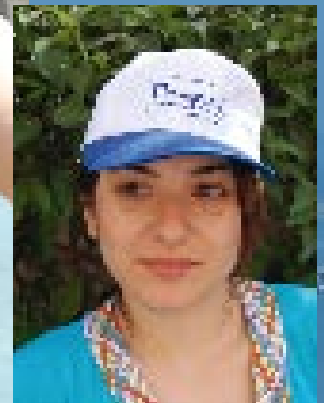
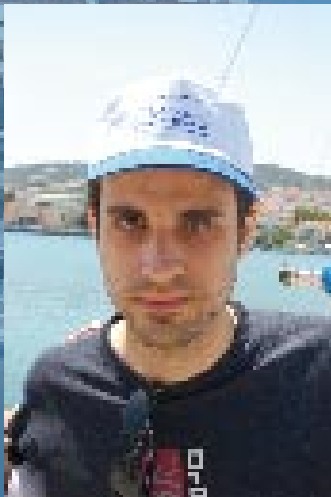
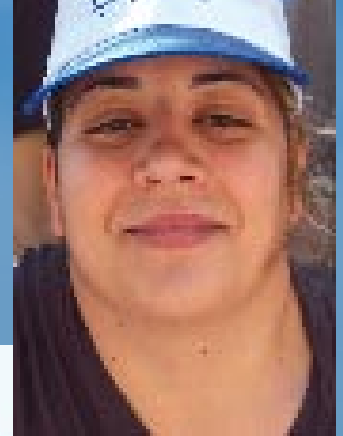
In addition to the above courses, the following interdepartmental compulsory optional courses may also be offered, as part of the "Sex and Equality" program. These courses are available to students from the 7th Semester onwards.

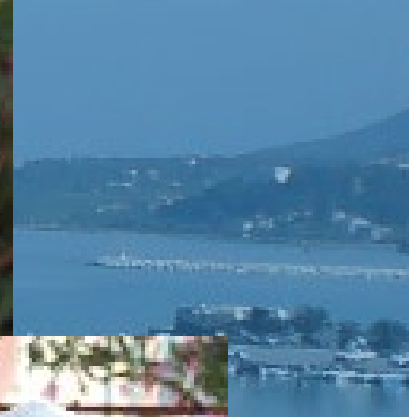
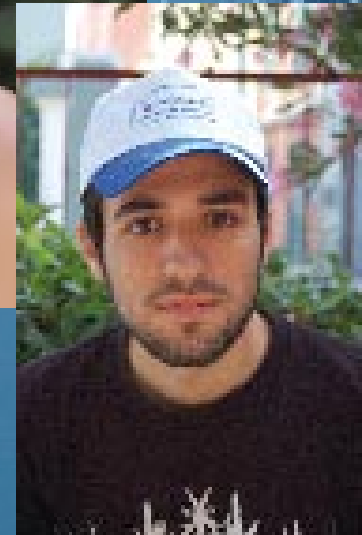
Winter Term

Code	Course	Credits	Theory (Hrs)	Laboratory (Hrs)	Classification
П0 0252	Sex and Culture	3	3	-	CO
П0 0250	Sex, Science and New Technologies	3	3	-	CO
П0 0251	The Development of Sex Roles	3	3	-	CO
П0 0257	Sex and Education	3	3	-	CO
П0 0258	Sex, Literature and Drama	3	3	-	CO

Summer Term

П0 0253	Sex and Employment	3	3	-	CO
П0 0254	Sex and the Family	3	3	-	CO
П0 0255	Sex and Politics	3	3	-	CO
П0 0256	Sex and Sexuality	3	3	-	CO
П0 0259	Sex, Language and Communication	3	3	-	CO





Postgraduate Studies





M.Sc. in Cultural Informatics

The Department of Cultural Technology and Communication has initiated an interdisciplinary graduate program in the field of Cultural Informatics leading to a Master of Sciences in Cultural Informatics. There are two orientations: a) Museology and b) Design of Digital Cultural Products.

The mission of this innovative endeavour is to develop and maintain quality teaching and research in the context of Cultural Informatics. Specifically, the graduate program aims to provide graduate-level specialization on Cultural Informatics, as well as the preparation of qualified scientists on various multimedia applications designed for the promotion of culture. This program provides both theoretical expertise and hands-on experience through seminars and well-equipped laboratories. Thus, students acquire the necessary knowledge and skills to contribute in their fields with new knowledge and applications in the context of competitive markets within the global information society.

The objectives are:

- Promotion of scientific knowledge and research in the field of Cultural Informatics
- Development of innovative research in the context of informatics
- Provision of quality graduate education in significant fields of national interest, such as the formation of cultural policies
- Compatible knowledge - Training that serves well the needs for recording and promotion of the Cultural Heritage
- Contribution in the development of economic and technological policies in accordance to international standards within the global Information Society
- Admission of international students in the program.

Employment:

The graduates of the C.I.C. program are expected to work

for various research and professional institutions such as:

- Institutions for the promotion of research in the fields of computer science, informatics and multimedia design
- Ventures specializing on promotion and management of cultural products and services
- Tourism enterprises
- Ministries and public organizations specializing on the development, management and promotion of museums and monuments
- European Union Institutions and Organizations with objectives related to the development of policies on cultural technologies and cultural heritage
- Museums, galleries, art exhibitions and cultural institutions which develop digital applications and products
- Educational institutions specializing on informatics and multimedia
- Private corporations developing projects on culture and technology
- Multimedia companies emphasizing on the promotion of cultural heritage (3D Graphics, CD-ROM, DVD-ROM, Websites).

The Courses

The program offers a total of fourteen courses in both orientations. To successfully complete the MA program, students need to pass a total of eight core courses and two optional courses. During the third semester of studies, they complete and defend a thesis. The minimum duration of the program has been set at three semesters, while the maximum amount of time students can stay in the program is five semesters. The official teaching language is Greek. The M.Sc. thesis must also be written and submitted in Greek. However, in cases where post-graduate students come from other countries, English can be used for teaching and the M.Sc. thesis can also be submitted in English. Practical Applications and Exercises may accompany any course.

The structure of the curriculum has been set as follows:

1st Semester

• Museology Orientation

Five core courses, of which two are offered jointly with the Design of Digital Cultural Products Orientation.

- Design of Digital Cultural Products Orientation

Five core courses, of which two are offered jointly with the Museology Orientation.

2nd Semester

• Museology Orientation

Three core courses, of which two are offered jointly with the Design of Digital Cultural Products Orientation, along with two optional courses from a sum of seven optional courses offered by both orientations.

• Design of Digital Cultural Products Orientation

Three core courses, of which two are offered jointly with the Design of Digital Cultural Products Orientation, along with two optional courses from a sum of seven optional courses offered by both orientations.

3rd Semester

Thesis

All courses are offered in the semester system and contain 39 hours of teaching corresponding to six credits. The two seminar cycles have 16 hours each. The students do not take any credit from the seminars. The thesis is carried out in the course of the third semester and corresponds to 30 credits. To successfully complete the program, students need 90 credits.

Requirements for the M.Sc. Degree

1. Attendance for three semesters.
2. Attendance and successful results in the exams for the eight Compulsory and two optional courses, or any additional courses. Ninety credits are required for the successful completion of the M.Sc. program.
3. Successful completion of the M.Sc. Thesis.

There are two orientations:
a) Museology and
b) Design of Digital Cultural Products.



The M.Sc. Courses Orientation: Museology

	Classification
1st Semester	
Contemporary Museology	C
Digital Media in Museum Education	C
Museum Information Systems	C
Interaction Design	C
3D Modeling and Animation I	C

1st Semester

Contemporary Museology (C)

This is an introduction to some of the most interesting notions of contemporary museum studies, as this develops in Europe and the world. The aim of the course is to discuss issues concerning contemporary museology as well as research questions generated in a constantly changing world. Upon the completion of the course students should be able to: Identify major issues and concerns of contemporary museology; appreciate the role of museums as a cultural industry; understand the role and importance of material culture for museums; perform an analysis of a museum object according to different theoretical perspectives; critically discuss the history of museums and collections; involve in a discussion about museum exhibitions and their evaluation; discuss the museum as a communication medium; discuss the role and importance of new media in museums; appreciate the role and importance of evaluation for museums today.

Digital Media in Museum Education (C)

The purpose of this course is to investigate the educational potential of museums and to examine the prospects of educational technology in the museum context, with particular emphasis on multimedia applications. The course begins with a delineation of the particular pedagogical function of museums and the forms of communication with their audience. There is an emphasis on evaluation processes applied to educational design. Demonstrations of educational multimedia applications developed under the auspices of museums in Greece and abroad are used during the course as a venue for (a) providing students with an overview of current applications, which grounds a typology of educational technology uses in museum education; and, (b) fostering the development of pedagogical criteria for critically examining such applications. Finally, a museum education perspective is introduced concerning

the soundness of processes for educational multimedia production and their integration in the educational activities of a museum.

Museum Information Systems (C)

Museums as cultural institutions collect and manage great volume of information relating to the objects of the collections in their possession. Additional information relate to the organization and functioning of the museum (personnel, organizational structure, physical resources and processes). This course aims to introduce students to the information systems concepts, development methods and tools, placing emphasis to the informational needs of museums.

Interaction Design (C)

The course is focused to an ontological approach of the object-oriented designing of the multimedia applications, based on the frame of conceptual ontology. During the lectures, the event-driven design model is integrated, thus resulting in a conception of an interactive modular system from a constructivist point of view.

Finally, the procedure of developing a multimedia application is presented and analyzed, for the purpose of creating a multidimensional presentation of the results of cultural research.

3D Modeling and Animation I (C)

The aim of this module is to introduce the students to the world of 3D Graphics and to exam their use in the field of Culture. Emphasis will be given to basic principles and technical characteristics of the following topics: 3d design, digital modeling, texturing and lightning, virtual camera, animation and rendering procedure. Useful methods of confronting complicated situations, saving working time and managing 3d graphics projects will be also taught. Theory will be followed by practical sessions at the laboratory.

2nd Semester

Digitisation of collections (C)

The availability of digital content of high quality is crucial for supporting the main functions of cultural and educational institutions, but also those of society in general. The aim of this course is to analyse the concept and the importance of the collections of cultural organisations (museums, libraries, archives, etc) and to examine the possibilities offered and the issues raised by their digitisation. It also covers the main principles and best practices of digitisation and digital preservation of textual, visual and sound collections, using examples from centres of excellence and digitisation programmes from around the world. The course analyzes the value of digitised collections and the issues related with the creation, management and promotion of this resource, as well as the ways in which it can support the multiple communication functions of cultural organisations (such as exhibitions, educational activities, increased access). During the course, students acquire knowledge and skills which they can use in the digitisation of primary cultural materials of their choice (e.g. photographs, maps, manuscripts).

Multimedia Software Engineering (C)

The course is focused on the development of networked database management systems, hosting multimedia assets. The basic languages used are HTML, CSS, PHP, SQL, and the integration of those with a database management system, a web server, and external users (accessing the system via HTTP) is presented. Finally, all the steps required to develop such a network system are analyzed.

3D Modeling and Animation II (C)

The aim of this module is to introduce the students to the world of 3D Graphics and to exam their use in the field of Culture. Emphasis will be given to basic

principles and technical characteristics of the following topics: 3d design, digital modeling, texturing and lighting, virtual camera, animation and rendering procedure. Useful methods of confronting complicated situations, saving working time and managing 3d graphics projects will be also taught. Theory will be followed by practical sessions at the laboratory.

Creation of digital exhibits (CO)

The aim of the course is to analyse the functions of interpretation and presentation of cultural collections and to examine ways in which these can be supported by digital applications. The course examines the complex parameters which influence the interpretation of exhibits at the theoretical and the practical level, as well as the various approaches which can be adopted in an exhibition. It studies a variety of different new technological applications in cultural organisations in both Greece and abroad (multimedia kiosks, online exhibitions, virtual and augmented reality applications, mobile guides, interactive environments, electronic publications, etc) and refers to the process of evaluation and visitor/user studies and the related methodological issues which these pose. Additionally, the course examines wider issues of museum communication and the ways in which new technologies influence the identity of cultural organisations and redefine the relationship between museum-objects-visitors.

Cultural Heritage Topics (CO)

The aim of the specific course is the acquaintance and the familiarization of the students with the notion of Cultural Heritage and the possible threats to it in contemporary societies. Also examined are issues concerning several cultural heritage categories, with an emphasis on methods and techniques applied nowadays for its protection, preservation and promotion. Indicatively, some of the lecture titles included in the syllabus are: Definitions of cultural

heritage - natural, chemical and biological threats against material cultural heritage - illegal distribution of cultural products - conditions in contemporary Greek museums - preservation of digital cultural heritage - contemporary technologies for the administration and publicity of cultural heritage (GIS, 3D, Internet, etc.) - Mainstream and alternative forms of tourism - Cultural tourism in Greece. Additionally, several research projects of the Cultural Heritage Management Lab (CHMLab) are presented and evaluated during courses.

Theory and Practice of Exhibiting Works of Art and Defining Cultural Institutions (CO)

An exhibition practice does not consist only in displaying objects. It is achieved mainly throughout cognitive and interpretative procedures capable to offer to the exhibited objects a text and a context which make of these objects works of art or of culture. This exhibition practice consists in a theoretical construction of place and time. It coordinates and specifies the conditions of presence and the codifications of meaning. This construction, together with the exhibited items and works, redefine and renew the institutional framework itself that provokes and allows the exhibition. The course that is offered here, examines a wide range of exemplary exhibitions, works and institutions and considers differentiated approaches, conceptions, documentations and receptions of such a construction. It studies by these means, the dimension which brings an exhibitions, a work, a collection and a museum together, as a genuine historical position, as an original interpretative hypothesis, as a differentiated way of thinking and of relating people to things. Practice and theory simultaneously contribute to a renewal and reconsideration of the functions that define the institutional borderlines of meaning and sense, the limits of reality and of knowledge.

Character design for animated digital applications (CO)

The M.Sc. Courses Orientation: Museology

	Classification
2nd Semester	
Digitisation of Collections	C
Multimedia Software Engineering	C
3D Modeling and Animation II	C
Creation of digital exhibits	CO
Cultural Heritage Topics	CO
Theory and Practice of Exhibiting Works of Art and Defining Cultural Institutions	CO
Character Design for Animated Digital Applications	CO
Cultural Economics	CO
Art and Virtual Reality	CO
Cultural Technologies and Multimedia	CO
3rd Semester	
M.Sc. Thesis Compilation and Completion	C

The theoretical part of the course examines digital character design, with regards to the personality of the character as well as the varnish and attitude of the animated hero. The course's aim is to examine advanced 2-D and 3-D animation principles as well as story development, background design, scenic layout and character design. Educational procedure is divided in the below units: story development; character development; character/ scenic/background, layout and modelling; character animation.

Cultural Economics (CO)

Digital cultural goods are governed by unique attributes, the least of which are (almost) infinite severability, inexpensive direct transfer and the possibility of mass use. Despite the fact that these properties have significantly increased the production and consumption of cultural products, only recently have economists begun to deal seriously with the issue, creating a sub-discipline known as "cultural economics". The applications of economic theory to cultural products are based on the analysis of theoretical and practical findings of economics in culture, and the major goal is to work towards the creation of integrated cultural programs of action in the public and private sector, at both a national and a local level. In recent years, this goal has become more complex and competitive, due to the globalization of markets and the rapid rate of introduction of new technologies.

Art and Virtual Reality (CO)

The course examines the origins and multiple meanings of the notion of 'Virtual Art' from the viewpoint of the historical relation between art and technology, while offering an overview of the technologies used in the field of virtual reality for organizing and supporting virtual events and installations. The parameters examined are: VR systems, digital art, virtual art, virtual exhibition politics, new meanings of the terms

'perspective' and 'illusion', contemporary theories on digital culture, the relation between art and new technologies and the new perceptions of identity.

Cultural Technologies and Multimedia (CO)

This course studies the production of meanings, ideas, emotions and practices within the socio-historical environment of contemporary technological developments. The course highlights the dynamic relationship of culture and technology in a three-part process. The first part is a critical analysis of theories concerning the relationship between man and technology, placing particular emphasis on the idea of technology as an extension of man, the symbiosis of man and machine, and the everyday human/ technological practices as active networks. The second part deals with the basic characteristics of new media through the analysis of matters such as intertextuality, interaction, multimedia applications, narration and user experience. The third part is a study of the role and the effects of new technologies on such notions as the perception of time and space, the perception of the body, and the concept of cultural identity. To accomplish this task, it uses conceptual tools from cultural analysis, such as the concepts of the virtual, the rhizome, and affect. Through this course, students will be familiarized with the terminology and the discourses formed in recent decades around the cultural aspects of new technologies, which, as a whole, reconfigure the established relationships between society, technology and the historical subject.



Michalis Vafopoulos



Stavros Kammis



The M.Sc. Courses

Orientation: Design of Digital Cultural Products

1st Semester	Classification
Cultural Representation	C
Graphic Design	C
Cultural Planning	C
Interaction Design	C
3D Modeling and Animation I	C

1st Semester

Cultural Representation (C)

The concept of Cultural Representation is connected to systemic theory in order to analyze and process methods and techniques of organizing the presentation structures of cultural data. The various forms and scenarios of presentations are analyzed in relation to the means of expression used (both analog and digital), the surrounding environment of the presentations (whether this is a virtual or an actual setting), as well as the target audience of each act of cultural demonstration.

Graphic Design (C)

The purpose of this course is to study the visual expression of messages and the formation of functional and aesthetically cohesive environments that contribute to effective communication and the functionality of interactive systems. The basic principles and elements of graphic design are initially deconstructed, only to be studied afterwards in their synthesis.

Cultural Planning (C)

There is a growing awareness that a thriving, dynamic cultural life contributes to the establishment of sustainable and prosperous communities. In addition, the awareness of the contribution of culture to those goals has increased the complexity of planning and decision-making. Cultural planning is a response to these problems and a strategy which provides the creation of a single framework for maintaining and appreciation of the cultural resources. Cultural planning is a multi-faceted approach, can be better understood as:

1. The strategic use of cultural resources for the comprehensive development of communities at the local and regional level.

2. An approach based on broad definitions of "culture" and "cultural resources", which cover heritage, local traditions, arts, multimedia, arts, surveying, architecture, urban design, recreation, sport, recreation and tourism.
3. A culturally sensitive approach to urban and regional planning and environmental, social and economic policy.

Interaction Design (C)

The course is focused to an ontological approach of the object-oriented designing of the multimedia applications, based on the frame of conceptual ontology. During the lectures, the event-driven design model is integrated, thus resulting in a conception of an interactive modular system from a constructivist point of view.

Finally, the procedure of developing a multimedia application is presented and analyzed, for the purpose of creating a multidimensional presentation of the results of cultural research.

3D Modeling and Animation I (C)

The aim of this module is to introduce the students to the world of 3D Graphics and to exam their use in the field of Culture. Emphasis will be given to basic principles and technical characteristics of the following topics: 3d design, digital modeling, texturing and lightning, virtual camera, animation and rendering procedure. Useful methods of confronting complicated situations, saving working time and managing 3d graphics projects will be also taught. Theory will be followed by practical sessions at the laboratory.

2nd Semester

Interface design (C)

The theoretical part of this course presents the characteristics of interface design art. It examines

the design orientation that makes a manageable user interface environment. It also teaches how to create successful multimedia application. The course's aim is to familiarize students with the relevant art theories and the range of different strategies for the design and development of interactive media and multimedia projects. The course's educational procedure is divided in the following units: Information Design; Interaction Design; Presentation Design.

Multimedia Software Engineering (C)

The course is focused on the development of networked database management systems, hosting multimedia assets. The basic languages used are HTML, CSS, PHP, SQL, and the integration of those with a database management system, a web server, and external users (accessing the system via HTTP) is presented. Finally, all the steps required to develop such a network system are analyzed.

3D Modeling and Animation II (C)

The aim of this module is to introduce the students to the world of 3D Graphics and to exam their use in the field of Culture. Emphasis will be given to basic principles and technical characteristics of the following topics: 3d design, digital modeling, texturing and lightning, virtual camera, animation and rendering procedure. Useful methods of confronting complicated situations, saving working time and managing 3d graphics projects will be also taught. Theory will be followed by practical sessions at the laboratory.

Creation of digital exhibits (CO)

The aim of the course is to analyse the functions of interpretation and presentation of cultural collections and to examine ways in which these can be supported by digital applications. The course examines the complex parameters which influence the interpretation of exhibits at the theoretical and the practical level, as well as the various approaches which can

be adopted in an exhibition. It studies a variety of different new technological applications in cultural organisations in both Greece and abroad (multimedia kiosks, online exhibitions, virtual and augmented reality applications, mobile guides, interactive environments, electronic publications, etc) and refers to the process of evaluation and visitor/user studies and the related methodological issues which these pose. Additionally, the course examines wider issues of museum communication and the ways in which new technologies influence the identity of cultural organisations and redefine the relationship between museum-objects-visitors.

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Μεταπτυχιακές Σπουδές

Κατεύθυνση: Σχεδιασμός Ψηφιακών Πολιτιστικών Προϊόντων

2nd Semester	Classification
Interface Design	C
Multimedia Software Engineering	C
3D Modeling and Animation II	C
Creation of digital exhibits	CO
Cultural Heritage Topics	CO
Theory and Practice of Exhibiting Works of Art and Defining Cultural Institutions	CO
Character Design for Animated Digital Applications	CO
Cultural Economics	CO
Art and Virtual Reality	CO
Cultural Technologies and Multimedia	CO

3rd Semester	
M.Sc. Thesis Compilation and Completion	C

possibility of mass use. Despite the fact that these properties have significantly increased the production and consumption of cultural products, only recently have economists begun to deal seriously with the issue, creating a sub-discipline known as “cultural economics”. The applications of economic theory to cultural products are based on the analysis of theoretical and practical findings of economics in culture, and the major goal is to work towards the creation of integrated cultural programs of action in the public and private sector, at both a national and a local level. In recent years, this goal has become more complex and competitive, due to the globalization of markets and the rapid rate of introduction of new technologies.

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Doctoral Degree

Ph.D. applicants are admitted after they have completed an interview process. To be considered for admission, they must possess a Master of Arts (M.A.) or Master of Science (M.Sc.) from an accredited Higher-Education Institution. Occasionally, admission is granted to applicants who do not possess a

graduate degree if they demonstrate a background of extraordinary research and scientific or creative experience in the fields of culture and technology. The minimum duration of studies for a Ph.D. is six semesters. The maximum Ph.D. studies duration allowed cannot exceed twelve semesters. In the case

of students already possessing an M.A. or M.Sc. from any accredited University, the duration of Ph.D. studies is three semesters minimum.



The cultural industries

Culture and several sectors of the so-called “cultural industries” have a great financial and social importance in Europe. Included in the above are not only activities related to the cultural heritage and contemporary artistic creation, but also to the music industry, the media, the audio-visual industry, literature and publications, areas collectively known as “industries of content”. These activities, equally dynamic in the fields of creation and services, offer the European Union an important advantage against international competition. According to the E.U. report «Exploitation and development of the job potential in the cultural sector in the age of digitalization», in 2001, 7.2 million people are nowadays employed in the cultural sector. Moreover, 1.5 million companies in the E.U. are active in the field of software production, digital applications and multimedia, employing 12.4 million people, while during the next decade 9.6 million new job positions will be created. At the same time, all sectors gradually turn to content creation such as web design, advertising, publications, media, education and entertainment. This increase of creative jobs in several fields of culture is expected to speed up in the future, in order to be in harmony with the dynamic growth of demand for cultural products and services. The augmented digitization of cultural products creates new communication media. These cultural industries are only the starting-point of new cognitive areas and new specializations in the job market. According to certain estimations, Greece and Italy possess 30% of the international cultural heritage in copyright level. The industry of electronic cultural content that is now in a high rate of development can bring important financial and social benefits, while it can also contribute to the promotion of Greece abroad. In the early 21st century, the digital world is characterized by a gradual transformation of societies by new information technologies. In western countries, the information

market employs more than 60% of the work force, with prospects of increase. Institutions transform in speedy rates. The area of culture is affected by this digital evolution.

Our Graduates

The graduates of the Department of Cultural Technology and Communication of the University of the Aegean – also called “Cultural Informatics Graduates” – are primarily employed in the fields of production, promotion, management and educational uses of cultural information. Within these fields, they will be called upon to author studies as well as to design and develop software, multimedia applications and digital audiovisual products.

Cultural Informatics Graduates can, either individually or in collaboration with other scientists and technicians, be employed in the public and private sector, applying informatics technologies to contemporary fields (Museology, Educational Technology and Intercultural Communication, Digital Audiovisual Arts, Cultural Representation and New Technologies).

Cultural Informatics Graduates can work on:

- Designing interactive and internet multimedia applications
- Designing and developing information systems and software for multimedia applications
- Developing and managing digital audiovisual products
- Designing, organizing and realizing digital educational programmes
- Designing information systems and software for applications related to the management of collections (museums, galleries, exhibition spaces and other related organizations)
- Instructing and supporting professionals in the fields of culture and education in order to encourage them to



Κώστας Ζώρας, Κοσμήτορας Σχολής Κοινωνικών Επιστημών, Δημήτρης Παπαγεωργίου, Αν. Καθηγητής Τμήματος Πολιτισμικής Τεχνολογίας & επικοινωνίας, Αντρέας Τρούμπης, Πρύτανης Παν. Αιγαίου

adopt the above applications in their own work

- Directing, processing and composing digital data in order to create videos, animation and motion pictures
- Designing and developing graphics and animation for interactive multimedia applications
- Organizing exhibitions, educational programmes and other events in museums and related cultural organizations
- Organizing and classifying archival material using computers and databases
- Authoring studies for the creation of cultural activities, organizations and new museums

- Marketing, managing and inventing communication strategies for cultural organizations.

Cultural Informatics Graduates can be employed in various organizations in both the public and the private sector:

- Educational organizations, foundations and companies active in the production and distribution of digital cultural content and related software applications
- Advertising companies
- Marketing departments of various companies and organizations
- Companies and organizations that produce audiovisual

material

- Post-production companies (video processing, animation production etc)
- E-publishing companies
- Cultural management organizations and foundations (museums, cultural foundations, organizations related to regional administrations etc)
- Education organizations and foundations for technical and professional education
- Software development companies.



Πολυμέσα

Διαφήμιση

Ιστορία τέχνης

Βάσεις Δεδομένων

Προγραμματισμός

Ντοκιμαντέρ

Πολιτισμός

Μουσειολογία

Εξ Αποστάσεως Εκπαίδευση

Τεχνητή Νοημοσύνη

Πολιτιστική Αναπαράσταση

Πολιτιστικές Βιομηχανίες

Δίκτυα

Σχεδιασμός Ήχου

Εικονική Πραγματικότητα

Ασφάλεια Δεδομένων

Οπτικοακουστικά

Οργάνωση Εκθέσεων