

Costas Papadopoulos BA, MSc, PhD

Associate Professor in Digital Humanities & Culture Studies (UHD2)

Institutional Address

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EDUCATION

PhD in Digital Archaeology

Department of Archaeology, Faculty of Humanities, University of Southampton, UK, Award June 2014.

MSc in Archaeological Computing (Virtual Pasts) – Distinction

Department of Archaeology, Faculty of Humanities, University of Southampton, UK, Award January 2009.

BA in History and Archaeology (major in Archaeology & History of Art) – First Class

Department of History and Archaeology, University of Crete, Greece, Award August 2007.

CURRENT PROFESSIONAL APPOINTMENT

Associate Professor in Digital Humanities & Culture Studies
2018 (Oct)–to date, Maastricht University, The Netherlands.

Job Responsibilities

Research

- Applying for external funding in collaboration with colleagues from within Maastricht University and external partners to support the research agenda of the Research Group in Arts, Media & Culture.
- Applying for seed funding for proof-of-concept research that could lead to major EU grants.
- Applying for external and/or internal funding to support my own research agenda.
- Managing research projects, including staff, reporting, and finances.
- Presenting and publishing research outcomes in peer-reviewed venues.
- Developing, managing, and delivering knowledge exchange and external engagement.

Teaching

- Designing and delivering courses and teaching/training programmes in my area of expertise.

- Coordinating courses in undergraduate and postgraduate teaching programmes
- Working with colleagues to improve courses and teaching/training programmes according to students' feedback and the university's strategic priorities.
- Supervising undergraduate and postgraduate work, including PhD research.
- Mentoring undergraduate and postgraduate students and providing pastoral support.
- Designing appropriate assessments and marking.
- Developing collaborations with heritage institutions and industry to support student internships and projects.

Administration

- Coordinator of The Plant
- Member of the Maastricht Young Academy
- Serving on Search Committees
- Member of the i-Literacy Strategy Group (Past)
- Member of the Working Group on the interfaculty PhD Training programme (Past)
- Chair of the Valorisation Prize Committee (Past)
- Member of the Task Force Digital Studies Lab (Past)

PREVIOUS PROFESSIONAL APPOINTMENTS

Lecturer/Assistant Professor in Digital Humanities

2016 (Jan)–2018(Oct), National University of Ireland, Maynooth.

Postdoctoral Fellow in Digital Humanities

2015 (Jan)–2015 (Dec), National University of Ireland, Maynooth.

Job Responsibilities: 60% postgraduate and undergraduate teaching; 20% research on the project

Contested Memories: The Battle of Mount Street Bridge; 20% other research.

Postdoctoral Researcher at 'Corporeal Engagements with Clay'

2013 (Dec)–2015 (Jan), University of Southampton/ The British School at Athens. Funded by the British Academy/ Leverhulme Research Grants (PI: Yannis Hamilakis).

Job Responsibilities: 100% research on the project

Supervising Archaeologist

2010–2015, Excavation at the Neolithic Site Koutroulou Magoula, Phthiotida, Greece

Excavation Directors: Yannis Hamilakis & Nina Apostolika-Kyparissi

British School at Athens, Ephorate of Palaeoanthropology and Speleology of Southern Greece

Field Director/ IT manager

2008–2013, Excavation at the Bronze Age Zominthos Central Building, Crete, Greece

Excavation Directors: Yannis Sakellarakis & Efi Sapouna-Sakellarakis

Archaeological Society at Athens & 23rd Ephorate of Prehistoric and Classical Antiquities

Surveyor

2007, Survey of the island Thirasia, Greece

Survey Director: Iris Tzachili

University of Crete & 21st Ephorate of Cyclades

Supervising Archaeologist
2004–2007, Excavation of the Minoan peak sanctuary of Vrysinas, Crete, Greece.
Excavation Director: Iris Tzachili
University of Crete & 23rd Ephorate of Prehistoric and Classical Antiquities.

RESEARCH GRANTS (Successful)

Current

2025: Paradata in 3D Scholarship: Intellectual Transparency and Scholarly Argumentation in Digital Heritage

Funding Body: Lorentz Centre & eScience Centre

Role: PI

Amount of the Action: €50.000

2024-2025: OPER3D: Open Publication and Peer Review of 3D Scholarship

Funding Body: NOW

Role: PI

Amount of the Action: €50.000

2022-23: VR Enhanced PBL: Enhancing PBL Quality through the Use of Virtual Reality.

Funding Body: EDLAB

Role: Co-PI [Collaborative application led by Roberta Di Palma and Dominik Mahr (SBE). Partners: FHML, FPN, FASoS (through the PLANT)]

Amount of the Action: €50.000

2021-2024: PURE3D: An Infrastructure for the Publication and Preservation of 3D Scholarship

Funding Body: Platform Digitale Infrastructuur – Social Sciences and Humanities

Role: PI

Amount of the Action: €1.000.000

2022-23: Social Justice in the Digital Humanities: Diversifying the Curriculum

Funding Body: DARIAH

Role: Co-PI (European Consortium)

Amount of the Action: € 10,000

Past

2019-2021: #dariahTeach PROTEUS. A Novel Model for Sustaining Peer-Reviewed Open Access Teaching Materials

Funding Body: DARIAH

Role: PI (European Consortium)

Amount of the Action: € 3,000

2018-2021: IGNITE: Design Thinking & Making in the Arts & Sciences

Funding Body: Connect 2017/European Commission

Role: Co-PI (European Consortium)

Amount of the Action: €500,000

2018-2019: Scholarship in 3D: A Digital Edition Publishing Cooperative (Planning Grant)

Funding Body: The National Historical Publications and Records Commission (NHPRC) and the Andrew W. Mellon Foundation

Role: Co-PI (International Consortium)

Amount of the Action: \$100,000

2018: eDuCaTE: The Decade of Commemorations and Community Engagement through Technology

Funding Body: Science Foundation Ireland

Role: Co-PI (with Susan Schreibman)

Amount of the Action: €63,353

2016–2017: Easter 1916: The Battle of Mount Street Bridge: New Technologies, Collaborations & Forms of Knowledge Creation

<https://www.youtube.com/watch?v=vjUDuA6j84w>

Funding Body: Irish Research Council – New Foundations

Role: Co-PI (with Susan Schreibman)

Amount of the Action: €10,000

2015–2017: #dariahTeach. An online platform for teaching Digital Humanities <https://teach.dariah.eu/>

Funding Body: Erasmus+ Strategic Partnership – European Commission (European Consortium)

Role: Co-PI

Amount of the Action: €300,000

2015–2016: Contested Memories: The Battle of Mount Street Bridge

<http://mountstreet1916.maynoothuniversity.ie/unity/bmsb.html>

Funding Body: Andrew W. Mellon Foundation (International Consortium)

Role: 3D visualisation advisor/ research assistant

Amount of the Action: \$800,000

2014–2016: Corporeal Engagements with Clay. The Figurines from Koutroulou Magoula

Funding Body: British Academy/Leverhulme Trust (European Consortium)

Role: WP Leader: Computational Imaging and 3D Visualisation

Amount of the Action: £10,000

2011–2012: Tangible Pasts

<https://youtu.be/xcJwAu-mO6I>

Funding Body: University of Southampton, Archaeological Computing Research Group

Role: Co-PI

Amount of the Action: £2,000

2009–2012: Digital Simulations of Light in Ancient Built Spaces

Funding Body: Psychia Foundation, Greece/ Alexander S. Onassis Foundation, Greece

Role: PI

Amount of the Action: €10,000

2007-2009: Ethnography at Abandoned Cretan Villages

Funding Body: Psychia Foundation, Greece

Role: PI

Amount of the Action: €6,000

2003-2004: Ethnoarchaeological Observations: Potters and Pottery Making in Crete

Funding Body: University of Crete, Greece

Role: PI

Amount of Action: €2,000

STIPENDIARY SUPPORT FOR RESEARCH

2012–2013: PhD Scholarship

Funding Body: Matti Egon II, The Greek Archaeological Committee, UK

Grant Value: £7,200

2011–2012: PhD Scholarship

Funding Body: Leventis Foundation, The Greek Archaeological Committee, UK

Grant Value: £6,600

2009–2011: PhD Scholarship

Funding Body: Matti Egon II, The Greek Archaeological Committee, UK

Grant Value: £13,200

2009–2011: PhD Scholarship

Funding Body: Alexander S. Onassis Public Benefit Foundation, GR

Grant Value: £41,400

2012: Fieldwork Bursary Award

Funding Body: British School at Athens, GR

Grant Value: £1,000

2012: Travel Bursary Award

Funding Body: University of Southampton, UK

Grant Value: £1,000

2009–2013: PhD Studentship (Fees)

Funding Body: University of Southampton, UK

Grant Value: £12,000

2012: Travel Bursary Award

Funding Body: Computer Applications in Archaeology – Bursary Committee

Grant Value: £500

Prizes / Awards

2020: CERiM Award: Communicating Europe Award for Research-Teaching Integration for course Creating Digital Collections I/II

2020: Best Paper Award at DARIAH Annual Event for the paper '3D Scholarly Editions: Scholarly Primitives Reboot'

2012: 50 Best Papers Award at Computer Applications & Quantitative Methods in Archaeology International Conference 2012 for the paper ‘Tangible Pasts’: user-centred design of a mixed reality application for cultural heritage’

2010: 50 Best Papers Award at Computer Applications & Quantitative Methods in Archaeology International Conference 2010 for the paper ‘Virtual Windows to the Past’

2005–2006: I.K.Y Scholarship for the academic performance and prize for the best performance in the academic year

Funding Body: Greek State Scholarships Foundation, GR

Grant Value: €1,200

2004–2005: I.K.Y Scholarship for the academic performance

Funding Body: Greek State Scholarships Foundation, GR

Grant Value: €1,200

2003–2006: N.A.T. prizes for the academic performance in each academic year

Funding Body: Greek Merchant Seamen’s Fund, GR

Grant Value: €3,000

TEACHING EXPERIENCE

Faculty of Arts and Social Sciences (FASoS), Maastricht University, October 2018 – to date

Taught Graduate

Machines of Knowledge (6 ECTS) – Course Coordinator/ Tutor / Research Method & Skills Training

Academic year: 2019–20, 2020–21, 2021-22, 2023-23

Programme: MA Digital Cultures

Creating Digital Collections I / II (6+5 ECTS) – Course co-Coordinator/ Tutor / Skills Training

Academic year: 2019–20, 2020–21, 2021-22, 2022-23

Programme: MA Digital Cultures

New Public Spheres (6 ECTS) – Course Coordinator/ Sole Instructor/ Skills Training

Academic year: 2018–19

Programme: MA Digital Cultures

Sharing Practices (6 ECTS) – Skills Training/ Research Methodology

Academic year: 2018-19

Programme: MA Digital Cultures

Transformations in Digital Cultures (6 ECTS) – Skills Training on Blog Design

Academic year: 2019-20, 2020-21, 2021-22, 2022-23

Programme: MA Digital Cultures

Thesis / Internship Thesis (22 ECTS) – Co-coordinator

Academic year: 2020-21

Programme: MA Digital Cultures

Taught Undergraduate

Making your Own Online Presence (4 ECTS) – Course Coordinator/ Tutor

Academic year: 2018–19, 2020–21, 2021-22, 2022-23

Programme: BA Digital Society

Maker Cultures (6 ECTS) – Course Coordinator

Academic year: 2020–21, 2021-22, 2022-23

Programme: BA Digital Society

Computational Thinking for the Arts & Social Sciences (5ECTS) – Course Coordinator/ Tutor

Academic year: 2018–19, 2020–21, 2021-22, 2022-23

Programme: University College Maastricht

Entering the Field (6 ECTS) – Tutor

Academic year: 2018–19

Programme: BA Arts & Culture

Virtual Ethnography (3 ECTS) – Coordinator/ Tutor

Academic year: 2018-19

Programme: BA European Studies

Vademecum (3 ECTS) – Tutor

Academic year: 2018–2019

Programme: BA Arts & Culture

BA & MA Theses Supervision

- 19 Postgraduate Students (MA Digital Cultures, MA Arts & Heritage)
- 7 Undergraduate Students (BA Arts & Cultures)

Selected Titles

2021-22, Skin Positivity on Instagram, Nina Boich, MA Digital Cultures (Grade: 8)

2020-21, Mediation of Social Presence through Emergency Remote Teaching in Times of COVID-19, Eleni Balaska, MA Digital Cultures (Grade: 8,5) – Nominated for the Jan Brouwer Scriptieprijs 2022.

2019-20, The Work of Art in the Age of 3D modelling: Aura and Authenticity in Digital Objects, Thiago Minete Cardozo, MA Digital Cultures (Grade: 8)

2018-19, Family Learning through Mobile Games in Museums, Silviija Burbaite, MA Arts & Heritage, (Grade 8)

Supervision of student group projects

2023: Premium Project Mentor – The Digital Future of UM

2022-23: The Maastricht Collection – In Development (Maastricht University, MA Digital Cultures)

<https://www.limburg3d-umfasos.nl/>

2021-22: Encapsulating the Era: Ordinary Objects and Extraordinary Stories from the 21st Century (Maastricht University, MA Digital Cultures) <https://timecapsule3d-umfasos.nl/>

2020-2021: The COVID Collection: Coping with Quarantine (Maastricht University, MA Digital Cultures) <https://covid3d-umfasos.nl/>

2019-2020: Mining the Netherlands: Intriguing Stories Brought to Light Through a 3D Digital Collection, (Maastricht University, MA Digital Cultures) <https://mining3d-umfasos.nl/>

PhD Research Supervision

Kelly Gillikin Schoueri: 3D Web Infrastructures and the Future of Sustainable Scholarly Research for Digital Heritage (Maastricht University, 2021-2024)

Esther Aminata Kamara: African indigenous knowledge practices for hybrid learning spaces: developing and adapting digitally-inflected, socially and politically inclusive learning content for the Global South (Maastricht University, NWO Mosaic 2.0, Shortlisted for Interview)

Centre for Digital Humanities, Maynooth University, January 2015 – October 2018

Taught Graduate

Digital Heritage: Theories, Methods & Challenges (10 ECTS) – Course Leader/ Sole Instructor

Academic year: 2017–18, 2016–17, 2015–16

Programmes: MA Digital Humanities (elective); MSc Spatial eHumanities (compulsory); PhD Digital Arts & Humanities (elective)

Mapping & Modelling Space and Time (10 ECTS) – Course Leader/ Contributor (50%)

Academic Year: 2017–2018, 2016–2017

Programmes: MSc Spatial eHumanities (compulsory); MA in Digital Humanities (elective); PhD Digital Arts & Humanities (elective)

3D Modelling, Analysis and Interpretation of Three-dimensional Spaces (10 ECTS) – Course Leader/ Sole Instructor

Academic Year: 2017–2018, 2016–2017

Programmes: MSc Spatial eHumanities (compulsory); MA Digital Humanities (elective); PhD in Digital Arts & Humanities (elective)

Modelling Humanities Data (10 ECTS) – Course Leader/ Contributor (50%)

Academic year: 2015–2016

Programmes: MA Digital Humanities (elective)

Remaking the Physical: Recording, Visualising & Disseminating Cultural Heritage (10 ECTS) – Course Leader/ Sole Instructor

Academic year: 2014–2015

Programmes: MA Digital Humanities (compulsory); PhD Digital Arts & Humanities (elective)

Digital Humanities Theory and Practice (10 ECTS) – Course co-leader (30%)

Academic year: 2017–2018, 2016–2017, 2015–2016, 2014–2015

Programmes: MA Digital Humanities (compulsory)

Digital Humanities Practicum/Internship (10 ECTS) – Course co-leader (50%)

Academic year: 2017–2018, 2016–2017, 2015–2016, 2014–2015

Programmes: MA Digital Humanities (compulsory); MSc Spatial eHumanities (compulsory)

Project and Dissertation (30 ECTS) – Course co-leader (50%)

Academic year: 2017–2018, 2016–2017, 2015–2016, 2014–2015

Programmes: MA Digital Humanities (compulsory); MSc Spatial eHumanities (compulsory)

Taught Undergraduate

Digital Humanities: Technology Transforming Cultural Heritage (10 ECTS) – Stream Leader/ Contributor (50%)

Academic year: 2017–2018; Undergraduate Elective Stream open to all 2nd year students

Part I: Remaking the Past (5 ECTS)

Presentation Slides available at: <https://www.slideshare.net/KonstantinosPapadopo11>

Analogue Pasts – Digital Futures (10 ECTS) – Stream Leader/ Contributor (50%)

Academic year: 2016–2017; Undergraduate Elective Stream open to all 2nd year students

Part I: Visual, Virtual, and Augmented Realities (5 ECTS)

Methods and Digital Humanities: Analysis and Creation (5 ECTS) – Contributor (30%)

Academic year: 2015–2016; Undergraduate course compulsory for computer science and open to Humanities students

Master's Theses Supervision

- 15 students (Maynooth University)

Selected Titles

2017–18, Serious Games for Heritage Audiences: The Irish Ringfort, James Byrne

2017–18, Visitor Experience and Engagement in Online Museums, Sarah Roche

2016–17, Digital Storytelling: Improving the Museum Visitor Experience with Technology, Sonia Jedrysiak

2016–17, Enter the HeritAGE. Impact of Crowdsourcing Projects in the GLAM Sector, Edyta Slomka

2014–15, History at the Next Level: Commercial Video Games as Academic Virtual Heritage Objects
Joshua Savage

Internships' Supervision

Selected Titles

2017-18, Digital Storytelling for the Irish Jewish Museum: Creating an Interactive Mobile Experience

2017-18, Irish Jewish Museum, Sean Michael Sourke

2017-18, A 3D Repository for the Busts at the Royal College of Surgeons Ireland, Royal College of Surgeons Ireland, Eleanor O'Brien

2016-17, 3D Imaging of National Archaeological Collections: Best Practice and Case Study, National Museum of Ireland, Archaeology, Sonia Jydrisiak

2016-17, The Battle of Mount Street Bridge Augmented Reality Experience, An Foras Feasa – Contested Memories Project, Shauna Colgan

Supervision of student group projects (selected)

2017–2018: The 3D Cuneiform Project: A 3D Repository for the Cuneiform Tablets at Russell Library, Special Collections, Maynooth (MA Digital Humanities)

2017–2018: MobiScéal: Digital Storytelling for the National Science Museum at Maynooth (Undergraduate, Minor in Digital Humanities)

2016–2017: 3D Science & Ecclesiology: Digitising the Collection at the National Science Museum at St. Patrick's College, Maynooth (Postgraduate)

2014–2015: Bronze Age Ceramics at the National Museum of Ireland, Archaeology (Postgraduate)

PhD Research Supervision

Kelly Gillikin Schoueri, Online Scholarly 3D Virtual Heritage Environments as Resources for Academic Research, Maastricht University, in Progress.

Fionndwyfar Colton: Reconstructing the Neolithic: 3D Digital Imaging and Inscription Enhancement for the Documentation, Analysis, and Dissemination of Irish Neolithic Rock Art (Maynooth University, Completed with Cum Laude).

Department of Archaeology, University of Southampton, October 2009 – December 2013

Graduate Teaching Assistant

Taught Postgraduate

Constructing Virtual Pasts (40 credits) – c. 8-10 hours/semester

Academic year: 2009–2010, 2010–2011, 2011–2012, 2012–2013

Programme: MSc in Archaeological Computing – Virtual Pasts (compulsory)

Archaeological Computing Systems (20 credits) – c. 3-5 hours/semester

Academic year: 2009–2010, 2010–2011, 2011-2012

Programme: MSc in Archaeological Computing – Virtual Pasts/ Spatial Technologies (compulsory); also open to all archaeology postgraduate students

Core Computing for Archaeology (20 credits) – c. 7-10 hours/semester

Academic year: 2009–2010, 2010–2011, 2011-2012

Programme: MSc in Archaeological Computing – Virtual Pasts/ Spatial Technologies (compulsory);
Archaeology postgraduate students (elective)

Research Skills (20 credits) – c. 3 hours/semester

Academic year: 2010–2011

Programme: Archaeology postgraduate students (compulsory)

Taught Undergraduate

Archaeological Science (15 credits) – c. 3-5 hours/semester

Academic year: 2009–2010, 2010–2011

Programme: BA/ BSc in Archaeology; BA Archaeology and History; BA Archaeology and Geography
(Compulsory)

FACULTY/UNIVERSITY SERVICE

Maastricht University

2023–to date: Educational Programme Committee Media Technology Innovation

2023–to date: Academic Secretary, Department of Literature & Arts

2022–to date: Maastricht Young Academy

2022–to date: The Plant / Coordinator – Executive Cooperative Group

2022–2023: Assessment Support Team

2021–2022: Member of the Task Force for the FASoS Digital Studies Lab.

2019–2022: Chair of the Valorisation Prize Jury Committee, Faculty of Arts & Social Sciences.

2020–2021: Interfaculty PhD training programme.

2019 – to date: Mock Interview Panel member for NWO PhD applicants, Faculty of Arts & Social Sciences.

2019-2020: i-Literacy Strategic Group.

National University of Ireland, Maynooth

2017–2018: Director of the undergraduate elective stream: Digital Humanities: Technology Transforming Cultural Heritage.

2016–2018: Director of the MSc in Spatial eHumanities.

2016–2018: Advice and outreach to the Library and members of the Faculty interested in digital scholarship/projects.

2016–2017: Director of the undergraduate elective stream: Analogue Pasts – Digital Futures.

2016–2018: Co-leader of Digital Arts and Humanities Research Cluster.

2016–2018: Member of the Progress Review Committee for PhD theses.

2016–2018: Mentor of PhD candidates submitting applications to the Irish Research Council.

2016–2018: Mentor of student organisers of the New Perspectives: Postgraduate Symposium in the Humanities.

2016–2018: Reviewing Committee: John & Pat Hume PhD Fellowships.

2015–2018: Outreach and Marketing Coordinator for undergraduate and postgraduate courses in Digital Humanities.

2015–2018: Search Committee Panel member for Digital Humanities technical, administrative, research, and academic positions.

SERVICE TO PROFESSION

Editorial Board Membership/Editor

2020–to date: Editorial Board: Journal of Computer Applications in Archaeology

2020–to date: Editorial Board: Critical Studies in Cultural Heritage

2018–to date: Editorial Board/ Content Editor: #dariahTeach

2017–to date: Editorial Board: AURA. Athens University Review of Archaeology

2016–to date: Advisory Board: Studia UBB Digitalia – Official Journal of the Transylvania Digital Humanities Center, DigiHUBB

2015–to date: Reviewing Editor: Frontiers in Digital Humanities

Referee for Scientific and Scholarly Journals

2018–to date: Journal of Computer Applications in Archaeology

2018–to date: Open Archaeology

2018–to date: Journal of Archaeological Science

2017–to date: Journal of Field Archaeology

2017–to date: Journal of Computing in Cultural Heritage

2016–to date: Digital Humanities Quarterly

2016–to date: European Journal of Archaeology

Referee for International Conferences

2020–to date: Web3D

2019–to date: Digital Humanities Benelux

2018–to date: The Association for Computers and the Humanities

2016–to date: Digital Humanities International Conference

2010–to date: International Conference on Computer Applications in Archaeology

Membership in National/International Expert Groups

2019–to date: National Representative for the Netherlands – Management Committee: COST-Action CA18128: SEADDA: Saving European Archaeology from the Digital Dark Age

2019–to date: DARIAH – Co-chair of Working Group: #dariahTeach

2019–to date: Scientific Committee Board Member – International Conference on Computer Applications in Archaeology

2018–2021: National Representative for the Netherlands – Management Committee: COST-Action CA15201: ARKWORK: Archaeological Practices and Knowledge Work in the Digital Environment

2017–2018: National Representative for Ireland – Management Committee: COST-Action CA15201: ARKWORK: Archaeological Practices and Knowledge Work in the Digital Environment

Advisory Boards

2019-2024: CAPTURE: CAPturing Paradata for documenTing data creation and Use for the REsearch of the future (ERC Advance)

Grant Evaluation Committees

2016–to date: Expert Evaluator: European Commission – Horizon 2020, COST-Action, Marie Curie Individual Fellowships, European Research Council.

2022: Swiss National Science Foundation

2021: e-Science Centre/NWO, Open Science

2021: Arts & Humanities Research Council (AHRC)

2021: Irish Research Council

2016–2020: Expert Evaluator: Trans-Atlantic Platform – Social Sciences and Humanities, National Endowment for the Humanities, USA

Elected Membership in Scientific Societies

2017–2020: Management Committee, Digital Archaeology Coordinator: Irish School of Hellenic Studies

2015–2019: Chair: Virtual Heritage Network: Ireland

2012–2018: Publication Officer: CAA Greek Chapter (elected twice)

PUBLICATIONS

A. Journals and Conference Proceedings (Peer-Reviewed)

1. Papadopoulos, C. and Schreibman, S. (2023). Pedagogies for Unknown Futures: COVID-19 as Motif and Theme for Project-Based Learning. *Makings: A Journal Researching Creative Industries*. Special Issue: Creative Higher Education Curriculum and Pedagogy. <https://makingsjournal.com/pedagogies-for-unknown-futures>
2. Papadopoulos, C., Rasterhoff, C., Schreibman, S. (2022). Open Educational Resources as the Third Pillar in Project-based Learning during COVID-19. *KULA. Knowledge Creation, Dissemination, and Preservation Studies*. Special issue: COVID-19, Online Instruction, and Open Educational Resources, 6 (1):1-16. <https://doi.org/10.18357/kula.205>.
3. Minete Cardozo, T. and Papadopoulos, C. (2021). Heritage Artefacts in the COVID-19 Era: The Aura and Authenticity of 3D models. *Open Archaeology*. Special Issue 'Art, Creativity and Automation. Sharing 3D Visualization Practices in Archaeology. <https://doi.org/10.1515/opar-2020-0147>
4. Papadopoulos, C. and Reilly, P. (2020): The Digital Humanist: Contested Status within Contesting Futures. *Journal of Digital Scholarship in the Humanities* 35(1): 127-145. Oxford University Press. <https://doi.org/10.1093/llc/fqy080>
5. Schreibman, S. and Papadopoulos, C. (2019): Textuality in 3D: Three-dimensional (Re)constructions as Digital Scholarly Editions. *International Journal of Digital Humanities* 1: 223-233. Special Issue: Digital Scholarly Editing. <https://doi.org/10.1007/s42803-019-00024-6>
6. Papadopoulos, C., Hamilakis, Y., Kyparissi-Apostolika, N., Diaz-Guardamino, M. (2019): Digital Sensoriality: The Neolithic Figurines from Koutroulou Magoula, Greece. *Cambridge Archaeology Journal* 29(4): 625-652. <https://doi.org/10.1017/S0959774319000271>
7. Papadopoulos, C. and Schreibman, S. (2019): Towards 3D Scholarly Editions. The Battle of Mount Street Bridge. *Digital Humanities Quarterly* 13(1). <http://www.digitalhumanities.org/dhq/vol/13/1/000415/000415.html>
8. Papadopoulos, C., Hamilakis, Y., Kyparissi-Apostolika, N. (2015): Light in a Neolithic dwelling: Building 1 at Koutroulou Magoula (Greece). *Antiquity* 89 (347): 1034-1050. <https://doi.org/10.15184/aqy.2015.53>

9. Παπαδόπουλος, Κ., Κυπαρίσση-Αποστολικά, Ν., Χαμηλάκης, Γ. (2015): Ψηφιακή σάρωση, φωτογραμμετρία και ψηφιακές (ανα)παραστάσεις. Αρχαιολογική τεκμηρίωση και ερμηνεία σε τρεις διαστάσεις η περίπτωση της Κουτρολού Μαγούλας – In Greek [Transl. Laser scanning, photogrammetry and digital (re)constructions. Archaeological documentation and interpretation in three dimensions; the case of Koutroulou Magoula]. In: *Πρακτικά 4ης συνάντησης για το έργο Θεσσαλίας – Στερεάς Ελλάδας 2009-2011*, Βόλος, 16-18 Μαρτίου 2012 (σ. 979-988). Βόλος: Πανεπιστήμιο Θεσσαλίας.
10. Chrysanthi, A., Papadopoulos, C., Frankland, T., Earl, G. (2013): 'Tangible Pasts': user-centred design of a mixed reality application for cultural heritage. In: Earl, G., Sly, T., Chrysanthi, A., Murrieta-Flores, P., Papadopoulos, C., Romanowska, I., Wheatley, D. (eds) *Archaeology in the digital era. Papers from the 40th annual conference of computer applications and quantitative methods in archaeology (CAA)*, Southampton, 26-29 March 2012 (pp. 31-41). Amsterdam: Amsterdam University Press. [Selected in the 50 best papers of the conference/ out of c. 500 submissions].
11. Papadopoulos, C., Sakellarakis, Y. (2013): Virtual windows to the past: reconstructing the 'ceramics workshop' at Zominthos, Crete. In: *CAA 2010. Fusion of cultures. Proceedings of the 38th annual conference on computer applications and quantitative methods in archaeology*, Eds. Contreras, F., Farjas, M., Melero, F.J., BAR International Series 2494 (pp. 47-54). Oxford: Archaeopress. [Selected in the 50 best papers of the conference/ out of c. 500 submissions].
12. Papadopoulos, C. (2013): An evaluation of human intervention in abandonment and post-abandonment formation processes in a deserted Cretan village. *Journal of Mediterranean Archaeology* 26.1: 27-50. <https://doi.org/10.1558/jmea.v26i1.27>
13. Chrysanthi, A. Murrieta Flores, P., Papadopoulos, C. (2012): Archaeological computing: towards prosthesis or amputation. In: Chrysanthi, A., Murrieta Flores, P. and Papadopoulos, C. (eds) *Thinking beyond the tool: archaeological computing and the interpretive process*. BAR International Series 2344 (pp. 7-13). Oxford: Archaeopress.
14. Chrysanthi, A. Papadopoulos, C., Frankland, T. (2011): Evaluating 'Tangible Pasts': a mixed reality application for cultural heritage. In: Bowen, J.P., Dunn, S., Ng, K. (eds) *EVA London 2011. Electronic visualisation and the arts*. London: BCS.
15. Papadopoulos, C. (2010): Illuminating the burials in the Aegean Bronze Age: natural and artificial light in a mortuary context. In: Wilson, A.T. (ed.) *CAA 2009, UK chapter of computer applications and quantitative methods in archaeology*. BAR International Series 2182, (pp. 67-74). Oxford: Archaeopress.
16. Papadopoulos, C., Kefalaki, E. (2010): At the computer's edge. The value of virtual constructions to the interpretation of cultural heritage. *Archeomatica* 1.4: Guest Paper, 46-51.
17. Papadopoulos, C., Earl, G. (2009): Structural and lighting models for the Minoan cemetery at Phourni, Crete. In: Debattista, K., Perlingieri, C., Pitzalis, D., Spina, S. (eds) *Proceedings of the 10th VAST international symposium on virtual reality, archaeology and cultural heritage* (pp. 57-64). Aire-la-ville, Switzerland: Eurographics Association.

B. Book Chapters (Peer-Reviewed)

1. Papadopoulos, C., (in press). A Leap of Faith. Revisiting Paradata in 3D Scholarship. In: Huvila, I., Sköld, O., Andersson, L. (eds) *Perspectives to Paradata: Research and Practices of Documenting Data Processes*. Springer.
2. Papadopoulos, C. and Schreibman, S. (2022): History in a Box: Bringing Families Together Through Technology. In: Swinnen, A., Kluvend, A., van de Val, R. (eds) *Engaged Humanities: Rethinking Art, Culture, and Public Life*. Amsterdam University Press.
<https://library.oapen.org/handle/20.500.12657/57297>
3. Papadopoulos, C. and Moyes, H. (2021): Illuminating Sensory Archaeologies. In: Papadopoulos, C., and Moyes, H. (eds) *The Oxford Handbook of Light in Archaeology*. Oxford University Press.
4. Papadopoulos, C. (2015): The value of digital recordings and reconstructions for the understanding of three-dimensional archaeological features. In: Theodoropoulou Polychroniadis, Z. and Evely, D. (eds) *AEGIS. Essays in Mediterranean Archaeology* (pp. 1-15). Oxford: Archaeopress.
5. Papadopoulos, C., Earl, G. (2014): Formal three-dimensional computational analyses of archaeological spaces. In: Paliou, E., Lieberwirth, U., Polla, S. (eds) *Spatial analysis and social spaces: interdisciplinary approaches to the interpretation of prehistoric built environments* (pp. 135-165). Topoi Berlin Studies of the Ancient World: De Gruyter.
6. Earl, G., Porcelli, V., Papadopoulos, C., Beale, G. Harrison, M., Pagi, H., Keay, S. (2013): Formal and informal analysis of rendered space: the Basilica Portuense. In: Bevan, A., Lake, M., (eds) *Computational approaches to archaeological spaces* (pp. 265-305). Walnut Creek: Left Coast Press.

C. Edited Volumes (Peer-reviewed)

1. Papadopoulos, C., Moyes, H Eds. (2021): *The Oxford Handbook of Light in Archaeology*. Oxford. Oxford University Press.
2. Paliou, E., Papadopoulos, C., Huggett, J., Huvilla, I. eds (2020). Digital Scholarship in Archaeology. *Journal of Computer Applications in Archaeology*. Special Issue.
3. Papadopoulos, C., Paliou, E., Kotoula, E., Chrysanthi, A. and Sarris, A. Eds. (2015): *Archaeological Research in the Digital Age. Papers from the 1st Conference of Computer Applications and Quantitative Methods in Archaeology - Greek Chapter (CAA-GR)*. Rethymno, Crete, 7-8 March 2014. 245pp.
4. Earl, G., Sly, T., Chrysanthi, A., Murrieta-Flores, P., Papadopoulos, C., Romanowska, I., Wheatley, D, eds. (2013): *Archaeology in the Digital Era. Papers from the 40th Annual Conference of Computer Applications and Quantitative Methods in Archaeology (CAA)*. Southampton, 26-29 March 2012. Amsterdam. Amsterdam University Press. 483pp.
5. Chrysanthi, A., Murrieta Flores, P., Papadopoulos, C., eds. (2012): *Thinking beyond the Tool: Archaeological Computing and the Interpretive Process*. BAR International Series 2344. Oxford. Archaeopress. 214pp.

D. Monograph

1. Papadopoulos, C. (2010): *Death management and virtual pursuits: a virtual reconstruction of the Minoan cemetery at Phourni, Archanes. Examining the use of Tholos Tomb C and Burial Building 19 and the role of illumination, in relation to mortuary practices and the perception of life and death by the living*. BAR International Series 2082. Oxford. Archaeopress.

E. Doctoral Thesis

1. Papadopoulos, K. (2014): *Knowledge Production through the Process of Digital Reconstruction: Simulation of Greek Neolithic Space*. University of Southampton. Faculty of Humanities. 490pp.

F. Encyclopaedia Entries

1. Papadopoulos, C. (2018): Photorealism and digital reconstruction. *The SAS Encyclopedia of Archaeological Sciences*. Wiley Blackwell.

G. Web-Based Publications

1. Hamilakis, Y., Kyparissi-Apostolika, N., in collaboration with Loughlin, T., Tsamis, V., Cole, J., Papadopoulos, C., Zorzin, N. (2012): Koutroulou Magoula in central Greece: from the Neolithic to the present. *Antiquity On-line Gallery* 86.333.

H. Book Reviews

1. Papadopoulos, C. (2012): Looking beyond the images. An online response to Emily Miller Bonney's review of the book: *Death management and virtual pursuits: a virtual reconstruction of the Minoan cemetery at Phourni, Archanes*. *American Journal of Archaeology*. <http://www.ajaonline.org/online-review-book/991>

2. Papadopoulos, C. (2008): Review of archaeology and the media, edited by Timothy Clack and Marcus Brittain. Left Coast Press. June 2007. *Archaeological Review from Cambridge* 23.2: 230-232.

I. Whitepapers

1. Papadopoulos, C., Alaoui M'Darhri, A., Baillet, V., Bourineau, B., Calantropio, A., Carpientero, G., & et al. (2019): Share - publish - store - preserve: Methodologies, tools and challenges for 3D use in social sciences and humanities. PARTHENOS Project. <https://hal.archives-ouvertes.fr/hal-02155055>

J. Other Publications

1. Παπαδόπουλος, Κ. (2012): Αναζητώντας την Αρμονία των Αντιθέσεων στη Ζώμινθο – In Greek [Transl. Looking for the Harmony of Antitheses at Zominthos]. In: *Θα' θελα αυτή τη μνήμη να την πω, Μνήμη Γιάννη Σακελλαράκη*, Eds. Σαπουνά-Σακελλαράκη, Ε., Δεληγιάννη-Κώτση, Ε. (Ηράκλειο: Βικελαία Δημοτική Βιβλιοθήκη), 188-193.

K. Other Outputs: Open Educational Resources

1. Remaking Material Culture in 3D (2020). 10 ECTS Master's Course, #dariahTeach Platform. <https://teach.dariah.eu/course/view.php?id=55>

2. Introduction to Design Thinking and Maker Culture (2020). 5 ECTS Master's Course, #dariahTeach Platform. <https://teach.dariah.eu/course/view.php?id=64>

3. Introduction to Digital Humanities (2016-2020). Video-based Course. 22 Videos, #dariahTeach Platform. <https://teach.dariah.eu/>

L. Filmography

1. *An Archaeologist's Tale* (2009)

Role: Research and Script

Available at: <https://youtu.be/8dj5Ktce6So>

2. *One Step before Archaeology. The Formation of a Deposition* (2007)

Modern Archaeological Documentaries, M.A.D Productions

Role: Research, (co-)Director, (co-)Editor

Selected for the 'The Archaeology Channel International Film and Video Festival', Eugene, Oregon, USA. May 2011.

Also featured in Archaeology Channel Video News. Available at:

<https://www.archaeologychannel.org/video-guide/video-guide/video-guide-list/2093-one-step-before-archaeology>

3. *Days of Pottery* (2006)

Modern Archaeological Documentaries, M.A.D Productions

Role: Research, (co-)Director, (co-)Editor

Selected for 'The International Festival of Archaeological Movies - Agon', Thessaloniki, Greece, December 2006. Available at: Part 1: <https://youtu.be/Zi1tEH05kko>; Part 2:

https://youtu.be/HUZ59Rd5T_8; Part 3: <https://youtu.be/ChvT3KTIHXg>

4. *Days of Pottery: The Educational Program* (2007)

Modern Archaeological Documentaries, M.A.D Productions

Role: (co-)Editor

5. *Vrysinas: Excavating the Sacred Mountain* (2004)

Modern Archaeological Documentaries, M.A.D Productions

Role: Research, Director, (co-)Editor

Available at: <https://youtu.be/nDXo-8FV6ic>

6. *Thrapanos: Creating the Tradition of Jars* (2003)

Modern Archaeological Documentaries, M.A.D Productions

Role: Research.

INVITED TALKS/KEYNOTES (selected)

2022: *Developing an Infrastructure for the Publication and Preservation of 3D Scholarship*. Annual Day of the 3D-SSH consortium (16 December 2022).

2022: *Heritage through the Looking Glass: Developing an Infrastructure for 3D Scholarship*. Computer Graphics International – Workshop on Cultural Heritage (11 September 2022).

2022: *PURE3D – Archiving 3D Scholarship*. Expert Meeting on Archiving Virtual Spaces, Het Nieuwe Instituut, Rotterdam (18 May 2022).

2022: *3D Scholarly Editions: A Paradigm Shift for 3D Scholarship in Cultural Heritage*. University of Cologne. Cologne, Germany (26 January 2022).

2021: *PURE3D*. ARKWORK Final Conference (10 February 2021).

2020: *PURE3D: Towards 3D Scholarly Editions*. EuroMed2020, The 8th International Conference on Digital Cultural Heritage (3 November 2020).

2020: *From Academic to Socially-engaged Research: Digital Literacy, Co-creation, & Historical Reasoning for Students and Families*. University of Cologne. Cologne, Germany (29 January 2020).

2019: *Open Educational Resources, #dariahTeach*. UM Open Science. Maastricht, Netherlands (25 October 2019).

2019: *Scholarship in 3D: Potential and Challenges*. Kick-off Meeting of the NWO-funded 'Virtual Interiors Project'. University Library Doelenzaal (31 January 2019).

2018: *Representing the Past in Three-dimensions: Issues, Challenges, and Opportunities*. UCLA Digital Humanities Seminar, UCLA, USA (21 February 2018).

2017: *From Analogue Pasts to Virtual Futures: Archaeology and History in the Digital Era*. University of Kent, UK (6 June 2017).

2017: *Physical, Digital, and Augmented Realities: Thoughts Towards a New Blended Classroom*. Beijing Normal University, China (26 May 2017).

2016: *Is Dirty Archaeology Over? Greek Heritage in the Digital Age*. Irish Hellenic Society, Dublin, Ireland (9 November 2016).

2016: *Simulations of Light: Computational Reconstruction of Archaeological Spaces*. Irish Institute of Hellenic Studies at Athens, Day School (2 April 2016).

2015: *Three-Dimensional Computational Analysis and Simulation in Archaeological Research*. Launch of Digital Research Infrastructure for the Arts and Humanities (DARIAH) Ireland (18 May 2015).

2015: *The Power of the Image*. Three-dimensional Visualisation in Cultural Heritage. Department of Archaeology, University of Athens, Greece (5 March 2015).

2014: *Heritage Comes Alive. Novel Technologies for Augmenting the Past*. Maynooth University, An Foras Feasa, Ireland (20 November 2014).

2014: *Reconstructions in Archaeology: 3D Visualisations as tools for presenting, studying and interpreting archaeological evidence* [Lecture in Greek]. Department of Archaeology, University of Athens, Greece (11 May 2014).

2014: *The Contribution of Digital Reconstructions to the Study of Archaeological Evidence from Minoan Crete: Case Studies from Phourni, Archanes and Zominthos*. Archaeological Society at Athens, Greece (21 February 2014).

2013: *Field and Lab Recording in Three-dimensions: Photogrammetry and Reflectance Transformation Imaging*. INSTAP Study Center for East Crete, Greece (12 July 2013).

2013: *The Future of the Past: Computer Applications in Archaeology*. The Greek Archaeological Committee UK, London (13 February 2013).

2012: *The Past, Present, and Future of Digital (Re)constructions in Archaeology* [Lecture in Greek]. Department of History and Archaeology, University of Thessaloniki (14 March 2012).

2012: *Looking beyond the Image: The Contribution of Digital (Re)constructions to the Study and Interpretation of Archaeological Data* [Lecture in Greek]. Department of History, Archaeology and Cultural Resources Management, University of Peloponnese (8 March 2012).

2010: *Reconstructing the 'Ceramics Workshop' at Zominthos, Crete: A Multidisciplinary Research*. Department of Archaeology, University of Southampton (13 May 2010).

2010: *Formal Analysis of Diverse Archaeological Environments*. International Workshop on Spatial Analysis in Past Built Environments. Topoi Building, Free University, Berlin (2 April 2010).

2009: *Virtual Reconstructions and Archaeological Interpretation: From Theory to Practice*. Department of Archaeology, University of Southampton (24 November 2009).

KNOWLEDGE EXCHANGE/ CONFERENCE ACTIVITY

Conferences/Symposia Organised

2022: EuroMED 2022. 9th International Euro-Mediterranean Conference, 7-11 November 2022.

2020: Design Thinking & Maker Culture: Sticky Learning for the 21st Century, Co-organiser (Online Delivery), 8 April - 11 June 2020.

2020: Dispelling Shadows: Light, Built Spaces, and Archaeological Practices, Co-organiser, Seville, 22 February 2020.

2017: *Creative approaches to e-Assessments in the Digital Arts & Humanities* – Maynooth University, Digital Arts & Humanities Research Cluster, 8 May 2017.

2015: *1st Virtual Heritage Network: Ireland* – Maynooth University, Ireland, 19-21 November 2015.

2014: *1st Computer Applications and Quantitative Methods in Archaeology Conference, Greek Chapter – CAA Greek Chapter*, Institute of Mediterranean Studies, Rethymno, Greece, 7-8 March 2014.

2012: *40th Annual Conference on Computer Applications and Quantitative Methods in Archaeology* – CAA International, Southampton, UK, 26-30 March 2012.

2010: *Postgraduate Research Archaeology Symposium 9, PGRAS 9* – University of Southampton, UK, 26-27 May 2010.

Workshops/Masterclasses/ Training Schools Organised

2023: *Workshop: 'Labs for Labs: a participatory workshop on digital lab practices in the humanities and social sciences'*, International Conference Digital Humanities, Co-organiser, Graz, Austria, 10 July 2023.

2023: *Workshop: 'Developing 3D Scholarly Editions. Storytelling in Three Dimensions'*, International Conference Computer Applications in Archaeology (CAA), Co-organiser, Amsterdam, 3 April 2023.

2020: *Ignite Autumn School: 'Design Thinking & Maker Culture'*, Co-organiser/ Instructor, Maastricht University (Online Delivery), 26 October – 4th December 2020.

2020: *RMeS Summer School: 'The New Normal: Design Thinking and Maker Culture in the Humanities – Constructing Knowledge for Creativity and Impact'*, Instructor, Maastricht University (Online Delivery), 24-25 June 2020

2020: *Masterclass: 'Design Thinking and Making'*, Co-organiser/ Instructor, Maastricht University, 3-5 March 2020.

2020: *Winter School: 'Sharing Practices: Archaeological 3D Visualisation in The Netherlands'*, Archon Training School, Co-organiser, 20-22 February 2020.

2020: *Training school: 'Methods of Digital Scholarship'*, Co-organiser/ Instructor, University of Cologne, 4-7 February 2020

2018: *3D Recording in Archaeological Fieldwork*, University of Thessaloniki, 12 June 2018.

2017: *Computational Imaging for Field and Lab Recording in Archaeology and Cultural Heritage* – University of Kent, UK, 7 June 2017.

2017: *Virtual Worlds as Digital Scholarly Editions* – Maynooth University, An Foras Feasa, Ireland, 13-14 June 2017.

2016: *Computational Imaging for Cultural Heritage* – Irish Institute of Hellenic Studies (part of CAA-GR 2nd Conference), 19 December 2017

2016: *Multimodal Engagements with Cultural Heritage* – Maynooth University, An Foras Feasa, Ireland, 26-28 September 2016.

2016: *Computational Imaging for Research in the Digital Humanities* – Digital Humanities 2016, Krakow, 12-16 July 2016.

2015: *Three-dimensional Recording in Digital Humanities* – Maynooth University, An Foras Feasa, Ireland, 25 February 2015.

2015: *Recording Three-dimensional Information in Archaeological Fieldwork* – Department of Archaeology, University of Athens, Greece, 6 March 2015.

2014: *Remaking the Physical. Computational Imaging: Field and Lab Recording* – Maynooth University, An Foras Feasa, Ireland, 18 November 2014.

2014: *Computational Imaging – Field and Lab Recording*. Institute of Mediterranean Studies, Rethymno, Greece, 6 March 2014.

2010–2011: Workshop Series. *Exploring Archaeological Computing* – Department of Archaeology, University of Southampton.

Panels/Sessions Organised

2023: It Takes a Village: Building an Infrastructure for 3D Scholarly Editions, *International Conference Digital Humanities*, Co-organiser, Graz, Austria, 10 July 2023.

2021: Problem and Project-based learning in Digital Archaeology Pedagogy. *Computer Applications and Quantitative Methods in Archaeology*, Limassol, Cyprus, 14-18 June 2021.

2021: 3D Scholarly Editions: Potential, Limitations, and Challenges. *Computer Applications and Quantitative Methods in Archaeology*, Limassol, Cyprus, 14-18 June 2021.

2021: Online, Blended, and Flipped Classrooms for Covid-19 and Beyond. *Digital Humanities Benelux*, Leiden, Netherlands, 2-4 June 2021.

2020: Lighting in Archaeology and Cultural Heritage. *Conference on Cultural Heritage and New Technologies*, Vienna, 4-6 November 2019.

2019: 3D Scholarly Digital Editions: Requirements and Challenges For New Publication Models. *Digital Humanities*, Utrecht, Netherlands, 9-12 July 2019.

2018: *How Do We Teach and Share Knowledge in the Area of Virtual Heritage? Four perspectives* – Virtual Heritage Network: Ireland, Royal Irish Academy, Dublin, 12-13 April 2018.

2018: *Untapping the potential of 3D Quantitative Analysis* – 46th Annual Conference on the Computer Applications and Quantitative Methods in Archaeology – CAA International, Tübingen, Germany, 19-23 March 2018.

2018: *Digital Archaeology Scholars in a Changing World: Problems, Perspectives, and Challenges* – As above.

2013: *Three-dimensional Computational Analysis and Simulation in Archaeological Research* – 41st Annual Conference on the Computer Applications and Quantitative Methods in Archaeology – CAA International, Perth, Australia, 25-28 March 2012.

2012: *Realism and Archaeology* – CAA International, Southampton, UK, 26-30 March 2012.

2011: *Managing Visuals and Visual Data* – Visualisation in Archaeology International Conference – ViA International, Southampton, UK, 18-19 April 2011.

2011: *Illuminating Virtual Reconstructions: Physical Accuracy and Archaeological Interpretation* at the 39th Annual Conference on Computer Applications and Quantitative Methods in Archaeology – CAA International, Beijing, China, 12-16 April 2012.

2010: *Thinking beyond the Tool: Archaeological Computing and the Interpretative Process* – 32nd Annual Conference of the Theoretical Archaeology Group – TAG 2010, Bristol, UK, 17-19 December 2010.

Papers Presented (selected)

2022: Tracking down scholarly research processes (Uppsala University, Sweden, 12 October, 2022). *Annotating 3D Scholarly Editions*.

2021: DARIAH Annual Event: Interfaces (online, 8 September, 2021). *Interfaces for 3D Scholarly Editions: A New Paradigm for Three-dimensional Scholarship*.

2021: DARIAH Annual Event: Interfaces (online, 8 September, 2021). *#dariahTeach: Multimodal Interfaces for Student-Centred Teaching/Learning*.

2020: DARIAH Virtual Annual Event: Scholarly Primitives (online, 11 November 2020). *3D Scholarly Editions: Scholarly Primitives Reboot* (Best Paper Award).

2020: DH in the Time of Virus Twitter Conference (Virtual, 2 April 2020). *@dariahTeach in the Covidsphere*.

2019: Digital Humanities Benelux (Liege, Belgium, 11-13 September 2019). *Design Thinking & Maker Culture: Digital Humanities Meets the Creative Industries. The IGNITE Curriculum*.

2019: Digital Humanities Benelux (Liege, Belgium, 11-13 September 2019). *Problem/Project Based Learning in the DH Classroom: Situated Learning, Empowerment, and Knowledge Creation*.

2019: Digital Humanities (Utrecht, Netherlands, 9-12 July 2019). *#dariahTeach An Open Educational Resource: Where Digital Humanities Meets Maker Culture & Design Thinking*.

2019: Computer Applications & Quantitative Methods in Archaeology Conference (Krakow, Poland, 23-27 April 2019) *Problem- and Project-based Learning in Digital Archaeology: Potential and Challenges*.

2019: Methodologies, Tools, and Challenges for 3D Use in Social Sciences and Humanities (CNRS-MAP Lab, Marseille, France, 25-27 February 2019). *3D Heritage Visualisation: The Challenges of an Undervalued Scholarship*.

2018: European Association for Digital Humanities (Galway, Ireland, 7-8 December 2018). *Digital Scholarly Editions in Three Dimensions*.

2017: The First Annual Conference of the Centre for Public History (Queens University Belfast, 7-8 December 2017). *Utilising the Phygital and Participatory Design to Explore Contested History*.

2017: Digital Humanities 2017 (Montreal, Canada, 8-11 August 2017). *Phygital Augmentations for Enhancing History Teaching and Learning at School*.

2017: Capturing the Senses: Digital Methods for Sensory Archaeologies (Lund University, Sweden, 1-2 June 2017). *Seeing through light: Computational Approaches to Experience and Perception*.

2017: #dariahTeach Workshop Open Education (Lausanne, Switzerland, 22-23 March 2017). *Engaging Audiences with Video-based Modules: An Introduction to Digital Humanities*.

2016: 2nd Computer Applications and Quantitative Methods in Archaeology Conference, Greek Chapter – CAA-GR (University of Athens, 19-21 December 2016). *Digital Engagements with Clay: Computational Imaging and 3D Printing for the Study, Interpretation, and Dissemination of the Neolithic Figurines from Koutroulou Magoula, Greece*.

2016: Virtual Heritage Network: Ireland (Cork, 8-10 December 2016). *Mixed Realities for Enhancing History Teaching and Learning: The Battle of Mount Street Bridge*.

2016: Multimodal Engagements with Cultural Heritage (Maynooth, 26-28 September 2016). *3D Recording, Analysis and Publication for Heritage datasets*.

2016: Digital Humanities 2016 (Krakow, 12-16 July 2016). (1) *The Computer Graphic Simulation of the Battle at Mount Street Bridge. Problems, Perspectives, and Challenges*; (2) *#dariahTeach: online teaching, MOOCs and beyond*.

2016: Advances Challenges in Theory and Practice in 3D Modeling of Cultural Heritage Studies (UCLA, 21-23 June 2016). *Phygital Augmentations of History in the Classroom: The Battle of Mount Street Bridge*.

2015: Virtual Heritage Network: Ireland (Maynooth, 19-21 November 2015) *The Battle of Mount Street Bridge: Digital Simulation for Historical Research*.

2014: European Association of Archaeologists (EAA), (Istanbul, 10-14 September 2014). (1) *The Paradox of Three-dimensionality in the Process of Archaeological Interpretation*; (2) *Digital (re)construction as a Process of Knowledge Production: Light Simulation in Past Built Spaces*.

2012: Postgraduate Research Archaeology Symposium 11 (Southampton, UK, 24-25 May 2012). *Dismantling the Black Box: Computer Graphic Simulations and the Process of Knowledge Production*.

2012: 40th Annual Conference on Computer Applications and Quantitative Methods in Archaeology (CAA2012, Southampton, UK, 26-30 March 2012). (1) *The Paradox of Translating Reality into Photorealism: From Fieldwork and Recording to Computer Graphic Interpretations*; (2) *'Tangible Pasts': User-Centred Design of a Mixed Reality Application for Cultural Heritage*.

2011: 4th Archaeological Meeting of Thessaly and Central Greece 2009-2011. From Prehistory to the Later Periods (AETHSE, Volos, Greece, 16-18 March 2012). *Laser Scanning, Photogrammetry and Computer Graphic Simulations: Archaeological Recording and Interpretation in three dimensions; Examining the Case of the excavation at Koutroulou Magoula* (Lecture in Greek).

2011: IA' International Cretological Congress (Rethymno, Greece, 21-27 October 2011). *The 'Ceramics Workshop' at Zominthos Revisited: Archaeology, Ethnography and Computer Visualisation*.

2011: Electronic Visualisation and the Arts London International Conference (EVA, London, UK, 6-8 July 2011). *Evaluating 'Tangible Pasts': A Tangible Mixed Reality Application for Cultural Heritage Dissemination*.

2011: Visualisation in Archaeology International Conference (ViA, Southampton, UK, 18-19 April 2011). *Materialising Strategies: Photography as a Recording Method in Archaeological Practice and the Perception of Three-dimensionality*.

2010: Visualisation in Archaeology Workshop (ViA, Southampton, UK, 21-22 October 2010). *Virtual (Re)Constructions: Embedding Visualisation in the Interpretative Process*.

2010: Postgraduate Research Archaeology Symposium 9 (PGRAS9, Southampton, UK, 26 May 2010). *A Leap of Faith: The Potential Contribution of 3D Graphics in Reconstructing the Greek Neolithic*.

2010: 38th Annual Conference on Computer Applications and Quantitative Methods in Archaeology (CAA2010, Granada, Spain, 6-9 April 2010). *Virtual Windows to the Past: Reconstructing the 'Ceramics Workshop' at Zominthos, Crete*.

2009: 31st Annual Conference of the Theoretical Archaeology Group (TAG, Durham, UK, 17-19 December 2009). *Virtual Reconstructions in Archaeology: Producing Simulacra or Interpretation?*

2009: 10th International Symposium on Virtual Reality, Archaeology and Cultural Heritage (VAST, Malta, 22-25 September 2009). *Structural and Lighting Models for the Minoan Cemetery at Phourni, Crete*.

2009: Computer Applications & Quantitative Methods in Archaeology, UK Chapter 2009, (CAA-UK, Liverpool, UK 6-7 February 2009). *Illuminating the Burials in the Aegean Bronze Age: Natural & Flame Light in a Mortuary Context*.

2008: 2nd Conference of Prehistoric Archaeology – Christos Tsountas (Volos, Greece, 4-7 December 2008). *Challenges in the Archaeology of the 21st Century: Virtual Reality, a Modern Tool in Archaeological Research. Examining the Case of the Minoan Cemetery at Phourni, Archanes* (Lecture in Greek).

2007: Annual Meeting of the Department of History & Archaeology of the University of Crete 2007 (Voroï, Mesara, 11-13 May 2007). Launch of the archaeological documentary '*One Step before Archaeology; the formation of a deposition*'.

2006: Annual Meeting of the Department of History & Archaeology of the University of Crete 2006 (Palaikastro, Sitia, 5-7 May 2006). Launch of the archaeological documentary '*Days of Pottery*'.

2005: Annual Meeting of the department of History & Archaeology of the University of Crete 2005 (Zaros, Heraklion, 6-8 May 2005). Launch of the archaeological documentary '*Vrysinas: Excavating the Sacred Mountain*'.

PUBLIC ENGAGEMENT (selected)

2021: Museumnacht, Boekhandel Dominicanen, Maastricht (22 October 2021).

Audience: Public

2018: History in a Box: National Museum of Ireland. Dublin (31 October 2018).

Audience: Families.

2018: History in a Box: Bringing Technology to Disadvantaged Women in Ireland. The National Collective of Community Based Women's Networks (23 May).

Audience: Women from County Dublin, Kerry, Louth (6 participants).

2018: History in a Box: Kerry County Museum Intergenerational Event. Tralee, Kerry (5 May 2018).

Audience: 20 Families (45 participants).

2018: History in a Box: Training for Trainee Teachers. Maynooth University (27 February 2018).

Audience: 25 first year trainee history teachers.

2018: History in a Box: Family Intergenerational Event. Maynooth University (17 February 2018).

Audience: 10 families (30 people of which 16 children from 11-16 years old).

2017: The Battle of Mount Street Bridge: Augmented Reality. Maynooth University (10, 17 July 2017).

Audience: 25 study abroad first year university students.

2017: Teaching History with Technology. St. Columba College (21 April 2017).

Audience: 30 second level students (majority international).

2017: Science Week in Dublin: From the Shovel to the Microscope. Dublinia Viking Museum (11-12 and 18-19 November 2017).

Audience: 1.000 general public (majority families and non-Irish visitors).

2017: Culture Night in Dublin: The Battle of Mount Street Bridge in Virtual Reality. Royal College of Physicians. In collaboration with SME Noho (22 September 2017).

Audience: 3.000 general public (majority families).

2016: Participatory design of a mobile application for teaching history in the classroom. Maynooth University (7-8 May 2016).

Audience: 10 second level history teachers.

2015: Science Week Science Foundation Ireland events: Digital Treasure Hunt: The Iron Age Bog Bodies. Maynooth University (13 November 2015).

Audience: 50 secondary school students.

2008–2013: Interactive Digs. Online Platform for Public Engagement for the Archaeology Magazine, US (Zominthos Project, Crete, Greece). <https://interactive.archaeology.org/zominthos/>

Role: Content Development, Communication, and Outreach.

TRAINING/ Continuing Professional Development

Maastricht University (2018-to date)

- UM Education Days, EDLAB, 2024
- AI Townhall, CPD FASoS, 2024
- Embracing Intellectual Unsafety, CPD FASoS, 2024
- Active Bystander Training, CPD Staff Career Centre, 2022.
- Mental Health, CPD L&K, 2022.
- Intercultural Communication Workshop, CPD EDLAB, 2022.
- Teaching & Learning Festival, CPD FASoS, 2022.
- Research – Teaching Integration, CPD FASoS, 2022.
- Fostering Future Leaders (year-long leadership training), UMIO, 2021.
- Teaching strategies for virtual groups, CPD EDLAB, 2021.
- University Teaching Qualification (BKO), 2019-2020.
- Providing Feedback, CPD FASoS, Session with John Harbord, 2019.

National University of Ireland, Maynooth (2015-2018)

- General Data Protection Regulation, 2018.
- LEAD – Living Equality & Diversity, Irish Universities Equality Network, 2017.
- PhD Supervision Training Courses, 2016-2017.
Preparing to supervise and optimising student recruitment
Making progress
Progress to completion, the Viva and beyond
- Search Committees Training, 2015.

University of Southampton (2009-2013)

- Postgraduate Induction to Learning and Teaching (PILT), Learning and Teaching Enhancement Unit, University of Southampton, 2010.