

CURRICULUM VITAE

Dr. Emmanouel Rovithis

July 2019

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Personal Details

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Education

Academic

Ph.D in Electronic Music Composition 2016
Ionian University, Corfu, Greece
Department of Music Studies, Rating «Excellent»,
Thesis Title: Kronos: Electronic Audio Game based on Electronic Music
Composition in Educational Applications

M.A. in Music Composition 2004
Anglia Polytechnic University, Music Department, Cambridge, UK

Diploma in German Literature 2001
National Kapodistrian University of Athens, Greece
Department of German Language and Literature, Rating «Excellent»

Other

Degree in Classical Guitar 2000
State Conservatoire «Rhythm»

Degree in Harmony 2000
State Conservatoire «Rhythm»

Degree in Counterpoint 2000
State Conservatoire «Rhythm»

Abitur Certificate in German Language 1996
German School of Athens

High School Certificate 1996
German School of Athens

Cambridge Certificate of Proficiency in English Language 1993
British Council

Research Activity

Fields of Interest

- Audio Games
- Augmented Reality Audio
- Sonic Interaction Design
- Data Sonification
- Accessibility
- Serious Games
- Electronic Music Synthesis

Research Experience

Post-doctoral Researcher

2018 - 2019

Department of Audio & Visual Arts, Ionian University

Research Project Title: «Augmented Reality Audio Games»

June 2018 - September 2019

Operational Program Human Resources Development, Education and Life- long learning, Priority Axes 6, 8, 9, Act "Supporting Researchers with emphasis on New Researchers" (grant MIS number: 5007016), co-financed by Greece and the European Union (European Social Fund - ESF)

Publications

PhD Dissertation (in greek)

Rovithis, E. (2015). *Kronos: Electronic Audio Game based on Electronic Music Composition in Educational Applications*. (Doctoral Dissertation, Ionian University, Dept. of Music Studies).

International Peer-reviewed Journals (in english)

Rovithis, E., Floros, A., Moustakas, N., Vogklis, K., & Kotsira, L. (2019). Bridging Audio and Augmented Reality towards a new Generation of Serious Audio-only Games. *The Electronic Journal of e-Learning*, 17(2), pp. 144-156, available online at www.ejel.org

International Peer-reviewed Conferences (in english)

Rovithis, E., Papadopoulou, A., & Floros, A. (in press). Designing Audio Technology-Oriented Practices for Teaching Art to Primary School Pupils. In *Proceedings of the 2nd Digital Culture & AudioVisual Challenges Conference on Interdisciplinary Creativity in Arts and Technology (DCAC)*. Ionian University.

Moustakas, N., Floros, A., **Rovithis, E.**, & Vogklis, K. (2019). Augmented Audio-Only Games:A New Generation of Immersive Acoustic Environments through Advanced Mixing. In *Audio Engineering Society Convention 146*. Audio Engineering Society (AES)

Rovithis, E., Floros, A., & Kotsira, L. (2018). Educational Audio Gamification: Theory and Practice. In *Proceedings of the 17th European Conference on e-Learning (ECEL)* (pp. 497–505). ACPI.

Rovithis, E., & Floros, A. (2018). AstroSonic: an Educational Audio Gamification Approach. In *Proceedings of the 1st Digital Culture & AudioVisual Challenges Conference on Interdisciplinary Creativity in Arts and Technology (DCAC)*. Ionian University.

Rovithis, E., Floros, A., Mniestris, A., & Grigoriou, N. (2014). Audio games as educational tools: Design principles and examples. In *Proceedings of Games Media Entertainment (GEM), 2014 IEEE*
<http://doi.org/10.1109/GEM.2014.7048083>

Rovithis, E., Mniestris, A., & Floros, A. (2014). Educational audio game design: sonification of the curriculum through a role-playing scenario in the audio game 'Kronos'. In *Proceedings of the 9th Audio Mostly: A Conference on Interaction With Sound* (p. 21). ACM. <http://doi.org/10.1145/2636879.2636902>.

Rovithis, E. (2012). A classification of audio-based games in terms of sonic gameplay and the introduction of the audio-role-playing-game: Kronos. In *Proceedings of the 7th Audio Mostly Conference on Interaction with Sound - AM '12*. ACM Press. <http://doi.org/10.1145/2371456.2371483>

National Peer-reviewed Conferences (in greek)

Rovithis, E., Moustakas, N., Floros, A., & Voglis, K. (2018). Augmented Reality Audio Games: a First Approach. In *Proceedings of the 9th Panhellenic*

Conference «Acoustics 2018» Hellenic Institute of Acoustics (HELINA). Kalamata, Greece: Hellenic Institute of Acoustics.

Rovithis, E. (2018). The Last Universal Common Ancestor: a project-oriented approach in teaching Digital Sound Processing. In *Proceedings of the 9th Panhellenic Conference «Acoustics 2018» Hellenic Institute of Acoustics (HELINA)*. Kalamata, Greece: Hellenic Institute of Acoustics.

Rovithis, E., Metallinou, F.-A., & Floros, A. (2016). Hearing the Magnetic Storm: an educational interactive audio environment. In *Proceedings of the 8th Panhellenic Conference «Acoustics 2016» Hellenic Institute of Acoustics (HELINA)*. Aigaleo, Greece: Hellenic Institute of Acoustics.

Rovithis, E., & Floros, A. (2016). Cerberus: Educational Audio Game on Noise. In *Proceedings of the 4th Conference of the Hellenic Society of Acoustic Ecology (HSAE) «Sound, Noize, Environment»*. Mytilini, Greece: Hellenic Society of Acoustic Ecology.

Rovithis, E., Kotsira, L., & Marantou, N. (2016). Melodic Path: Educational Audio Game for Teaching Melodic Dictation. In *Proceedings of the «Education in the Time of ICT» Conference*. Athens, Greece: New Educator.

Rovithis, E., Floros, A., & Mniestris, A. (2015). Educational Audio Game Design - Kronos, a Role-Playing Game. In *Proceedings of the 1st Hellenic Conference of Art Education «Wherever one hears music..modern approaches in music education»*. Patras, Greece: University of Patras.

Rovithis, E., Floros, A., & Mniestris, A. (2014). Serious audio-only games: a modern educational approach. In *Proceedings of the 3rd Conference of the Hellenic Society of Acoustic Ecology (HSAE) «Acoustic Ecology & Education»*. Athens, Greece: Hellenic Society of Acoustic Ecology.

Teaching Experience

Academic Courses

Audio Processing Software Design (MA)

2018-2019

Ionian University

Postgraduate Programme "Sonic Arts and Audio Technologies" offered by the Department of Music Studies and the Department of Audio and Visual Arts of the Ionian University, 2nd semester.

The subject matter of this course extends from the theoretical analysis of digital sound synthesis and processing techniques to the development of relevant modules on the open-source programming platform “Pure Data”

Audio Technologies in Primary Art Education

2018-2019

Department of Audio and Visual Arts, Ionian University

Pedagogical Training Programme for Educational Competence “Teaching Technologies in Art Education” offered by the Department of Audio and Visual Arts of the Ionian University, 2nd semester

The subject matter of this course includes providing prospective art teachers with expertise in designing and implementing educational scenarios through the use of audio technologies.

Algorithmic Composition and Sound Structure

2018-2019

Department of Audio and Visual Arts, Ionian University

Graduate Course, 8th semester

The subject matter of this course includes the theoretical analysis and practical development of audio synthesis modules based on formalised automated systems using the open-source programming platform “Pure Data”.

Digital Sound Processing

2017- 2018

Department of Audio and Visual Arts, Ionian University

Graduate Course, 6th semester

The subject matter of this course includes designing and applying processing algorithms on digital audio signals using the open-source programming platform “GNU Octave”.

Dissertation Supervision

Special Consultant and Reviewer

2019

Interdepartmental / Interdisciplinary Postgraduate Programme “Advanced Computer and Communication Systems”, Aristotle University of Thessaloniki
Dr. Rovithis reviewed the implementation of a series of video tutorials about the programming platform “Pure Data” for the assignment “Educational Environment for Sound and Music Synthesis”.

Other

Digital Kids Orchestra

2016-2017

Hellenic-American Educational Foundation (Athens College)

Workshop for elementary school students to be introduced to basic music concepts by experimenting with musical instruments as physical objects and iPad applications respectively.

The workshop was also delivered at the Athens Digital Arts Festival in May 2017.

Music Games in a Digital World

2015

Hellenic-American Educational Foundation (Athens College), Summer Camp Workshop for elementary school students to be introduced to basic music concepts by individually and/or collectively playing music games on the iOS mobile platform.

Sound Design

2006-2012

“Mikro Polytexneio” Foundation for the Arts

Series of seminars introducing participants of various age groups and musical background to basic concepts of digital sound design. Each series focuses on different directions, such as soundscape synthesis, live performance, interactive installations, music for theatre, and photography augmentation.

English Language: Gmat Verbal Section

2014-onwards

Private lessons preparing students for the verbal section of the Graduate Management Admission Test (Gmat).

German Language: diplomas B1, B2 & C1

2001-onwards

Private lessons preparing students for acquiring the B1, B2 and C1 german language certifications.

Guitar Lessons

2001-onwards

Private lessons in classical, acoustic and electric guitar, including song accompaniment, solo improvisation techniques, and preparation for admission to music universities.

Organizational Experience

Participation in organizing the international **Audiovisual Arts Festival 2019** of the Ionian University (Depts. of Music Studies and Audiovisual Arts) as the curator of the undergraduates’ exhibition and the supervisor of the festival’s volunteers.

Participation in organizing the international joint **ICMC-SMC 2014 Conference** «Music Technology meets Philosophy» in Athens, Greece, as the personal assistant of honored guests Jean-Claude Risset and John Chowning.

Product Development

I.D.E.A. Inclusive Digital Educational Amusement 2017 onwards

Dr. Rovithis is co-founder and art-director of the creative team I.D.E.A., which deals with designing and implementing educational games in physical and digital space, while focusing on enhancing the inclusion of students with learning disabilities through new technologies.

Kronos 2015

Educational audio role-playing game, in which players are introduced to concepts and practices of electronic music composition and guided to construct and customize a digital musical instrument, while following the game's storyline. It was developed as the practical part of Dr. Rovithis' Ph.D. dissertation and presented at the Cultures of the Digital Economy Conference 2016 (Anglia Ruskin University, Cambridge, UK), and at the Audiovisual Festival 2017 (Ionian University, Athens, Greece).

Hearing the Magnetic Storm 2016

Interactive audio application (mac, pc) for the sonification of scientific data, specifically the impact of the sun's radiation on Earth's magnetic field during a solar storm. It was presented at the Athens Science Festival 2016, and at the 8th Panhellenic Conference on Acoustics 2016.

Explorer's Path 2015

Educational audio game (mac, pc) for introducing elementary school students to melodic dictation. It was tested at the Hellenic-American Educational Foundation to investigate the educational efficiency of sound interaction. The game was later donated to that same institution.

Noize Games 2014

Educational audio games (mac, pc) on the concept of noise, based on timbre recognition and memory. They were developed on behalf of the Department of Audio & Visual Arts (Ionian University) and presented at public schools in Corfu in the context of the International Noise Awareness Day, in order to raise the pupils' awareness on acoustic ecology.

the Freq 2012

Accessible audio game (iPhone) based on pitch recognition. It was released on AppStore in 2011, whereas its computer version (mac, pc) was presented at the Athens Gaming Forum 2012 (co-organized by the British Council and Athens Information Technology) and donated to the Panhellenic Association for the Blind in the following year.

Distinctions

The audio game «**the Freq**» was selected in the top 10 games at the Athens Gaming Forum 2012 for its innovative and accessible gameplay. (April 2012)

The game development team «**Audio Based Games**» (ABG), managed by Dr. Rovithis, was selected in the 3 most innovative startup suggestions within the business incubator initiative «Ekinisi Lab» for supporting the entrepreneurship of young researchers. (June 2014)

Music Composition & Sound Design

Theatre

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| Dotted | 2018 |
| Fingerprint Dancetheatre Group, Artiria@Athens, director: Vicky Sachpazi | |
| Dead end | 2012 |
| Alkmini Theatre, director: Ilias Pimenidis | |
| The cherry orchard | 2012 |
| Mikro Polytexnio Theatrical Workshop, director: Dimitris Kanellos | |
| The train that brought tear and laughter | 2012 |
| Mikro Polytexnio Theatrical Workshop, director: Giota Koundouraki | |
| Road dance theater | 2012 |
| Mikro Polytexnio Theatrical Workshop, director: Christina Sougioultzi | |
| Judgement day | 2012 |
| Mikro Polytexnio Theatrical Workshop, director: Alexandra Sakellaropoulou | |
| I think one square meter is enough | 2011 |
| Greek Centre of International Theatre Institute, director: Takis Tzamargias | |
| Homeriad | 2010 |
| The Free Fall Company, director: Esther Andre Gonzalez | |
| The fabulous case of the bat | 2009 |
| The Free Fall Company, director: Vicky Sachpazi | |
| The kiss of space | 2008 |
| The Flying Octopuses Theatre Group, director: Sofia Filippidou | |
| From now on only happy end | 2008 |
| The Happy End Theatre Group, Theatres Chora & Epi Kolono, director: Georgia Mavragani | |
| On seeing the 100% perfect girl | 2007 |

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| The Happy End Theatre Group, Theatre Epi Kolono, director: Georgia Mavragani | |
| Women, whose men are missing | 2007 |
| Mikro Polytexnio Theatrical Workshop, director: Sofia Seirli | |
| Sweet bird of youth | 2007 |
| Mikro Polytexnio Theatrical Workshop, director: Anita Kagkalou | |
| The short story of my life | 2006 |
| Pocket Theatre Festival, director: Kyriakos Chatzimichailidis | |
| The beauty and the beast | 2006 |
| Theatrical Workshop of Vrilissia Municipality, director: Tonia Stavropoulou | |
| The little prince | 2005 |
| Theatrical Workshop of Vrilissia Municipality, director: Tonia Stavropoulou | |
| Moon week | 2005 |
| Pocket Theatre Festival, director: Thrasos Kaminakis | |
| Plutus | 2002 |
| Hellenic College of London, director: Maria Matsouka | |

Cinema

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|---|-------------|
| The last pornmovie | 2006 |
| under the alias «Asad», director: Costas Zapas | |
| Tsiou | 2005 |
| under the alias «Savage Mambas», director: Makis Papadimitratos | |

Installations

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| LUCA the last universal common ancestor | 2018 |
| Audiovisual Arts Festival, Ionian University, Corfu Four-channel interactive audio installation that interprets sonically the evolutionary process of living beings from simple, unicellular to complex, multicellular organisms, by means of the sound's fidelity and the processing algorithms' complexity. | |
| Kronos | 2017 |
| Audiovisual Arts Festival, Megaron Concert Hall, Athens Interactive audio installation, in which users are introduced to concepts and practices of electronic music composition by solving riddles and accomplishing tasks within the context of an electronic role-playing game. | |

- Hearing the magnetic storm** 2016
Athens Science Festival, Technopolis, Athens
Interactive audio installation that aims at informing and raising awareness about the phenomenon of magnetic storms by sonically representing the alteration of Earth's magnetic field caused by solar energy.
- The hidden poets garden** 2012
Asomaton Theatre, Thisseio, Athens
Performance based on processing pre-recorded recitation of poems and live improvisation with sound producing objects.
- Original Vs Copy** 2010
Design Walk Festival, Monastiraki, Athens
Interactive audiovisual installation based on the collage of fragmented pre-recorded interviews, aiming to represent the complexity of human existence. The installation's space was scenographically prepared with threads interconnecting excerpts from the interviews written on the walls to enhance the audience's immersion.
- The Box** 2008
Booze Cooperativa, Kolokotroni, Athens
Interactive audiovisual installation based on time-travelling to different eras. The installation took place in a specially constructed chamber (time-machine) to enhance the audience's immersion.
- Rockaby** 2007
Bios, Pireos, Athens
Interactive audiovisual installation based on Samuel Beckett's respective play. Sound was stochastically de- and re-constructing the pre-recorded narration, while space was prepared with props from the life of the play's character to enhance the audience's immersion.
- Laptop Hug** 2002
Babble's Festival, APU University, Cambridge, UK
Projection of audiovisual material (video) criticizing people's excessive dependency on technology.
- Hangover** 2002
Kettle's Yard Gallery, Cambridge, UK
Audio installation with processed fragments of pre-recorded human speech randomly collected during a night-out.

Other Work Experience

- Teleperformance Hellas** 2016-2017
Customer Service Supervisor in project «Salt»
duties: Training and evaluating agents

Teleperformance Hellas

2015-2016

Customer Service Representative in project «Salt»

duties: Technical and financial customer support (phone & email)

Pierre One

2001

Travel Agent

duties: Sales, reservations & guided tours

Software Expertise

Music Production and Processing Software:

- Max/MSP
- PureData
- GNU Octave
- Adobe Audition
- Steinberg Cubase
- Ableton Live

Foreign Languages

- Greek (native)
- English (fluently)
- German (fluently)

General Interests

- Astronomy
- Electronic Games
- Cooking