CURRICULUM VITAE
Full Name: **Dr Stylianos (Stelios) Asteriadis**

Research interests

Data Processing, Artificial Intelligence, Human-Machine Interactions, Computer Vision, Sensor-driven interactions

Education

2011	PhD, National Technical University of Athens, Department of Electrical and Computer Engineering, "Computer and informatics technology" sector. PhD thesis: "User Attention and Interest Recognition and Modeling in non-intrusive environments of Human-Computer Interaction", Supervisor: Prof. Stefanos Kollias
2007	Master on Digital Media, Faculty of Informatics, Aristotle University of Thessaloniki, Greece. Master Thesis: "Facial Feature Detection utilizing Geometry, Luminance and Chrominance information", Supervisor: Prof. Ioanis Pitas
2004	Diploma in Electronic and Computer Engineering Department, Polytechnic School of Aristotle University of Thessaloniki, Greece. 5 year degree (equivalent to master) . Final thesis: Stability of non-linear controller using Linear Matrix Inequalities: application on robotic arms, Supervisor: Prof. Ioannis Theocharis

Employment

2018-	Associate Professor at the Department of Data Science and Knowledge Engineering, University of Maastricht, Netherlands. -Cognitive Systems research group coordinator (9/2021-*now*) -Area Coordinator of the Affective and Visual Computing Lab (1/2019-9/2021). -Member of the Programme Committee of the Department of Data Science and Knowledge Engineering, Maastricht University
2015- 2018	Assistant Professor at the Department of Data Science and Knowledge Engineering, University of Maastricht, Netherlands.
2012 – 2014	Postdoctoral researcher at Visual Computing Laboratory, Information Technologies Institute (ITI), Centre for Research and Technology, Hellas, Thessaloniki, Greece.
2012	Associate Professor (by contract): Human-Computer Interaction, University of Patras, Computer Engineering and Informatics Department.
2011 – 2012	Postdoctoral researcher at the Image, Video and Multimedia Systems Laboratory (National Technical University of Athens).
2006 - 2011	Research associate at the Image, Video and Multimedia Systems Laboratory (National Technical University of Athens).
2005 – 2006	Aristotle University of Thessaloniki. Research assistant at the Artificial Intelligence Information Analysis Laboratory.

Grants

2020-2022	H2020 – SC1-DTH-11-2019: Large Scale pilots of personalized & outcome based integrated care: PROCare4Life EU project. EU funding: €5.7m euro. Funding for the University of Maastricht: €597,875.
2016-2019	H2020 – PHC 25 – 2015: Advanced ICT systems and services for Integrated Care: ICT4Life EU project. EU funding: €3.4m euro. Funding for the University of Maastricht: €452,500.
2016-2019	H2020 – ICT-20-2015 - Technologies for better human learning and teaching: MaTHiSiS EU project. EU funding: €6.3 million Euro. Funding for the University of Maastricht: €693,750.
2015-2017	H2020 – ICT 21 – 2014: Advanced digital gaming/gamification technologies: ProsocialLearn EU project. EU funding: €3.7 million Euro. Funding for the Centre for Research and and Technology, Hellas: €516,250.

Research experience in European Projects

External evaluator

2019 - now   H2020 – INSENSION H2020 Research & Innovation project. Appointed by the European Commission (DG CONNECT - Communications Network, Content and Technology) as an external reviewer for the INSENSION EU project interim review. The project is building a digital platform supporting personalization for individuals with profound and multiple learning disabilities.

Principal Investigator

2020-22   H2020 – PROCare4Life (Principal Investigator and WP leader): PROCare4Life proposes an integrated scalable and interactive care ecosystem, easily adapted to the reality of chronic diseases, care institutions and end-user requirements, benefitting patients, caregivers and socio-health professionals. Making use of wearable sensors, depth cameras and advanced AI using deep learning, the project aspires to enable active living and better data-driven disease management, supporting the professionals in the decision-making process, facilitating efficient communication between all involved stakeholders and guaranteeing a reliable and protected data access within Europe.

2016-19   H2020 – ICT4Life (Principal Investigator): ICT services for Life Improvement For the Elderly. ICT4Life conducted implemented a platform integrating core modules aimed at delivering a series of innovative data services, targeting elderly people with cognitive impairments and Parkinson's disease, their clinicians and caregivers. The technologies that constitute the platform consist of indoor activity recognition systems, intelligent social interfaces and artificial intelligence techniques for personalized treatment.

2016-19   H2020 – MaTHiSiS (Principal Investigator and WP leader): Managing Affective-learning THrough Intelligent atoms and Smart InteractionS. MaTHiSiS created a novel and adaptable "robot/machine/computer"-human interaction educational scheme based on custom-made and adaptable learning goals. The ability of such a system to adapt to different learning requirements and make use of shared data among its different components, enables new ways of learning methodologies to emerge and fosters a new era in learning that goes beyond simple social skill acquisition and targets more workplace-oriented activities.

Postdoctoral researcher

2012-15:   FP7 – 3DLive: 3D Living Interactions through Virtual Environments. The 3D-LIVE project developed and experimented on a User Driven Mixed Reality and Immersive (Twilight) platform connected to EXPERIMEDIA facilities in order to investigate the Future Internet (FI) broadband capacity to support Real-Time immersive situations as well as evaluating both the Quality of Experience (QoE) and Quality of Services (QoS) data. The main objective consisted to explore 3D/Media technologies and IoT in real and virtual environments in order to sense and experiment live situations.

2010-13   FP7 – SIREN: Social games for conflIct REsolution based on natural iNteraction The SIREN project created a new type of educational games, the conflict resolution game, which takes advantage of advances in serious games, social networks, computational intelligence and emotional modelling to create uniquely motivating and educating games that can help shape how children think about and handle conflict.

Research associate

2006-10   FP6 – FEELIX GROWING: FEEL, Interact, eXpress: a Global appRoach to develOpment With INterdisciplinary Grounding. The overall goal of this project was the interdisciplinary investigation of socially situated development from an integrated or "global" perspective, as a key paradigm towards achieving robots that interact with humans in their everyday environments in a rich, flexible, autonomous, and user-centred way.

2006-8   FP6 – AgentDysl: Accommodative intelligent educational environments for Dyslexic learners. Development of next generation data-driven assistive systems that empower persons with (in particular cognitive) disabilities to play a full role in society, to increase their autonomy and to realize their potential.

2006-10   FP6 – CALLAS: Conveying Affectiveness in Leading-edge Living Adaptive Systems. CALLAS has investigated key aspects of Multimodal Affective Interfaces in the specific area of Art and Entertainment applications.

Research assistant/Graduate student

2004-7   FP6 – SHARE: Mobile Support for Rescue Forces, Integrating Multiple Modes of Interaction. Information and communication system to support emergency teams during large-scale rescue operations and disaster management.

Curriculum Vitae of Dr Stylianos Asteriadis

2004-7   FP6 – MUSCLE: Multimedia Understanding through Semantics, Computation and Learning. MUSCLE brought together over 40 European Universities and research institutes from multiple disciplines, for merging and producing multimedia technologies aiming at creating and supporting a pan-European Network of Excellence to foster close collaboration between research groups in multimedia data mining on the one hand and machine learning on the other.

Teaching experience (courses taught)

2015-now   University of Maastricht, Data Science and Knowledge Eng. Department. Human-Computer Interaction and Affective Computing (undergrad.), Artificial Intelligence (University College Maastricht, undergrad.), Data and Image Analysis (undergrad.), Databases (undergrad.), Computer Vision (postgrad.)
2012   University of Patras, Computer Engineering and Informatics Department: Human Computer Interaction (undergrad.)
2007 – 2012   National Technical University of Athens, Department of Electrical and Computer Engineering. Computer Graphics lab (undergrad.), Imaging theory and applications lab (undergrad.)

Students/Personnel advised/mentored

Group Coordinator
2021-   Cognitive Systems Group, Department of Data Science and Knowledge Engineering, Maastricht University
2019-2021   [Affective and Visual Computing Lab](), Department of Data Science and Knowledge Engineering, Maastricht University

Postdoctoral Researchers
2021-   Dr Esam Ghaleb: Multimodal Fusion of sensorial data in Ambient Assisted Living
2021-   Dr Yusuf Can Semerci: Human Behavior Recognition in Ambient Assisted Living Environments
2016-2020   Dr Mirela Popa: Large-scale data for activity recognition in indoor environments and personalized interfaces for the elderly.
2016-2019   Dr Enrique Hortal: User modelling in learning environments with robots and interactive devices

Past PhD candidates
2016- 2021   (promotor). Mr Dario Dotti: Human behaviour recognition making use of motion features
2016- 2021   (promotor). Mr Esam Ghaleb: Emotion recognition using multiple sensorial data
2007-2017   (co-promotor with Prof. Dr. B.M. Jansma and Dr. A. A. Vaessen). Dr. Gonny Willems: The development of literacy acquisition in children at familial risk of dyslexia.

Current PhD candidates
2016- 2021 (est.)   (promotor). Mr Christos Athanasiadis: Transfer Learning between audio and video modalities in emotion-rich video sequences
2020-2023(est.)   (promotor). Mr Bulat Khaertdinov: Multimodal human activity recognition
2020-2023(est.)   (promotor). Mr Alexandros Doumanoglou: Explainable AI in human-machine interaction settings

Research assistants
2016-2017   Dimitrios Koutsoukos. Research assistant in Robots, Agents and Interaction laboratory
2017-2018   Matteo Amestoy. Research assistant in Robots, Agents and Interaction laboratory

MSc students
2016   Joris Bukala. Heart Rate estimation using computer vision techniques
2017   Stefan Selzer. Evaluation and Prediction of the capacity utilization of a university's learning spaces using Machine Learning Techniques
2017   Justus Schwan. Emotion recognition in the wild in HRI applications
2018   Maximilian Knobloch. Detecting Normal and Abnormal Behaviour using Trajectory Information, Aimed for People with Dementia
2020   Jan Lucas: Multimodal fusion for emotion recognition
2020   Frederik Calsius: Object recognition using deep learning for distinguishing crops
2021   Thanos Sakelliou: Detection of potential welding seams and acquisition of structural information within a 3D space

2021	Georgios Patsiaouras: Extraction Of Deep Features In Multimodal Human Activity Recognition
2021	Andre Mertens: Explainable and Interpretable Features in Expressively Rich Video Sequences
2021	Nikitas Sourdakos: Priors for Generative Models based on Group Symmetries
2021 (exp.)	Razvan-Stefan Brinzea: Self-Supervised Learning in The Context Of Multi-Modal Human Activity Recognition

Bachelor Students

2016	Florens von Bulwaldt: Implementation of smart homes using reed sensors for activity analysis
2016	Sharon Hallmans: Optimizing, in real-time, interactive environments through user emotion
2016	Carmen Zarco: Re-usable and adaptable serious gaming in education
2016	Ramy Al Sarif: Bachelor thesis on ' Spatio-temporal facial analysis modelling engagement in real-time interactive environments'
2016	Bartosz Czaszyński: Bachelor thesis on 'Human activity recognition in Human-Robot interactions'
2017	Evangelos Trikoupis: AI-driven adaptation of collaborative learning games for engagement maximization
2019	Frederik Calsius: Personality-driven generated poses using gererative autoencoders

Accepted publications in journals

1. A. Firintepe, C. Vey, S. Asteriadis, A. Pagani, D. Stricker, From IR images to Point Clouds to Pose: Point Cloud-based AR Glasses Pose Estimation, mdpi Journal of Imaging (accepted for publication), 2021

2. D. Dotti, M. Popa, S. Asteriadis, Being the center of attention: A Person-Context CNN framework for Personality Recognition, Transactions on Interactive Intelligent Systems (TiiS), ACM, accepted for publication, 2020

3. E. Ghaleb, M. Popa, S.Asteriadis, Metric Learning Based Multimodal Audio-visual Emotion Recognition. IEEE Multimedia Magazine, IEEE Multimedia 27, no. 1: 37-48, 2019

4. C. Athanasiadis, M. Amestoy, E.Hortal and S.Asteriadis, e-3 learning: a Dataset for Affect-driven Adaptation of Computer-Based Learning, IEEE MultiMedia 27, no. 1: 49-60, 2019

5. C. Athanasiadis, E.Hortal and S.Asteriadis, Audio-visual Domain Adaptation using conditional semi-supervised Generative Adversarial Networks. Neurocomputing, Elsevier, 2019

6. D. Dotti, M. Popa and S. Asteriadis, A Hierarchical Autoencoder Learning Model for Path Prediction and Abnormality Detection. Special Issue for Pattern Recognition Letters (Title: Image/Video Understanding and Analysis), Elsevier. DOI: 10.1016/j.patrec.2019.06.030 (2019)

7. N. Vretos, P. Daras, S. Asteriadis, E. Hortal, E. Ghaleb, E. Spyrou, H. Leligou, P. Karkazis, P. Trakadas, K. Assimakopoulos, Exploiting sensing devices availability in AR/VR deployments to foster engagement, Virtual Reality, Springer, DOI: 10.1007/s10055-018-0357-0 (2018)

8. D. Hertroijs, A. MJ Elissen, M. CGJ Brouwers, N. C. Schaper, S. Köhler, M. C. Popa, S. Asteriadis, S. H. Hendriks, H. J. Bilo, and D. Ruwaard. A risk score of BMI, HbA1c and triglycerides predicts future glycemic control in type 2 diabetes. Diabetes, Obesity and Metabolism, 2018

9. F. Alvarez, M. Popa, V. Solachidis, G. Hernández, A. Belmonte, S. Asteriadis, N. Vretos, M. Quintana, T. Theodoridis, D. Dotti, P. Daras. Behaviour analysis through multimodal sensing for improving Parkinson and Alzheimer patients quality of life, IEEE Multimedia 25, no. 1: 14-25, 2018

10. S. Asteriadis, P. Daras, Landmark-based multimodal human action recognition, Multimedia Tools and Applications, Springer, 76, no. 3: 4505-4521, 2017

11. L. Malatesta, S. Asteriadis, G. Caridakis, A. Vasalou, K. Karpouzis, Associating gesture expressivity with affective representations, International Journal Engineering Applications of Artificial Intelligence (Elsevier), Special Issue on Mining the Humanities, 51: 124-135, 2016

12. S. Asteriadis, K. Karpouzis, S. Kollias, Visual Focus of Attention in Non-calibrated Environments using Gaze Estimation, International Journal of Computer Vision, Springer. 107, no. 3: 293-316, 2014

13. N. Shaker, S. Asteriadis, G. Yannakakis, K. Karpouzis, Fusing Visual and Behavioral Cues for Modeling User Experience in Games, IEEE Transactions on Cybernetics, 43, no 6: 1519-1531, 2013

14. S. Asteriadis, K. Karpouzis, N. Shaker, G. Yannakakis, Towards Detecting Clusters of Players using Visual and Game-play Behavioral Cues, Procedia Computer Science, Special issue on Virtual Worlds for Serious Applications, 15: 140-147, 2012

15. G. Caridakis, S. Asteriadis, K. Karpouzis, Non-manual cues in automatic sign language recognition, Special Issue on Assistive Environments for the Disabled and the Senior Citizens, Personal and Ubiquitous Computing, Springer, 2012

16. C. Peters, S. Asteriadis, K. Karpouzis, Investigating shared attention with a virtual agent using a gaze-based interface, Journal on Multimodal User Interfaces, Springer, 3, no 1-2, 2010
17. S. Asteriadis, N. Nikolaidis, I. Pitas, Facial feature detection using Distance Vector Fields, Pattern Recognition, 42, no 7, Elsevier, 2009
18. S. Asteriadis, K. Karpouzis, S. Kollias. Estimation of behavioral user state based on eye gaze and head pose—application in an e-learning environment, Multimedia Tools and Applications, Springer, 41, no 3, 2009

Book chapters

1. A. Sánchez-Rico, P. Garel, I. Notarangelo, M. Quintana, G. Hernández, S. Asteriadis, M. Popa, N. Vretos, V. Solachidis, M. Burgos, A. Girault. ICT Services for Life Improvement for the Elderly. Stud Health Technol Inform. 242:600-605, 2017
2. P. Karkazis, H. C. Leligou, P. Trakadas, N. Vretos, S. Asteriadis, P. Daras, P. Standen, Technologies facilitating smart pedagogy, Didactics of Smart Pedagogy-Smart Pedagogy for Technology Enhanced Learning, ISBN 978-3-030-01550-3 Linda Daniela, Springer, 2018
3. S. Asteriadis, N. Nikolaidis, I. Pitas, Review of Facial Feature Detection Algorithms, Advances in Face Image Analysis: Techniques and Technologies, 2009
4. G. Caridakis, G. Castellano, L. Kessous, A. Raouzaiou, L. Malatesta, S. Asteriadis, K. Karpouzis, Multimodal emotion recognition from expressive faces, gestures and speech in multimodal affective analysis, in C. Boukis, A. Pnevmatikakis and L. Polymenakos (eds.), Artificial Intelligence and Innovations: from Theory to Applications, pp 375-388, 2007

Accepted publications in conferences

1. A. Mertens, E. Ghaleb, and S. Asteriadis, Explainable and Interpretable Features of Emotion in Human Body Expressions, The annual Benelux Conference on Artificial Intelligence and Machine Learning (BNAIC 2021), Luxembourg, 10-12 November, 2021
2. C. Athanasiadis, E. Hortal, and S. Asteriadis, Temporal conditional Wasserstein GANs for audio-visual affect-related ties, in the "What's Next in Affect Modelling" workshop, 9th International Conference on Affective Computing & Intelligent Interaction (ACII 2021), 28 September – 1 October, 2021, Virtual Event
3. B. Khaertdinov, E. Ghaleb, and S. Asteriadis, Contrastive Self-supervised Learning for Sensor-based Human Activity Recognition, in the 2021 International Joint Conference on Biometrics (IJCB 2021), Shenzhen, China, August 4-7, 2021 (*second runner up award)*
4. B. Khaertdinov, Y. C. Semerci, and S. Asteriadis, "Wandering Recognition using Classical Machine Learning and Deep Learning Techniques with Skeletal Trajectories", in the 14th International Conference on PErvasive Technologies Related to Assistive Environments (PETRA 2021), ASSIST: 1st International Workshop on AI and Sensor-Supported Integrated care Solutions, Corfu, Greece, June 29 – July 2, 2021
5. B. Khaertdinov, E. Ghaleb, S. Asteriadis, Deep Triplet Networks with Attention for Sensor-based Human Activity Recognition, The 19th International Conference on Pervasive Computing and Communications (PerCom 2021), March 22-26, 2021
6. J. Lucas, E. Ghaleb, S. Asteriadis, 'Deep, Dimensional and Multimodal Emotion Recognition Using Attention Mechanisms', The annual Benelux Conference on Artificial Intelligence and Machine Learning (BNAIC 2020), Leiden, The Netherlands, November 2020
7. E. Ghaleb, J. Niehues, and S. Asteriadis, Multimodal Attention-Mechanism for Temporal Emotion Recognition, The 27th IEEE International Conference on Image Processing (ICIP 2020), October 25-28, 2020
8. C. Athanasiadis, E. Hortal, and S. Asteriadis, Audio-based Emotion Recognition Enhancement through Progressive GAN, The 27th IEEE International Conference on Image Processing (ICIP 2020), October 25-28, 2020
9. D. Dotti, E. Ghaleb, S. Asteriadis, Temporal Triplet Mining for personality recognition, 15th IEEE international conference on Automatic Face and Gesture Recognition (IEEE FG), Buenos Aires, Argentina, 18-22 May, 2020
10. F. Gibellini, J. Sebastiaan, J. Lucas, M. Luli, M. Stallmann, D. Dotti, S. Asteriadis, Towards Approximating Personality Cues Through Simple Daily Activities, Advanced Concepts for Intelligent Vision Systems (ACIVS 2020), Auckland, New Zealand, 10-14 February, 2020
11. F. Calsius, S. Asteriadis. Synthesizing Personality-Dependent Body Postures Using Generative Adversarial Networks. BNAIC/BENELEARN 2019 – The reference AI & ML conference for Belgium, Netherlands & Luxemburg. Brussels, 6-8 November, 2019
12. E. Ghaleb, M. Popa, and S. Asteriadis, Multimodal and Temporal Perception of Audio-visual Cues for Emotion Recognition, 8th International Conference on Affective Computing & Intelligent Interaction (ACII 2019), Cambridge, UK, 3-6 September 2019

13. S. Foutsitzi, S. Asteriadis, G. Caridakis, An overview of Affective Models and ICT in Education, 10th International Conference on Information, Intelligence, Systems and Applications (IISA 2019), Patras, Greece, 15-17 July, 2019

14. C. Athanasiadis, E. Hortal and S. Asteriadis, Bridging face and sound modalities through Domain Adaptation Metric Learning, European Symposium on Artificial Neural Networks, Computational Intelligence and Machine Learning (ESANN 2019), Bruges (Belgium), 24 – 26 April 2019

15. E. Ghaleb, E. Hortal, M. Popa, S. Asteriadis, Towards Affect Recognition through Interactions with Learning Materials, IEEE International Conference on Machine Learning and Applications (ICMLA 2018), Orlando, Florida, USA, 17-20 December, 2018

16. D. F. L., Hertroijs; A.M.J Elissen; M.C.G.J Brouwers; N.C. Schaper; S. Köhler; M.C. Popa; S. Asteriadis; S.H. Hendriks; H.J. Bilo; D. Ruwaard, A risk score of BMI, HbA1c and triglycerides predicts future glycemic control in type 2 diabetes, 18th International Conference on Integrated Care, Utrecht, 23-25 May, 2018

17. E. Spyrou; N. Vretos; A. Pomazanskyi; S. Asteriadis and H. Leligou, Exploiting IoT Technologies for Personalized Learning, IEEE Conference on Computational Intelligence and Games (CIG 2018), Maastricht, the Netherlands, 14-18 August, 2018

18. D. Martín, M. Popa, J. Jiménez, F. Álvarez, S. Asteriadis, L. Carrasco, A Novel Approach for Movement Evolution Tracking in Parkinson's Disease using Data Analysis and Fuzzy Logic. In Proceedings of the 11th PErvasive Technologies Related to Assistive Environments Conference (PETRA) 2018 Jun 26 (pp. 455-461). ACM, 2018

19. D, Dotti; M. Popa; S. Asteriadis, Behavior and Personality Analysis in a nonsocial context Dataset, 2018 IEEE Conference on Computer Vision and Pattern Recognition Workshops (CVPRW), Salt Lake City, US, 22 June, 2018

20. D. Tsatsou, A. Pomazanskyi, E. Hortal, E. Spyrou, H. Leligou, S. Asteriadis, N. Vretos, and P. Daras, Adaptive learning based on affect sensing, 19th International Conference on Artificial Intelligence in Education, London, UK, June 27-30, 2018

21. D. Dotti, M. Popa, S. Asteriadis, Unsupervised discovery of normal and abnormal activity patterns in indoor and outdoor environments, VISAPP 2017 12th International Conference on Computer Vision Theory and Applications, Porto, Portugal, 27 February - 1 March 2017

22. J. Schwan, E. Ghaleb, E. Hortal, S. Asteriadis. High-performance and Lightweight Real-time Deep Face Emotion Recognition, 12th International Workshop on Semantic and Social Media Adaptation and Personalization, Bratislava, 9-10 July, 2017

23. F. Alvarez, M. Popa, N. Vretos, A. Belmonte, S. Asteriadis, V. Solachidis, T. Mariscal, D. Dotti, P. Daras, Multimodal monitoring of Parkinson's and Alzheimer's patients using the ICT4LIFE platform. Smart indoor event and Activity Recognition Workshop (SIEARW), IEEE AVSS 2017, Lecce, Italy, 29 August 2017

24. S. Selzer, S. Asteriadis, M. Politze, Prediction of learning space occupation through WLAN access point data using Kalman filter and Gradient Boosting Regression. Smart indoor event and Activity Recognition Workshop (SIEARW), IEEE AVSS 2017, Lecce, Italy, 29 August 2017

25. C. Athanasiadis, C.Z. Lens, D. Koutsoukos, E. Hortal and S. Asteriadis, Personalized, affect and performance-driven Computer-based Learning (CSEDU 2017), 9th International Conference on Computer Supported Education, Porto, 21-23 April 2017

26. E. Ghaleb, M. Popa, E. Hortal, S. Asteriadis, Multimodal Fusion Based on Information Gain for Emotion Recognition in the Wild, Intelligent Systems Conference (IntelliSys) 2017, London, United Kingdom, 7-8 September 2017

27. K. Karpouzis, N. Shaker, G. Yannakakis, S. Asteriadis, The Platformer Experience Dataset, 6th Affective Computing and Intelligenct Interaction (ACII 2015) Conference, Xi'an, China, 21-24 September, 2015

28. S. Asteriadis, P. Daras "Skeleton-based Human Action Recognition using Basis Vectors", 8th International Conference on Pervasive Technologies Related to Assistive Environments 2015 (PETRA 2015), Corfu, Greece, 1-3 July 2015

29. S. Crowle, M. Boniface, B. Poussard, S. Asteriadis, A design and evaluation framework for a tele-immersive mixed reality platform, 1st International Conference on Augmented and Virtual Reality (SALENTO AVR 2014), Lecce, 17-20 Sept, 2014

30. B. Poussard, S. Richir, J. Vatjus-Anttila, S. Asteriadis, D. Zarpalas, P. Daras, 3DLIVE: A Multi-Modal Sensing Platform Allowing Tele-Immersive Sports Applications, 22nd European Signal Processing Conference (EUSIPCO), Lisbon, Portugal, 2-5 Sept. 2014

31. Doumanoglou, D. Alexiadis, S. Asteriadis, D. Zarpalas, P. Daras, On Human Time-Varying Mesh Compression Exploiting Activity-Related Characteristics, IEEE International Conference on Acoustics, Speech, and Signal Processing (ICASSP), Florence, Italy, May 4-9, 2014

32. S. Asteriadis, A. Chatzitofis, D. Zarpalas, D. S. Alexiadis, P. Daras, Estimating human motion from multiple Kinect Sensors, 6th International Conference on Computer Vision / Computer Graphics Collaboration Techniques and Applications (MIRAGE), Berlin, Germany, June 6–7, 2013

33. Doumanoglou, S. Asteriadis, D. Alexiadis, D. Zarpalas, P. Daras, A Dataset of Kinect-based 3D scans, 11th IEEE IVMSP Workshop: 3D Image/Video Technologies and Applications, Yonsei University, Seoul, Korea, 10-12, June, 2013

34. S. Asteriadis, K. Karpouzis, N. Shaker, G Yannakakis, Towards detecting clusters of players using visual and game-play behavioural cues, 4th International Conference on Games and Virtual Worlds for Serious Applications (VS-Games), Genoa, Italy, October 2012

35. S. Asteriadis, G. Caridakis, L. Malatesta, K. Karpouzis, Natural interaction multimodal analysis: Expressivity analysis towards adaptive and personalized interfaces, 7th International Workshop on Semantic and Social Media Adaptation and Personalization (SMAP), Luxemburg, December, 2012

36. S. Asteriadis, K. Karpouzis, N. Shaker, G. N. Yannakakis, Does your profile say it all? Using demographics to predict expressive head movement during gameplay, 20th conference on User Modeling, Adaptation, and Personalization (UMAP), Workshop on TV and multimedia personalization, Montreal, Canada, 16-20 July, 2012

37. S. Asteriadis, N. Shaker, K. Karpouzis, G. N. Yannakakis, Towards Player's Affective and Behavioral Visual Cues as drives to Game Adaptation, LREC Workshop on Multimodal Corpora for Machine Learning, Istanbul, May, 2012

38. S. Asteriadis, K. Karpouzis, S. Kollias, Robust Validation of Visual Focus of Attention using Adaptive Fusion of Head and Eye Gaze patterns, 6th IEEE Workshop on Human Computer Interaction: Real-Time Vision Aspects of Natural User Interfaces, in conjunction with ICCV, Barcelona, Spain 6-13 November, 2011

39. S. Asteriadis, K. Karpouzis, S. Kollias, The importance of eye gaze and head pose to estimating levels of attention, 3rd International Conference in Games and Virtual Worlds for Serious Applications (VS-Games), Athens, Greece, May 4-6, 2011

40. C. Grappiolo, G. Yannakakis, S. Asteriadis, K. Karpouzis, Towards Multimodal Player Adaptivity in a Serious Game for Fair Resource Distribution IEEE International Conference on Multimedia and Expo (ICME), Barcelona, Spain, 2011

41. G. Caridakis, K. Karpouzis, S. Asteriadis, Low-cost affect and behaviour sensing in games, Fourth EUCogII Members Conference, Poster session, Thessaloniki, Greece, April 11-12, 2011

42. G. Caridakis, S. Asteriadis, K. Karpouzis, Non-manual cues in automatic sign language recognition, ABRA: Affect and Behaviour Related Assistance Workshop, 4th ACM International PETRA Conference, Crete, Greece, May 25-27, 2011

43. G. Caridakis, S. Asteriadis, K. Karpouzis, S. Kollias, Detecting Human Behavior Emotional Cues in Natural Interaction, 17th International Conference on Digital Signal Processing (DSP), Corfu, Greece, July 6-8, 2011

44. N. Shaker, S. Asteriadis, G. Yannakakis, K. Karpouzis, A Game-based Corpus for Analysing the Interplay between Game Context and Player Experience, EmoGames workshop, International Conference on Affective Computing and Intelligent Interaction (ACII), Memphis, USA, October 9, 2011

45. S. Asteriadis, K. Karpouzis, S. Kollias, Head Pose Estimation with One Camera, in Uncalibrated Environments, International Workshop on Eye Gaze in Intelligent Human Machine Interaction, (IUI), Hong Kong, February, 2010

46. G. Caridakis, S. Asteriadis, K. Karpouzis, User modeling via gesture and head pose expressivity features, 5th International Workshop on Semantic Media Adaptation and Personalization, (SMAP), Limassol, Cyprus, 9-10 December, 2010

47. S. Asteriadis, K. Karpouzis, S. Kollias, Face Tracking and Head Pose Estimation using Convolutional Neural Networks, Symposium on Face Analysis and Animation, Edinburgh, 21 October, 2010

48. S. Asteriadis, K. Karpouzis, S.Kollias, Feature extraction and Selection for inferring user engagement in an HCI environment, Human Computer Interaction International Conference (HCII), San Diego, California, 19-24 July, 2009

49. S. Asteriadis, D. Soufleros, K. Karpouzis, S. Kollias, A Natural Head Pose and Eye Gaze Dataset, International Conference on Multimodal Interfaces (ICMI), Boston, MA, 2-6 November, 2009

50. C. Peters, S. Asteriadis, G. Rebolledo-Mendez, Modelling User Attention for Human-Agent Interaction, International Workshop in Image and Audio Analysis for Multimedia Interactive Systems (WIAMIS), London, 6-8 May, 2009

51. S. Asteriadis, K. Karpouzis, S. Kollias, A Neuro-Fuzzy approach to User Attention Recognition, 18th International Conference on Artificial Neural Networks (ICANN), Prague, 3-6 September, 2008

52. C. Peters, S. Asteriadis, K. Karpouzis, E. de Sevin, Towards a real-time gaze-based Shared Attention for a virtual agent, AFFINE workshop, Chania, Crete, October, 2008

53. S. Asteriadis, P. Tzouveli, K. Karpouzis, S. Kollias, Non-verbal feedback on user interest based on gaze direction and head pose, 2nd International Workshop on Semantic Media Adaptation and Personalization (SMAP), London, United Kingdom, 17-18 December, 2007

54. S. Asteriadis, N. Nikolaidis, A. Hajdu, I.Pitas, An Eye Detection Algorithm using Pixel to Edge information, Proceedings of the 2nd IEEE-EURASIP International Symposium on Control, Communications, and Signal Processing, Marrakech, March, 2006

55. S. Asteriadis, N. Nikolaidis, A. Hajdu, I. Pitas, A novel eye detection algorithm utilizing edge-related geometrical information,European Signal Processing Conference, (EUSIPCO), Florence, Italy, September, 2006
56. L. Goldmann, M. Krinidis, N. Nikolaidis, S. Asteriadis, and T. Sikora An Integrated System for face detection and tracking, 2nd Workshop on Immersive Communication and Broadcast Systems, 2005

Technical Demos

1. A non-intrusive method for user focus of attention estimation in front of a computer monitor, S. Asteriadis, P. Tzouveli, K. Karpouzis, S. Kollias, IEEE Conference on Automatic Face and Gesture Recognition (FG), Amsterdam, The Netherlands, September, 2008

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Journal editor/Conference organization/chair

2021	Main organizer of the ASSIST@PETRA Workshop: *AI and Sensor-Supported Integrated care Solutions, collocated with the PErvasive Technologies Related to Assistive Environments (PETRA) international conference.*
2020	Guest editor for the special issue *Multimodal Emotion Recognition*, Multimodal Technologies and Interaction (ISSN 2414-4088), MDPI
2018	Co-organizer of the PEARL Workshop: *Patient Data Acquisition, Analysis, Profiling and Personalized Care Plan*, collocated with the PErvasive Technologies Related to Assistive Environments (PETRA) international conference.
2018	IEEE Conference on *Computational Intelligence and Games* (CIG2018) – Keynote and Turorials chair, co-organizer.
2017	Main organizer of the International *Smart Indoor Event and Activity Recognition Workshop* (SIEARW17), collocated with IEEE International Conference on Advanced Video and Signal based Surveillance.
2017	Co-organizer of the special Session *Multimodal affective analysis for human-machine interfaces and learning environments* held within the 12th International Workshop on Semantic and Social Media Adaptation and Personalization.
2017	Co- organizer of the international workshop in *Adaptive and Personalized Game-based Learning Environments,* collocated with the 9th International Conference on Virtual Worlds and Games for Serious Applications (VS-Games 2017)

Reviewer/Technical Committee member for International Scientific Journals & Conferences

Indicatively: Elsevier -Pattern Recognition - npj Digital Medicine, Nature Research - Journal of Educational Technology and Society, Special Issue on Game-Based-Learning – IEEE transactions on Computational Intelligence and AI in Games - IEEE Transactions on Multimedia - IEEE Transactions on Neural Networks - IEEE Transactions on Affective Computing – Computer Vision, IET - Computer Vision and Image Understanding, Elsevier - Artificial Intelligence in Medicine, Elsevier International Journal of Pattern Recognition and Artificial Intelligence - Pattern Recognition Letters Journal, Elsevier - International Journal of Thermal Sciences, Elservier – Biomedical signal Processing, Elsevier - Sensors, MDPI - International Journal on Artificial Intelligence Tools, World Scientific – International Joint Conference on Artificial Intelligence 2018 – AAAI conference on Artificial Intelligence 2018

Invited talks

2021	Invited presentation at the 26th Annual Conference on Intelligent User Interfaces (IUI'21)
2019	Philips (Einhoven), Artificial Intelligence in Healthcare
2019	Radboud University Nijmegen, Thalia Symposium
2017	3rd Global Summit & Expo on Multimedia & Artificial Intelligence, Lisbon, Portugal
2016	Computer-Human Adapted Interaction (CHAI) research group, School of Information Technologies, University of Sydney, Australia
2011	University Research Institute of Applied Communication and the Laboratory of New Technologies in Communication, Education and the Mass Media of the University of Athens, "Days of Usability and Accessibility – EDUCATION: Designing for Social Change", Athens, Greece
2006	Universidad Politecnica de Catalunya, Image Processing Group, Barcelona, Spain

Scholarships, awards

2016	World University Network (WUN) research mobility award (3000 euro) to conduct joint research between Maastricht University and the University of Sydney
2012	Intel Ultrabook competition finalist: The emotion and attention recognition software, nominated by Intel for their Ultrabook competition, as a programming solution deemed to be of highly innovative design.
2007-2011	Holder of National Technical University of Athens Scholarship for Research Funding
2000	Greek National Foundation for Studentships, Scholarship under the ERASMUS-SOCRATES program for student exchanges

Complementary studies/collaborations abroad

2016	Research visitor, University of Sydney, Australia
2008	Research visitor, VTT, Oulu, Finland.
2006	Research visitor, Universidad Politécnica de Catalunya, Image and Video Processing group, Barcelona, Spain

Languages

Greek, native language

English, fluently:	• Certificate of Proficiency in English, University of Cambridge
Spanish, fluently:	• Diploma de Español como lengua extranjera, instituto Cervantes
French, very good:	• Certificat de langue Française, 1er degré, institute de France de Thessalonique
	• Unités A1, A2, A3, A4, institute de France de Thessalonique
Italian, very good:	• Diploma di lingua Italiana, instituto italiano di cultura
Dutch, basic to intermediate:	• Self-taught