

# CURRICULUM VITAE

## Emmanouel Rovithis, PhD

### Personal Info

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### Academic Info

**ORCID:** 0000-0001-7404-4063  
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### Art Portfolio

**Personal Website:** [www.sonicmanos.com](http://www.sonicmanos.com)  
**Soundcloud:** [www.soundcloud.com/rovithis](https://www.soundcloud.com/rovithis)  
**Vimeo:** [www.vimeo.com/emmanouelrovithis](https://www.vimeo.com/emmanouelrovithis)

### Academic Education

**Ph.D in Electronic Music Composition** 2016  
Ionian University, Corfu, Greece, Department of Music Studies, Rating «First-class Honours»,  
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 Education

**Degree in Classical Guitar** 2000  
**Degree in Harmony** 2000  
**Degree in Counterpoint** 2000  
State Conservatoire «Rhythm»

**Abitur Certificate in German Language** 1996  
**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
- Audio Interaction
- Sonification
- Audio Augmented Reality
- Gamification
- Instructional Design

### Research Experience

#### **«ImGame – An Innovative Digital Environment Based on Research with Elements of Immersive Aesthetics and Serious Gaming»** **2022-2025**

Contribution to the project: gamification, research, dissemination, experimental evaluation  
[No. 101054570, funded by the European Union & the Municipality of Tripolis in the frames of **Creative Europe Programme**. Partners: Vidzeme University of Applied Sciences (Latvia), Municipality of Tripolis, Pro Progressione (Hungary), September 2022 – August 2025]

#### **«Consulting Services to the Municipality of Delphi on the Design and Development of the Specifications for the Itea Digital Museum»** **2023**

Contribution to the project: gamification, audio interaction design  
[No. 80622 Municipality of Delphi, Partner: Ionian University Audiovisual Arts Department]

#### **«C.Cage - Immersive Adventure Game for the Promotion of Local Creativity, Art and Tradition in the Town of Corfu»** **2019-2020**

Contribution to the project: gamification, concept design, research, dissemination, experimental evaluation  
[Operational Program "Ionian Islands 2014-2020" (grant MIS number: 80405), co-financed by Greece and the European Union (European Social Fund (ESF), October 2019 - June 2020)]

#### **«Augmented Reality Audio Games»** **2018 - 2019**

Contribution to the project: gamification, concept design, sound design, research, dissemination, experimental evaluation  
[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), June 2018 - December 2019]

## 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).

### Chapters in Books (in english)

Papadopoulou, A., **Rovithis, E.**, Panagopoulos, I., (2021) Serious Film Games (S.FI.GA): Integrating Game Elements with Filmmaking Principles into Playful Script Writing., in Linda Daniella (Ed.). *Smart Pedagogy of Game-based Learning* (pp. 195-215). Springer, Cham. DOI: 10.1007/978-3-030-76986-4

### Undergraduate Textbooks (in greek)

Papadopoulou, A., **Rovithis, E.**, & Panagopoulos, I. (2023). *Serious Film Games S.FI.GA.* [Undergraduate textbook]. Kallipos, Open Academic Editions. <https://dx.doi.org/10.57713/kallipos-131>

### International Peer-reviewed Journals (in english)

**Rovithis, E.**, Moustakas, N., Vogklis, K., Drossos, K., & Floros, A. (2021). Design Recommendations for a Collaborative Game of Bird Call Recognition Based on Internet of Sound Practices. *Journal of the Audio Engineering Society*, 69(12), 956-966. DOI: 10.17743/jaes.2021.0043

Moustakas, N., Floros, A., **Rovithis, E.**, & Vogklis, K. (2021). Prediction and Controlling of Auditory Perception in Augmented Environments. A Loudness-Based Dynamic Mixing Technique. *Applied Sciences*, 11(22), 10944. DOI: 10.3390/app112210944

**Rovithis, E.**, Moustakas, N., Floros, A., & Vogklis, K. (2019) Audio Legends: Investigating Sonic Interaction in an Augmented Reality Audio Game. *Multimodal Technologies Interact.* 2019, 3, 73, DOI: 10.3390/mti3040073

**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](http://www.ejel.org), DOI: 10.34190/JEL.17.2.07

### International Peer-reviewed Conferences (in english)

**Rovithis, E.**, Komianos, V., Vogklis, K., Pergantis, M., Moustakas, N., Kontopanagou, K., Tshipis, A., Loufopoulos, A., Tsiridou, T., Floros, A., & Giannakouloupoulos A. (in press). C.CAGE (Corfu Cultural Adventure GameE): An Immersive Adventure Game to Showcase the History, Tradition, Art, and Local Creativity of Corfu. In: *Proceedings of the 4th Digital Culture & AudioVisual Challenges Conference on Interdisciplinary Creativity in Arts and Technology (DCAC)*. Ionian University.

**Rovithis, E.**, Papadopoulou, A., & Panagopoulos, I. (in press) A Classification of Mobile Audio Creative Applications as a Roadmap for Planning the Learning Process. In *Proceedings of the 3rd Digital Culture & AudioVisual Challenges Conference on Interdisciplinary Creativity in Arts and Technology (DCAC)*. Ionian University.

**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.

**Rovithis, E.**, Panagopoulos, I., Papadopoulou, A., & Giannakouloupoulos, A. (2022). Serious Film Games (S.FI.GA.): An Educational Approach of Scriptwriting through a Challenge of Uncertainty. In *Proceedings of the 11th International Conference in Open and Distance Learning* (pp. 1–15). Hellenic Open University. DOI: 10.12681/icodl.3557

Moustakas, K., **Rovithis, E.**, Vogklis, K., & Floros, A. (2020, October). Adaptive Audio Mixing for

Enhancing Immersion in Augmented Reality Audio Games. *In Companion Publication of the 2020 International Conference on Multimodal Interaction* (pp. 220-227). DOI: 10.1145/3395035.3425325

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* DOI: 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. DOI: 10.1145/2371456.2371483

### National Peer-reviewed Conferences (in greek)

Moustakas, N., Floros, A., **Rovithis, E.**, & Vogklis, K. (2022). Dynamically Variable Mixing to Enhance Auditory Perception in Audio Augmented Reality Environments. *In: Proceedings of the 11th Panhellenic Conference «Acoustics 2022» Hellenic Institute of Acoustics (HELINA)*. Thessaloniki, Greece: Hellenic Institute of Acoustics.

**Rovithis, E.**, Moustakas, N., Voglis K., & Floros, A. (2021). Audio Legends: Approaching the Educational Aspect of Augmented Reality Audio Games. *In Proceedings of the 1st Panhellenic Conference «Educational games in formal and informal learning»*. School Life and Education Museum, National Centre of Research & Preservation of School Material.

**Rovithis, E.**, & Papadopoulou, A. (2021). A Classification of Tablet Audio-creative Applications in terms of Curriculum, Gamification, and Interface. *In Proceedings of the 1st Panhellenic Conference «Educational games in formal and informal learning»*. School Life and Education Museum, National Centre of Research & Preservation of School Material.

**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 Experience

<b>Laboratory Teaching Staff Member</b> Department of Audio and Visual Arts, Ionian University	<b>2020-ongoing</b>
<b>Academic Scholar</b> Department of Audio and Visual Arts, Ionian University	<b>2019-2020</b>
<b>Adjunct Lecturer</b> Department of Audio and Visual Arts, Ionian University	<b>2017-2019</b>

### Selected Courses

#### **Audio Processing Software Design (MA)**

Postgraduate course focusing on visual programming (programming language “Pure Data”) and aiming at the analysis and implementation of sound synthesis and processing techniques.

#### **Sound Art (MA)**

Postgraduate course focusing on digital media and sound synthesis techniques on the basis of electroacoustic music language.

#### **Sound Creation in Educational Applications**

Course that focuses on the application of audio technologies for the development of interactive educational activities.

#### **Content and Practicum in Secondary Education**

Course that focuses on lesson planning techniques and their application in the context of practicum in secondary education school units.

### **Teaching of Art and Creative Technologies**

Course focusing on the development and evaluation of novel pedagogical practices.

### **Augmented Technologies in the Curriculum**

Course that focuses on the implementation of Mixed Reality technologies and practices for the development of interactive educational applications.

### **Digital Sound Processing**

Course focusing on the design and application of processing algorithms on digital audio signals (programming language: "GNU Octave").

## **Dissertation Supervisions (Postgraduate Level)**

### **"Generative Sound Synthesis for the Creation of an Interactive Soundscape" 2020**

Contribution: Main Supervisor

Interdisciplinary Postgraduate Programme "Sound Arts and Technologies" (SONARTS), Ionian University, Departments of Music Studies and Audio and Visual Arts.

### **"Educational Environment for Sound and Music Synthesis" 2019**

Contribution: Special Consultant and Reviewer

Interdepartmental / Interdisciplinary Postgraduate Programme "Advanced Computer and Communication Systems", Aristotle University of Thessaloniki

## **Workshops & Seminars**

### **Space Audissey 2019-2020**

Workshop on music creation (10th-14th grade) focusing on the familiarisation with audio processing digital media through a game scenario about the planet Mars. ("Musix Lab" Educational Center, The Friends of Music Society, Athens Megaron Music Hall)

### **Digital Kids Orchestra 2016-2017**

Workshop on music creation (6th-12th grade) introducing students to the concepts of melody and rhythm through physical and digital instruments (iPad-apps). (Hellenic-American Educational Foundation, Athens College - February 2016, Athens Digital Arts Festival 2017 - May 2017)

### **Music Games in a Digital World 2015**

Workshop on music creation (6th-12th grade) through game activities via selected iPad applications. (Summer Camp, Hellenic-American Educational Foundation, Athens College, June 2015)

### **Sound Design 2006-2012**

Series of seminars and workshops introducing participants of various age groups and musical backgrounds to sound design in fields, such as soundscape synthesis, live performance, interactive installations, music for theatre, and photography augmentation. ("Mikro Polytexneio" Foundation for the Arts)

## **Distinctions**

The audio game «**the Freq**», developed by Dr. Rovithis, 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)

## Organizational Experience

**International Exhibition of Thessaloniki Θεσσαλονίκης** 2022-2023  
Curating the exhibition stand of the Ionian University and presenting the exhibited works of the Audio & Visual Arts Department at the 86th and 87th International Exhibition of Thessaloniki.

**International Audiovisual Arts Festival** 2019-2023  
Curating the exhibition of audiovisual works and interactive installations of graduate and post-graduate students, and phd candidates, as well as contributing to the organization of the festival's volunteers at the 13th, 15th, and 16th international **Audiovisual Arts Festival** of the Ionian University Department of Audio & Visual Arts.

**International Conference ICMC-SMC 2014** 2014  
Personal assistant (P.A.) of honored guests Jean-Claude Risset and John Chowning at the international joint **ICMC-SMC 2014 Conference** «Music Technology meets Philosophy» in Athens, Greece.

## Artistic Work

### Music Composition & Sound Design

#### Theatre

<b>Prometheus</b> director: Aris Biniaris, Theatre Gloria	2023
<b>Goodbye Lindita</b> director: Mario Banushi, Greek National Theatre	2023
<b>Taal in Taal out</b> director/choreographer: Justine Goussot, On Off Studio	2022
<b>Ragada</b> director: Mario Banushi, Rooms Exhibition & Theatro Sti Sala	2020-2022
<b>Dotted</b> director: Vicky Sachpazi, Fingerprint Dance-theatre Group, Artiria@Athens	2018
<b>Dead end</b> director: Ilias Pimenidis, Alkmini Theatre	2012
<b>The cherry orchard</b> director: Dimitris Kanellos, Mikro Polytexneio Theatrical Workshop	2012
<b>The train that brought tear and laughter</b> director: Giota Koundouraki, Mikro Polytexneio Theatrical Workshop	2012
<b>Road dance theater</b> director: Christina Sougioultzi, Mikro Polytexneio Theatrical Workshop	2012
<b>Judgement day</b> director: Alexandra Sakellaropoulou, Mikro Polytexneio Theatrical Workshop	2012
<b>I think one square meter is enough</b> director: Takis Tzamargias, Greek Centre of International Theatre Institute	2011
<b>Homeriad</b> director: Esther Andre Gonzalez, The Free Fall Company	2010
<b>The fabulous case of the bat</b> director: Vicky Sachpazi, The Free Fall Company	2009
<b>The kiss of space</b> director: Sofia Filippidou, The Flying Octopuses Theatre Group	2008

<b>From now on only happy end</b>	2008-2009
director: Georgia Mavragani, The Happy End Theatre Group, Theatres Chora & Epi Kolono	
<b>On seeing the 100% perfect girl</b>	2007-2008
director: Georgia Mavragani, The Happy End Theatre Group, Theatre Epi Kolono	
<b>Women, whose men are missing</b>	2007
director: Sofia Seirli, Mikro Polytexneio Theatrical Workshop	
<b>Sweet bird of youth</b>	2007
director: Anita Kagkalou, Mikro Polytexneio Theatrical Workshop	
<b>The short story of my life</b>	2006
director: Kyriakos Chatzimichailidis, Pocket Theatre Festival	
<b>The beauty and the beast</b>	2006
director: Tonia Stavropoulou, Theatrical Workshop of Vrilissia Municipality	
<b>The little prince</b>	2005
director: Tonia Stavropoulou, Theatrical Workshop of Vrilissia Municipality	
<b>Moon week</b>	2005
director: Thrastos Kaminakis, Pocket Theatre Festival	
<b>Plutus</b>	2002
director: Maria Matsouka, <a href="#">Hellenic</a> College of London	

## Cinema

<b>The last pornmovie</b>	2006
director: Costas Zapas, music signed with the alias «Asad»	
<b>Tsiou</b>	2005
director: Makis Papadimitratos, music signed with the alias «Savage Mambas»	

## Sound Design & Audio Interaction Programming

### Installations

<b>LUCA the last universal common ancestor</b>	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.	
<b>Kronos</b>	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.	
<b>Hearing the magnetic storm</b>	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.	
<b>The hidden poets' garden</b>	2012
Asomaton Theatre, Thisseio, Athens Performance based on processing pre-recorded recitation of poems and live improvisation with sound producing objects.	
<b>Original Vs Copy</b>	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.