

ΚΑΘΗΓΗΤΡΙΑ ΜΑΡΙΑ ΒΙΡΒΟΥ
ΠΡΟΕΔΡΟΣ ΤΜΗΜΑΤΟΣ ΠΛΗΡΟΦΟΡΙΚΗΣ
ΠΑΝΕΠΙΣΤΗΜΙΟ ΠΕΙΡΑΙΩΣ

Η Μαρία Βίρβου είναι **Καθηγήτρια και Πρόεδρος του Τμήματος Πληροφορικής Πανεπιστημίου Πειραιώς**, Διευθύντρια του Προγράμματος Μεταπτυχιακών Σπουδών στην Πληροφορική, Διευθύντρια του Ερευνητικού εργαστηρίου «Τεχνολογία Λογισμικού». Είναι Editor-in-Chief των σειρών βιβλίων του Springer “Learning and Analytics in Intelligent Systems” και “Artificial Intelligence-Enhanced Software and Systems Engineering”. Ακόμα είναι συνπρόεδρος και συνιδρύτρια της σειράς διεθνών συνεδρίων IEEE Intelligent Information Systems and Applications. Επιπλέον, έχει διατελέσει Πρόεδρος του Τμήματος Πληροφορικής του Πανεπιστημίου Πειραιώς για τρεις θητείες ακόμα. Είναι μέλος της Συγκλήτου του Πανεπιστημίου Πειραιώς.

Έλαβε Διδακτορικό Δίπλωμα στην Πληροφορική και Τεχνητή Νοημοσύνη από το University of Sussex της Μεγάλης Βρετανίας με υποτροφία από το Ίδρυμα Κρατικών Υποτροφιών στην ειδικότητα «Τεχνητής Νοημοσύνης». Απέκτησε το Master of Science σε Computer Science από το University College London του Πανεπιστημίου του Λονδίνου της Μεγάλης Βρετανίας και πρώτο πτυχίο από το Μαθηματικό Τμήμα του Εθνικού και Καποδιστριακού Πανεπιστημίου Αθηνών.

Στον τομέα της επιστημονικής έρευνας, η Καθηγήτρια Μ. Βίρβου έχει συγγράψει περισσότερες από 400 δημοσιεύσεις, σε διεθνή επιστημονικά περιοδικά, συνέδρια, μονογραφίες και βιβλία και έχει πραγματοποιήσει περισσότερες από 40 επιμέλειες πρακτικών συνεδρίων και βιβλίων. Μερικές πρόσφατες διακεκριμένες δραστηριότητές της ήταν Γενική συν- Πρόεδρος στο 14th IISA Conference 2023 και Προσκεκλημένη Κεντρική Ομιλήτρια στο 35th IEEE International Conference on Software Engineering Education and Training (CSEE&T 2023), Tokyo, Japan. Επίσης, έχει λάβει αναγνωρίσεις και βραβεία για τη συνεισφορά της στον τομέα της Πληροφορικής. Τα ερευνητικά ενδιαφέροντά της εστιάζονται στην Τεχνολογία Λογισμικού, την Τεχνητή Νοημοσύνη (TN), το Εκπαιδευτικό Λογισμικό και τα Εκπαιδευτικά Παιχνίδια, το Εξατομικευμένο Διαδραστικό Λογισμικό, την Μοντελοποίηση Χρηστών, την Ανθρωποκεντρική Τεχνητή Νοημοσύνη και την Αλληλεπίδραση Ανθρώπου-Υπολογιστή, στα οποία έχει συνεισφέρει εκτενώς.

Τέλος, κατέχει υψηλές θέσεις σε παγκόσμιες κατατάξεις επιστημονικής επίδοσης, ενισχύοντας έτσι το επιστημονικό της κύρος στον ακαδημαϊκό χώρο. Σε μια πρόσφατη αναζήτηση στο Scopus κατατάσσεται πρώτη παγκοσμίως σε δημοσιεύσεις στην περιοχή “User Modelling” από ένα διεθνές σύνολο 147.450 δημοσιεύσεων. Επιπλέον, κατατάσσεται πρώτη παγκοσμίως στον τομέα του “Εκπαιδευτικό Λογισμικού” σύμφωνα τόσο με το Scopus όσο και με την Microsoft Academic Search, ενώ κατατάσσεται μεταξύ των κορυφαίων επιστημόνων στις περιοχές της Διεπαφής Χρήστη, των Πολυμέσων και της Αλληλεπίδρασης Ανθρώπου-Υπολογιστή.

Η ίδια συγκαταλέγεται μεταξύ των κορυφαίων 2% επιστημόνων Τεχνητής Νοημοσύνης με την μεγαλύτερη επιρροή παγκοσμίως σύμφωνα με την διεθνή κατάταξη του Πανεπιστημίου Stanford.

Προσκεκλημένη κεντρική ομιλήτρια

1. 35th IEEE International Conference on Software Engineering Education and Training (CSEE&T 2023), 8-9 August 2023, Waseda University, Tokyo, Japan.
2. 13th IEEE International Conference on Intelligent Information Systems and Applications, IISA 2022, Corfu, Greece.
3. 25th International Conference on Knowledge - Based and Intelligent Information and Engineering Systems. KES 2021 Conference, Szczecin, Poland, 8-10 September 2021.
4. 2021 International Conference on Advanced Computing and Intelligent Technologies, March 20-21, 2021, Galgotias University, Delhi India (Springer).
5. 2021 2nd European Symposium on Software Engineering (ESSE 2021), Nov. 6-8, 2021 | Larissa, Greece.
6. IEEE International Conference on Computer, Information and Telecommunication Systems, CITS 2019, Beijing, China, August 28-31, 2019.
7. International Conference On Computing, Power And Communication Technologies 2018 (GUCON) on September 28-29, 2018, Galgotias University, Delhi India, IEEE.
8. ACM ITiCSE 2018, the 23rd Annual Conference on Innovation and Technology in Computer Science Education, Larnaca, Cyprus.
9. 13th China Europe International Symposium on Software Engineering Education, 24-25 May 2017, Athens, Greece.
10. IEEE 27th International Conference on Tools with Artificial Intelligence (ICTAI), 9 - 11 November, 2015, Vietri sul Mare, Italy.
11. 7th International Conference on Intelligent Interactive Multimedia Systems and Services (KES-IIMSS-14) Chania - Crete, Greece 18 - 20 June 2014.
12. IEEE International Conference on Computer, Information and Telecommunication Systems (CITS), May 07 - 08, 2013, Greece.
13. 3IA' 2011, 14th International Conference on Computer Graphics and Artificial Intelligence 2011, Athens (GREECE), 27 - 28 of May, 2011.

Συν-ιδρύτρια/ Γενική Προεδρία / Προεδρία Επιτροπής Προγράμματος Διεθνών Συνεδρίων

- 14th International Conference on Information, Intelligence, Systems and Applications, IISA 2023, University of Thessaly, Volos, Greece, 10-12 July 2023, IEEE Computer Society.
- 13th International Conference on Information, Intelligence, Systems and Applications, IISA 2022, Corfu, Greece, 18-20 July 2022, IEEE Computer Society.
- 12th International Conference on Information, Intelligence, Systems and Applications, IISA 2021, July 12 – 14, 2021, Chania Crete, Greece, IEEE Computer Society 2021.
- 14th International Joint Conference on Knowledge-Based Software Engineering (JCKBSE 2020), August 22-24, 2022, Larnaca, Cyprus.
- 11th International Conference on Information, Intelligence, Systems and Applications, IISA 2020, 15 – 17 July, 2020, Piraeus, Greece, IEEE Computer Society 2020.
- 13th International Joint Conference on Knowledge-Based Software Engineering (JCKBSE 2020), August 24-26, 2020, Larnaca, Cyprus.
- 10th IEEE International Conference on Information, Intelligence, Systems and Applications, IISA 2019, July 15-17, 2019, Patras, Greece, IEEE Computer Society 2019.
- 12th Joint Conference on Knowledge-Based Software Engineering (JCKBSE 2018) 27-30 August, Corfu, Greece.
- 9th IEEE International Conference on Information, Intelligence, Systems and Applications, IISA 2018, Zakynthos, Greece, July 23-25, 2018. IEEE Computer Society 2018
- 29th IEEE International Conference on Tools with Artificial Intelligence, ICTAI 2017, Boston, MA, USA, November 6-8, 2017. IEEE Computer Society 2017
- 8th IEEE International Conference on Information, Intelligence, Systems & Applications, IISA 2017, Larnaca, Cyprus, August 27-30, 2017. IEEE 2017
- 7th IEEE International Conference on Information, Intelligence, Systems & Applications, IISA 2016, Chalkidiki, Greece, July 13-15, 2016. IEEE 2016
- 6th IEEE International Conference on Information, Intelligence, Systems and Applications, IISA 2015, Corfu, Greece, July 6-8, 2015. IEEE 2015
- 5th IEEE International Conference on Information, Intelligence, Systems and Applications, IISA 2014, Chania, Crete, Greece, July 7-9, 2014. IEEE 2014
- 4th IEEE International Conference on Information, Intelligence, Systems and Applications, IISA 2013, Piraeus, Greece, July 10-12, 2013. IEEE 2013
- 10th IEEE International Conference on Signal Processing and Multimedia Applications and 10th International Conference on Wireless Information Networks and Systems, Reykjavík, Iceland, 29-31 July, 2013.

- 8th International Conference on Intelligent Information Hiding and Multimedia Signal Processing, IIH-MSP 2012, Piraeus-Athens, Greece, July 18-20, 2012. IEEE 2012
- 10th Conference on Knowledge-Based Software Engineering, JCKBSE 2012, Rodos, Greece, August 23-26, 2012.
- International Conference on Signal Processing and Multimedia Applications and International Conference on Wireless Information Networks and Systems, Rome, Italy, 24-27 July, 2012, SIGMAP is part of ICETE - The International Joint Conference on e-Business and Telecommunications.
- 5th International Conference on Software and Data Technologies, Athens, Greece, July 22-24, 2010.
- International Conference on Signal Processing and Multimedia Applications, Athens, Greece, July 26-28, 2010, SIGMAP is part of ICETE - The International Joint Conference on e-Business and Telecommunications.
- 8th Joint Conference on Knowledge-Based Software Engineering, JCKBSE 2008, August 25-28, 2008, University of Piraeus, Piraeus, Greece.

Best Paper Awards

- 2020: K. Chrysafiadi, S. Papadimitriou and M. Virvou, "Fuzzy states for dynamic adaptation of the plot of an educational game in relation to the learner's progress," 2020 11th International Conference on Information, Intelligence, Systems and Applications (IISA, Piraeus, 2020, pp. 1-7, doi: 10.1109/IISA50023.2020.9284380).
- 2015: M. Virvou, K. Kabassi, E. Alepis, A. Kameas, C. Pierrakeas, A. Theodosiou "Empirical study towards the creation of educational user profiles for the students of an open university" IEEE International Conference on Information, Intelligence, Systems and Applications IISA 2015: 1-5, IEEE Press 2015.
- 2014: A. Psarologou, N. G. Bourbakis, M. Virvou "A mapping mechanism of NL sentences onto an SPN state machine for understanding purposes" IEEE IISA 2014: 321-324.
- 2009: I.-O. Stathopoulou, E. Alepis, G.A. Tsihrintzis and M. Virvou «On Assisting a VisualFacial Affect Recognition System with Keyboard-Stroke Pattern Information»: The Twenty-ninth SGAI International Conference Cambridge, UK, 15th-17th December 2009, BCS SGAI The Specialist Group on Artificial Intelligence.
- 2009: Alepis, E., Virvou, M. & Kabassi, K. (2009) "Knowledge Engineering Aspects of Affective Bi-Modal Educational Applications" In Communications in Computer and Information Science, E-business and Telecommunications, Volume 23
- 2007: Kabassi, K., Virvou, M. & Alepis, E. "Testing the Effectiveness of MBIUI Life-Cycle Framework for the Development of Affective Interfaces" In Communications in Computer and Information Science, Software and Data Technologies, Volume 22, βραβεύθηκε στα Best Papers of ICSOFT 2007.

SCOPUS

Welcome to a more intuitive and efficient search experience. See what is new

Advanced query

Search documents * user AND modeling

Save search Set search alert Add search field

Documents Preprints Patents Secondary documents Research data

145,183 documents found

Analyze results

Refine search All Export Download Citation overview More Show all abstracts Sort by Date (newest)

	Document title	Authors	Source	Year	Citations
1	HiOmics: A cloud-based one-stop platform for the comprehensive analysis of large-scale omics data	Li, W., Zhang, Z., Xie, B., ... Que, T., Hu, Y.	Computational and Structural Biotechnology Journal, 23, pp. 659-668	2024	0
2	Motion Planning for Autonomous Driving with Real Traffic Data Validation	Chu, W., Yang, K., Li, S., Tang, X.	Chinese Journal of Mechanical Engineering	2024	0

Welcome to a more intuitive and efficient search experience. See what is new

Advanced query

Search documents * educational AND software

Save search Set search alert Add search field

Documents Preprints Patents Secondary documents Research data

34,902 documents found

Analyze results

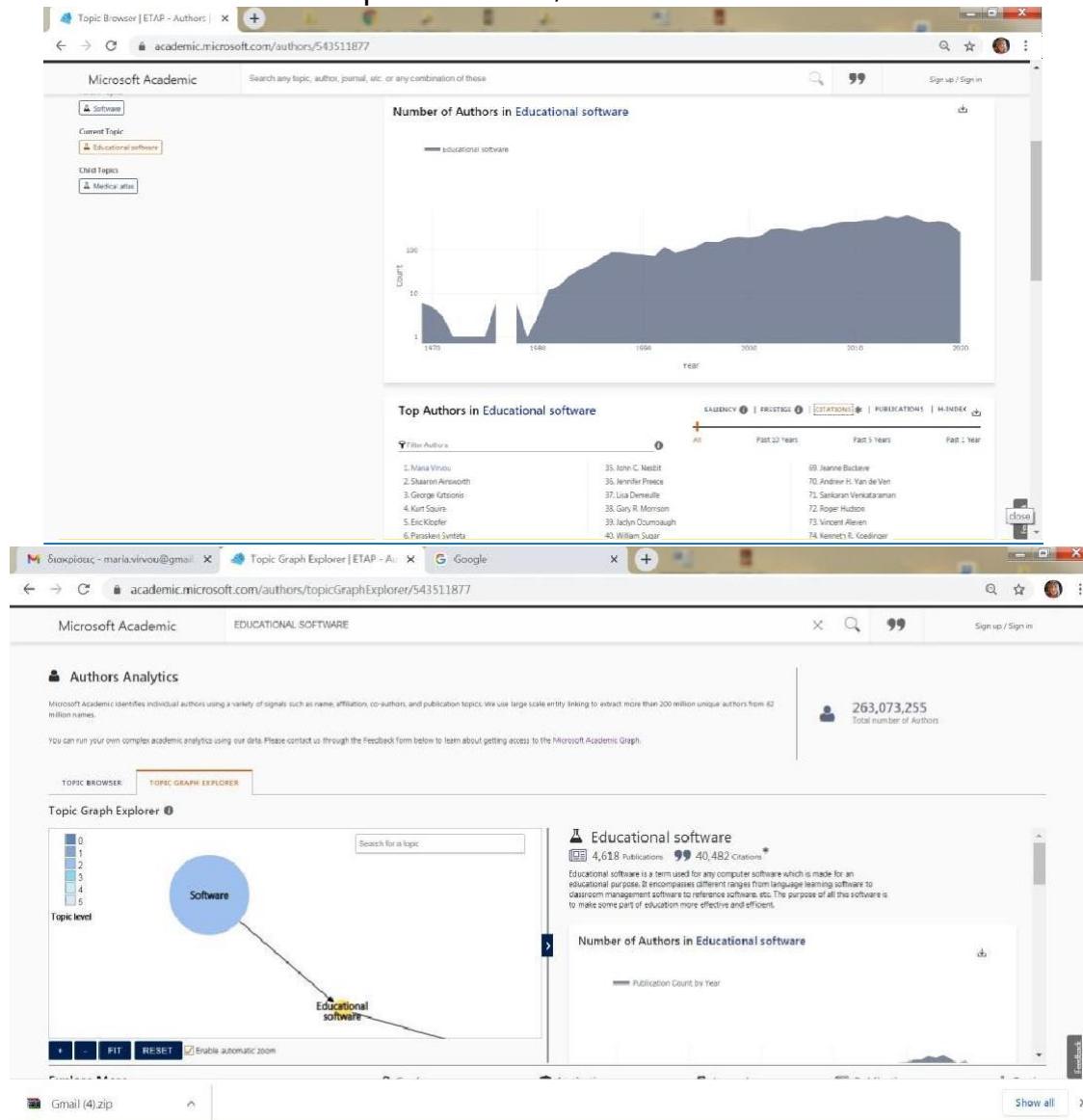
Refine search All Export Download Citation overview More Show all abstracts Sort by Date (newest)

	Document title	Authors	Source	Year	Citations
1	Design, implementation and evaluation of e-learning program for common diseases to smartphone-based medical students: at a developing university	niromand, E., Mansory, M.S., Ramezani, G., Khazaei, M.R.	BMC Medical Education, 24(1), 52	2024	0
2	Effects of educational interventions based on the theory of planned behavior on oral cancer-related knowledge and tobacco	Ghasemian, A., Sargeran, K., Khami, M.R., Shamshiri, A.R.	BMC Cancer, 24(1), 45	2024	0

Παγκόσμια Κατάταξη της Καθηγήτριας Μαρίας Βίρβου
σύμφωνα με Microsoft Academic Search
που αναλύει 262.751.231 Συγγραφείς και 248.455.650 Δημοσιεύσεις
<https://academic.microsoft.com/>

**Η Καθηγήτρια Μαρία Βίρβου
κατατάσσεται 1^η στην παγκόσμια κατάταξη:
ΕΚΠΑΙΔΕΥΤΙΚΟ ΛΟΓΙΣΜΙΚΟ**

Microsoft Academic Analytics: EDUCATIONAL SOFTWARE
4.627 publications, 40.331 citations



ΕΚΠΑΙΔΕΥΤΙΚΑ ΠΑΙΧΝΙΔΙΑ ΕΙΚΟΝΙΚΗΣ ΠΡΑΓΜΑΤΙΚΟΤΗΤΑΣ

(VIRTUAL REALITY EDUCATIONAL GAME)

The screenshot shows the Microsoft Academic search interface. The search term 'virtual reality educational game' is entered in the search bar. The results page displays several academic papers related to educational games using virtual reality. On the left sidebar, there are filters for 'Top Authors', 'Top Journals', and 'Publication Types'. The main content area shows three search results with titles like 'Iterative user and expert feedback in the design of an educational virtual reality biology game', 'Virtual reality : A game-changing method for the language sciences', and 'Getting your game on: Using virtual reality to improve real table tennis skills'. Each result includes a brief abstract, citation count, and a 'View More' link.

KINHTA ΣΥΓΓΡΑΦΙΚΑ ΕΡΓΑΛΕΙΑ

(MOBILE AUTHORING TOOLS)

The screenshot shows the Microsoft Academic search interface again, this time with the search term 'Mobile Authoring Tools'. The results page displays academic papers related to mobile authoring tools. The left sidebar shows filters for 'Top Authors', 'Top Journals', and 'Publication Types'. The main content area shows three search results with titles like 'Authoring tools for mobile multimedia content', 'Public heritage at scale: Building tools for authoring mobile digital heritage and archaeology experiences', and 'Sense: evaluating a flexible framework for authoring mobile data-collection tools for citizen science'. Each result includes a brief abstract, citation count, and a 'View More' link.

ΣΥΝΑΙΣΘΗΜΑΤΙΚΗ ΥΠΟΛΟΓΙΣΤΙΚΗ ΔΥΟ ΜΕΣΩΝ (BI MODAL AFFECTIVE COMPUTING)

The screenshot shows the Microsoft Academic search interface. The search term 'BI MODAL AFFECTIVE COMPUTING' is entered in the search bar. The results page displays several academic papers. One paper titled 'Mobile Education: Towards Affective Bi-modal Interaction for Adaptivity' from the 2009 International Journal of Interactive Mobile Technologies (IJIMT) is highlighted. The page also includes sections for 'PARENT TOPICS' (Affect (psychology), Mobile technology, Affective computing, Affective tutoring system), 'CHILD TOPICS' (Affect (psychology)), and 'RELATED TOPICS' (Artificial intelligence, Affective science, Cognitive science). The date '10/09/2021, 9 Ιανουαρίου 2021' is visible at the bottom right.

ΕΥΦΥΗΣ ΒΟΗΘΕΙΑ (INTELLIGENT HELP)

The screenshot shows the Microsoft Academic Authors Analytics interface. The search term 'INTELLIGENT HELP' is entered in the search bar. The left sidebar features 'Authors Analytics' with a total count of 263,073,255 authors. The main area displays a 'Topic Graph Explorer' where users can search for topics and explore connections between them. On the right, a 'Top Authors in Intelligent help' table lists the most active authors based on publications over the past 10 years. The date '10/09/2021, 9 Ιανουαρίου 2021' is visible at the bottom right.

ΛΟΓΙΣΜΙΚΟ ΕΚΠΑΙΔΕΥΤΙΚΩΝ ΠΑΙΧΝΙΔΙΩΝ (EDUCATIONAL GAME SOFTWARE)

The screenshot shows the Microsoft Academic search interface with the query "educational game software". The left sidebar includes sections for Top Topics (Educational game, Software, Computer science, Multimedia, Educational software, Virtual reality, Appeal, Educational evaluation, Intelligent tutoring system, Learning experience), Publication Types (Journal publications, Conference publications, Other, Patents, Book chapters), and Top Authors (Maria Viriou, Konstantinos Manos, George Katsionis, Christiane Gresse von Wangenheim, Marcello Thiry, Djone Kochanski). The main search results list three papers:

- Combining Software Games with Education: Evaluation of its Educational Effectiveness** (2005) by Maria Viriou, George Katsionis, Konstantinos Manos. It discusses how computer games can be used to make educational software more attractive and motivating.
- Empirical evaluation of educational game on software measurement** (2009) by Christiane Gresse Von Wangenheim, Marcello Thiry, Djone Kochanski. It explores the use of games in the software measurement process.
- Competitive computer educational game** (1988) by Ben W. Hartsfield. It describes a method for teaching rate facts using a computer network and required software.

The right sidebar displays related topics like Mathematics education, Simulation, Multimedia, Computer science, and Software, along with detailed descriptions of what each topic entails.

ΠΡΟΣΑΡΜΟΣΤΙΚΗ ΔΙΔΑΣΚΑΛΙΑ (ADAPTIVE TUTORING)

The screenshot shows the Microsoft Academic search interface with the query "adaptive tutoring". The left sidebar includes sections for Top Topics (Mathematics education, Adaptive system), Publication Types (Journal publications, Conference publications, Other, Repository papers, Book chapters, Patents), and Top Authors (Maria Viriou, Konstantina Chrysfalidi, Ivon Arroyo, Peter Brusilovsky, Minghui Tai, Beverly Park Woolf, Marcus Specht, Gerhard Weber, Robert A. Sottilare, Stefan Kopp). The main search results list three papers:

- Prob2Vec: Mathematical Semantic Embedding for Problem Retrieval in Adaptive Tutoring** (2020) by Du Su, Ali Yekkehkhany, Yi Lu, Wenniao Lu. It discusses a semantic embedding model for adaptive tutoring.
- Prob2Vec: Mathematical Semantic Embedding for Problem Retrieval in Adaptive Tutoring** (2020) by Du Su, Ali Yekkehkhany, Yi Lu, Wenniao Lu. This entry is identical to the previous one.
- Learning benefits of structural example-based adaptive tutoring systems** (2003) by Davidovic, J. Warren, E. Trichina. It explores the benefits of structural example-based adaptive tutoring systems.

The right sidebar displays related topics like Psychology, Adaptive tutoring, Psychology, Adaptive learning, and Adaptive system, along with detailed descriptions of what each topic entails.

RUP LIFE CYCLE SOFTWARE

The screenshot shows a Microsoft Academic search results page for the query "RUP LIFE CYCLE SOFTWARE". The results are displayed in a grid format. The first result is a paper titled "Involving Effectively Teachers and Students in the Life Cycle of an Intelligent Tutoring System" by Maria Virvou and Victoria Tsigas. The second result is "Architecting the Product Line Process---Tailoring the RUP Life-Cycle Model to Software Product Line Development" by Magnus Eriksson, Uwe Röder, and Kjell Berg. The third result is "SIMULATION MODEL FOR RATIONAL UNIFIED PROCESS (RUP) SCFTWARE DEVELOPMENT LIFE CYCLE". On the right side of the page, there is a sidebar with a "Software" section, "PARENT TOPICS", and "CHILD TOPICS". A battery status bar at the bottom indicates "0% available (plugged in, not charging). Consider replacing your battery."

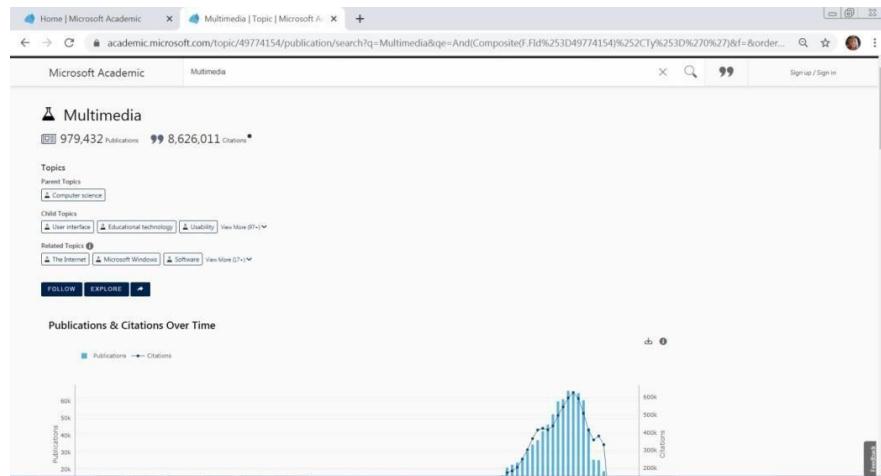
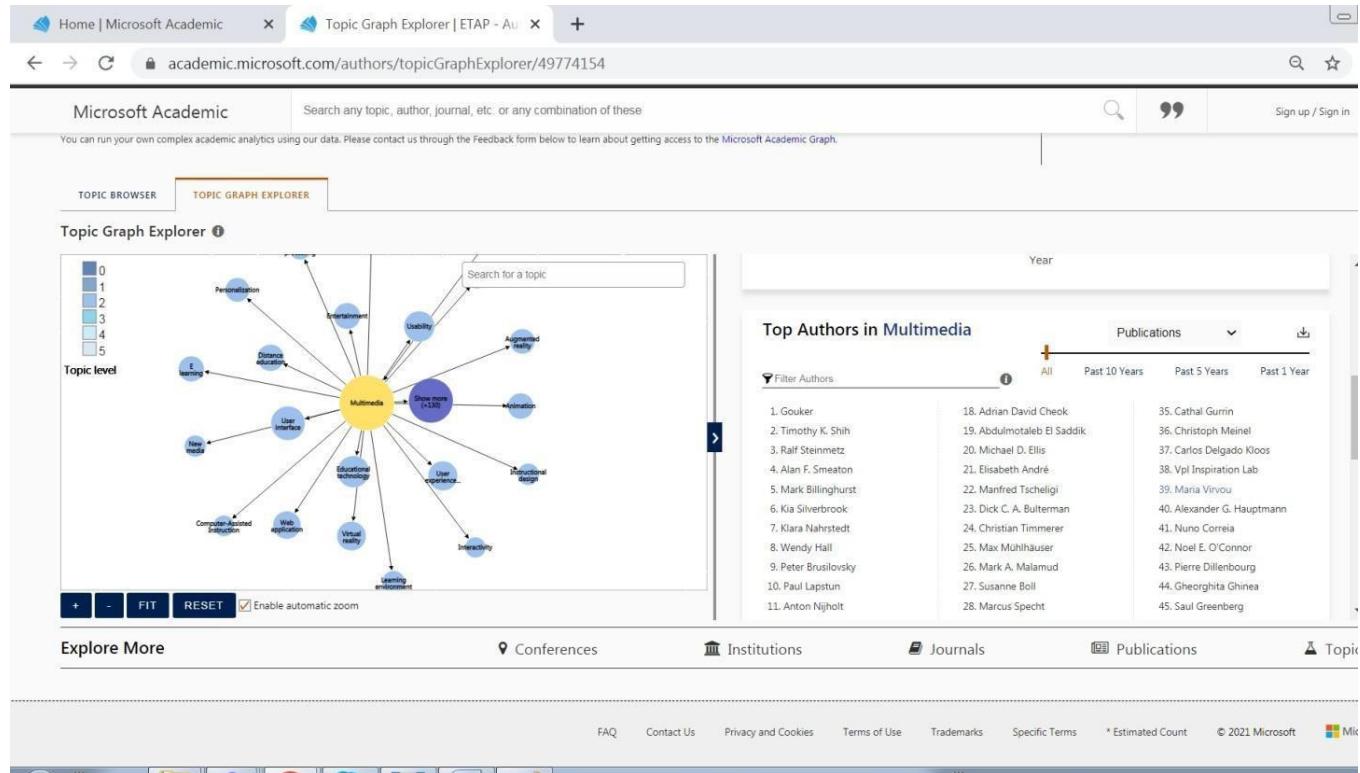
PLAUSIBLE REASONING

The screenshot shows the Microsoft Academic Topic Graph Explorer for the topic "PLAUSIBLE REASONING". The interface includes a "TOPIC BROWSER" tab and a "TOPIC GRAPH EXPLORER" tab. The graph visualization shows nodes for "Algorithm", "Artificial Intelligence", and "Machine Learning", with connections between them. A legend indicates "Topic level" from 0 to 5. To the right, a list of "Top Authors in Plausible reasoning" is shown, along with filters for "Publications" (All, Past 10 Years, Past 5 Years, Past 1 Year) and "Filter Authors". Below the graph, there are links to "Explore More", "Conferences", "Institutions", "Journals", "Publications", and "Topics". A "Gmail (4).zip" icon is visible at the bottom left.

**Η ΚΑΘΗΓΗΤΡΙΑ ΜΑΡΙΑ ΒΙΡΒΟΥ ΣΥΓΚΑΤΑΛΕΓΕΤΑΙ
ΣΤΟΥΣ ΚΟΡΥΦΑΙΟΥΣ 40 ΕΡΕΥΝΗΤΕΣ ΣΤΗΝ ΠΑΓΚΟΣΜΙΑ ΚΑΤΑΤΑΞΗ
ΓΙΑ ΟΛΟΚΛΗΡΗ ΤΗΝ ΠΕΡΙΟΧΗ ΤΗΣ ΠΛΗΡΟΦΟΡΙΚΗΣ:**

ΠΟΛΥΜΕΣΑ (MULTIMEDIA)

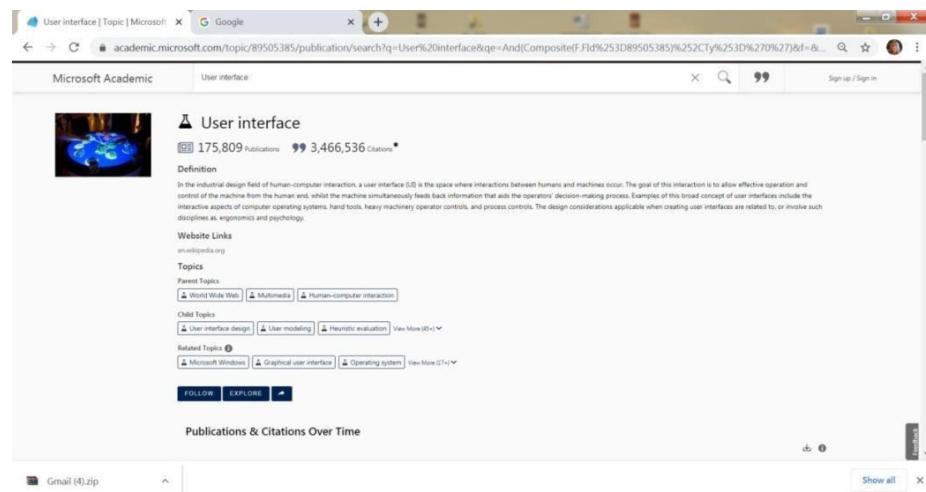
Microsoft Academic Analytics: MULTIMEDIA
979.432 publications, 8.626.011 citations, 1.600.000 authors
#39 on Top Authors @ Publications' List over all years



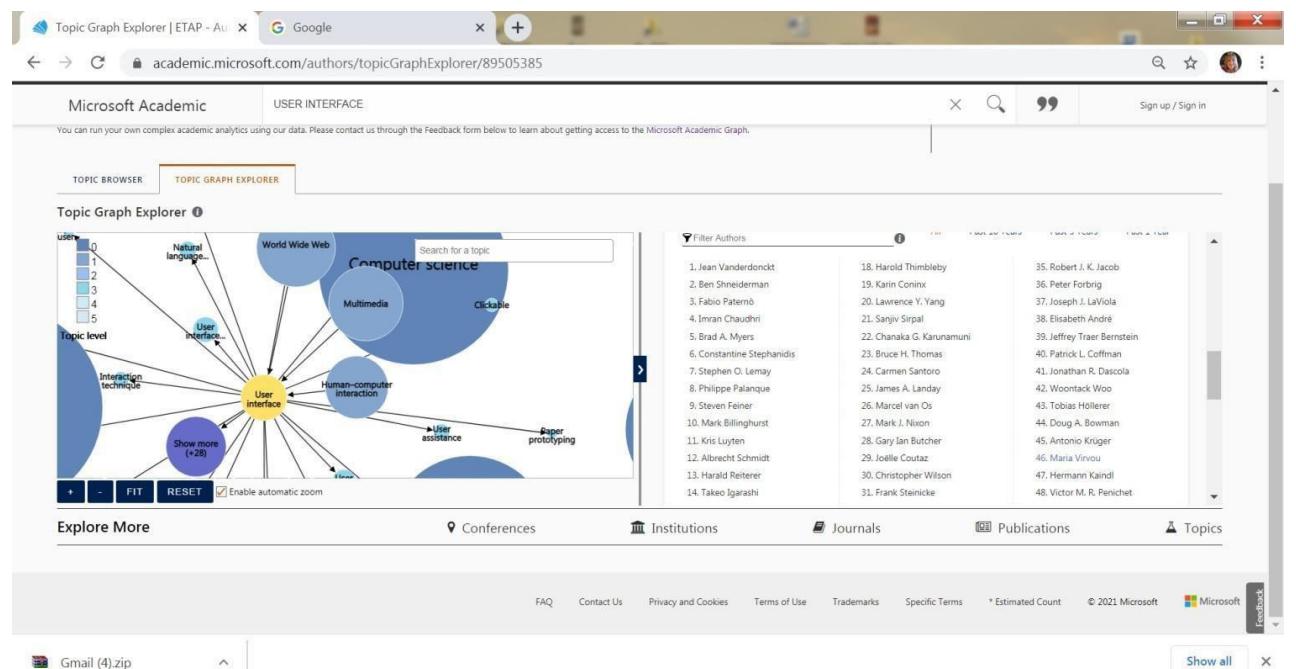
Η ΚΑΘΗΓΗΤΡΙΑ ΜΑΡΙΑ ΒΙΡΒΟΥ ΣΥΓΚΑΤΑΛΕΓΕΤΑΙ
ΣΤΟΥΣ ΚΟΡΥΦΑΙΟΥΣ 50 ΕΡΕΥΝΗΤΕΣ ΣΤΗΝ ΠΑΓΚΟΣΜΙΑ ΚΑΤΑΤΑΞΗ
ΓΙΑ ΟΛΟΚΛΗΡΗ ΤΗΝ ΠΕΡΙΟΧΗ ΤΗΣ ΠΛΗΡΟΦΟΡΙΚΗΣ:

USER INTERFACE

Microsoft Academic Analytics: USER INTERFACE
176.156 publications, 3.462.738 citations
#46 on Top Authors @ "Publications' List over all years



This screenshot shows the Microsoft Academic Topic page for 'User interface'. The page displays a summary of 175,809 publications and 3,466,536 citations. A detailed definition of User interface is provided, mentioning its role in the interaction field between humans and machines. Below the definition, there are sections for 'Website Links', 'Topics' (including World Wide Web, Multimedia, Human-computer interaction, User interface design, User modeling, Heuristic evaluations, Microsoft Windows, Graphical user interface, and Operating systems), and 'Related Topics'. At the bottom, there are 'FOLLOW' and 'EXPLORE' buttons.



This screenshot shows the Microsoft Academic Topic Graph Explorer for 'User interface'. The interface features a network graph where 'User interface' is the central node, connected to various topics like 'World Wide Web', 'Computer science', 'Multimedia', 'Clickable', 'Human-computer interaction', 'User assistance', and 'Paper prototyping'. A sidebar on the left shows a 'Topic level' scale from 0 to 5, with 'User interface' at level 5. The 'TOPIC BROWSER' tab is active. On the right, a 'Filter Authors' table lists 48 authors, each with a name and a small profile picture. Below the graph, there are links to 'Explore More', 'Conferences', 'Institutions', 'Journals', 'Publications', and 'Topics'. The footer includes standard links like FAQ, Contact Us, Privacy and Cookies, Terms of Use, Trademarks, Specific Terms, Estimated Count, and a Microsoft logo.

**Η ΚΑΘΗΓΗΤΡΙΑ ΜΑΡΙΑ ΒΙΡΒΟΥ ΣΥΓΚΑΤΑΛΕΓΕΤΑΙ
ΣΤΟΥΣ ΚΟΡΥΦΑΙΟΥΣ 65 ΕΡΕΥΝΗΤΕΣ ΣΤΗΝ ΠΑΓΚΟΣΜΙΑ ΚΑΤΑΤΑΞΗ
ΓΙΑ ΟΛΟΚΛΗΡΗ ΤΗΝ ΠΕΡΙΟΧΗ ΤΗΣ ΠΛΗΡΟΦΟΡΙΚΗΣ:**

**ΑΛΛΗΛΕΠΙΔΡΑΣΗ ΑΝΘΡΩΠΟΥ-ΥΠΟΛΟΓΙΣΤΗ
(HUMAN COMPUTER INTERACTION)**

Microsoft Academic Analytics: HUMAN COMPUTER INTERACTION

538.396 publications, 6.497.244 citations

#63 on Top Authors @ "Publications' List over all years

