

# Fotini Paraskeva

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## Academic qualification

- 1989** Department of Primary of Education, University of Athens (BA).  
**1999** Educational Psychology, University of Athens (Ph.D).

## Professional Work experience

- 2008-present** Assistant Professor, Department of Digital Systems, University of Piraeus (academic position in educational psychology and new learning technologies).  
**2003-2008** Lecturer, department of Technology Education & Digital Systems of the University of Piraeus.

## Prior work experience

- 1995-2000** Teacher of Primary Education in State Schools.  
**2000-02** Adjunct Lecturer in the Department of Technology Education & Digital Systems of the University of Piraeus  
**1999-02** Researcher department of education, University of Athens.  
**1991-95** Consultant in social welfare services, in Ministry of health and social solidarity.  
**1995-02** Trainer in organizations and companies, teaching employees basic skills and learning strategies of professional behavior and communication skills etc.

## Research Interests

Research interests include learning with media and I.C.T. with particular emphasis on cognitive, emotional and social aspects in terms of teaching methodologies in schools and educational contexts (games, VLE, computer based learning, authentic assessment, digital tools, software). Main interests also include specific applied research design of the use of ICT in various contexts in training and work environment such as personal, social and organisational aspects of the design, development and evaluation of information technology programs and applications (organisational practices, work effectiveness, computer/self-efficacy, self-management, needs motivations, attitudes), based on quantitative and qualitative methods of research.

## Publications

- Paraskeva, F. Mysirlaki, S. & Papagianni, A. (2010). Multiplayer online games as educational tools: Facing new challenges in learning, *Computer and Education*, Vol. 54, Issue 2, pp. 498-505.
- Paraskeva, F. Mysirlaki, S. and Choustoulakis, E. (2009). Designing Collaborative Learning Environments Using Educational Scenarios Based on Self-regulation, *International Journal of Advanced Corporate Learning*, Vol 2, No 1, pp. 42-49.
- Mysirlaki, S. & Paraskeva, F. (2009): 'Designing online educational games for the ne(x)t generation', IADIS International Conference Cognition and Exploratory Learning in Digital Age (CELDA), Rome, Italy.
- Mathiopoulous, K. & Paraskeva, F (2009). 'Authentic Assessment in Computer Supported Collaborative Learning Environments in Higher Education', In *Proceedings of World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education (ELEARN)*, pp. 2912-2916, AACE.
- Paraskeva, F., Mysirlaki, S., Talanti, I. & Bouta, H. (2009): 'Ne(x)t Generation Skills for Teachers' Professional Development: Applying a Learning Theory in 3d Learning Environment', In *Proceedings The 2nd Annual Forum on e-Learning Excellence in the Middle East 2009, UAE*. pp. 427-440, UAE.
- Paraskeva, F., Mysirlaki, S. (2009): 'Ne(x)t Generation Skills and E-learning: A Self – Regulation script applied in Second Life', *The International Conference on E-Learning in the Workplace*. June 10th-12th, NY, USA.
- Paraskeva, F. Mysirlaki, S. Talanti, I. (2008). 'Edutainment' as an emerging trend in Teacher Professional Development', in *e-Learning Excellence*, pp.194-212, UAE.
- Paraskeva, F.; Psycharis, S.; Papagianni, Aik.; Bouta, H. (2007). 'Psychological and Pedagogical Issues in ICT Teachers' Training and Development', Special Issue 'Empirical Surveys on the Adoption of ICTs in Schools: From Wishful Thinking to Constructivist Learning and Beyond' of *International Journal of Knowledge and Learning (IJKL)*, Vol. 3, No. 2/3, pp. 329-341.
- Mysirlaki, S. & Paraskeva, F. (2007). 'Digital games: Developing the Issues of Socio-cognitive Learning Theory in an Attempt to Shift an Entertainment Gadget to an Educational Tool' at ' 1st IEEE International workshop on Digital Game and Intelligent enhanced learning' [DIGITEL2007], pp. 147-151, Taiwan.
- Paraskeva, F. (2007). 'Self-Regulated Learning Strategies and Computer Self-Efficacy in IT courses', *WIT Transactions on Information and Communication Technologies*, Vol. 38, pp. 235-244.
- Paraskeva, F.; Papagianni, Aik.; Bouta, H. (2006). 'Individual characteristics and computer self-efficacy in secondary education teachers to integrate technology in educational practice', *Computers & Education* Vol. 50, Issue 3, pp. 1084-1091.
- Mysirlaki, S.; Paraskeva, F.; Sgouros, N. M. (2006). 'Socio-cognitive learning perspectives on the impact of violent videogames on Greek adolescents', *International*

Conference on Entertainment Computing (I.C.E.C.), Springer, ISBN 3-540-45259-1, pp. 25-32, Cambridge, U.K.

#### **Chapter in a Book**

Παρασκευά, Φ. Μπούτα, Χ. & Ματσαγγούρας, Η. (2008). 'Πρόγραμμα Διαφοροποιημένης Συνεκπαίδευσης των Υψηλών Ικανοτήτων Μάθησης στα Μαθηματικά. Σενάριο διαφοροποιημένης διδασκαλίας των μαθηματικών στο Δημοτικό Σχολείο: εφαρμογές της εμπλαισιωμένης μάθησης', στο *Έκπαιδευόντας Παιδιά με Ικανότητες Μάθησης: Διαφοροποιημένη Συνεκπαίδευση*, Επιμ. Η. Ματσαγγούρας, εκδ. Gutenberg, σ. 265-273.

Παρασκευά, Φ. Μυσιρλάκη, Σ. & Ματσαγγούρας, Η. (2008). 'Υψηλές Ικανότητες Μάθησης και Αυτο-ρύθμιση: Με τις εξισώσεις κάνουμε τραμπάλα', στο *Έκπαιδευόντας Παιδιά με Ικανότητες Μάθησης: Διαφοροποιημένη Συνεκπαίδευση*, Επιμ. Η. Ματσαγγούρας, εκδ. Gutenberg, σ. 235-253.

#### **Text Books**

Παρασκευά, Φ. & Παπαγιάννη, Αικ. (2008). 'Επιστημονικές και Παιδαγωγικές Δεξιότητες για τα Στελέχη της Εκπαίδευσης', στη σειρά *Αναβάθμιση της Ποιότητας της Παρεχόμενης Εκπαίδευσης*, τ. 4, εκδ. ΠΙ.