

# NOTRE

network for social  
computing research

[notre.socialcomputing.eu](http://notre.socialcomputing.eu)

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More information at:  
[notre.socialcomputing.eu](http://notre.socialcomputing.eu)

The vision of NOTRE is to develop a network that will strengthen and enhance the potential of the newly established Social Computing Research Centre (SCRC) at the Cyprus University of Technology (CUT) for stimulating scientific excellence and innovation capacity in the area of social aspects of computing. NOTRE proposes an interdisciplinary approach towards the close network collaboration between SCRC of CUT, a research active university in a lowperforming member state, and four internationally-leading counterparts specializing in: (a) online social networks and their analysis; (b) entertainment, games, virtual reality and educational technologies; (c) Social Computing for social inclusion; and (d) Social Computing and social change. SCRC through this proposal does not only aim to access the core research groups of the leading counterparts, and their collaborators, but also recognizes the multidisciplinary of the field and will try to establish itself as an intermediate between them.



This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 692058.

# Welcome note from the project coordinator



Prof. Panayiotis Zaphiris

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The NOTRE network will follow a series of interlinked activities, such as short term staff exchanges, expert visits and short-term on-site training, workshops, conference attendance, organization of joint summer school type activities, and dissemination and outreach activities.

Such activities with world-renowned EU partners (IMDEA; MIRALab of Universite de Geneve; Institute of Computer Science of the Foundation for Research and Technology Hellas -FORTH-ICS; and the Department of Political Science of the University of Dusseldorf -UDUS), will be instrumental for significantly strengthening SCRC's research efforts, enhancing the network's innovation capacity and research profile, and stimulating scientific excellence in the emerging multidisciplinary field of Social Computing. The effective knowledge transfer and sharing through NOTRE will also push for research advancements linked to the Smart Specialization Strategy of Cyprus.

## The project coordinator Prof. Panayiotis Zaphiris

Panayiotis Zaphiris is a Professor in the Department of Multimedia and Graphic Arts, and the Dean of the School of Fine and Applied Arts of the Cyprus University of Technology (CUT). He is also a member of the CUT senate. He is the co-director of the Cyprus Interaction Research Lab (CIL), a research lab specializing in the study of the interaction of people with technology in various fields. Panayiotis has a PhD in Human-Computer Interaction from Wayne State University, USA. He also has an MSc in Systems Engineering and a BSc in Electrical Engineering both from University of Maryland, College Park, USA. Before returning to Cyprus he was a Reader at the Centre for Human-Computer Interaction Design, School of Informatics of City University London where he founded and was leading the City Interaction Lab (funded by Vodafone Foundation). Before City University, he was a researcher at the Institute of Gerontology at Wayne State University from where he also got his Ph.D. in Human Computer Interaction (HCI). His research interests lie in HCI with an emphasis on inclusive design and social aspects of computing. He is also interested in internet related research (web usability, mathematical modelling of browsing behavior in hierarchical online information systems, online communities, e-learning, web based digital libraries and social network analysis of online human-to human interactions). Dr Zaphiris has participated in a total of 16 funded research projects summing up to over 1.5 million euros. He has published over 190 academic papers in well known academic journals and international conferences. He is also the editor of 14 books and edited volumes. His publication record includes papers in journals like ACM TOCHI, Interacting with Computers, Behaviour and Information Technology and conferences like ACM CHI and British HCI. He delivered keynote talks, tutorials and organized workshops at international conferences.

# Meet the Consortium



## Cyprus University of Technology (CUT)

Cyprus University of Technology (CUT) is an established public university, which was founded by law on December 2003. It is one of three state universities in Cyprus. Cyprus University of Technology is a dynamic university with six leading schools/faculties and 10 academic departments, able to offer education and high level research, in primary branches of science and applied technology, at Undergraduate and Postgraduate levels. Currently CUT runs a number of master courses including a Masters in Environmental Health (in English) in collaboration with Harvard School of Public Health (HSPH).



## Foundation for Research and Technology - Hellas (FORTH)

The Foundation for Research and Technology-Hellas (FORTH), established in 1983, is one of the largest research centers in Greece with well organized facilities, highly qualified personnel and a reputation as a top-level research foundation worldwide. FORTH reports to the General Secretariat for Research and Technology of the Hellenic Ministry of Education and Religious Affairs. The Foundation, with headquarters in Heraklion, operating the following institutes: Institute of Electronic Structure and Laser (IESL); Institute of Molecular Biology and Biotechnology (IMBB); Institute of Computer Science (ICS); Institute of Applied and Computational Mathematics (IACM); Institute for Mediterranean Studies (IMS); The Institute of Chemical Engineering Sciences (ICE-HT); Division of Biomedical Research of the Institute of Molecular Biology and Biotechnology (IMBB).



## IMDEA Networks Institute

IMDEA Networks Institute is one of the 7 IMDEA Research Institutes created in 2006 as a non-profit public Research Institute, with the objective of performing world-class research, carrying out technology transfer and attract talented researchers to the region of Madrid. As a growing, English-speaking institute, IMDEA Networks offers a unique opportunity for pioneering scientists to develop their ideas. Its multinational team is engaged in cutting-edge fundamental science in all areas of networking. IMDEA Networks counts with a number of prestigious researchers experienced in participating in EU and national funded projects, such as eCousin, iJOIN, Associated with document Ref. Ares(2015)4428279 – 20/10/2015.

# Meet the Consortium



**UNIVERSITÉ  
DE GENÈVE**

## University of Geneva (UNIGE)

Founded in 1559 by Jean Calvin, the University of Geneva (UNIGE) is dedicated to thinking, teaching, dialogue and research. With 16'000 students of more than 140 different nationalities, it is Switzerland's second largest university.



## Heinrich Heine University Düsseldorf

Heinrich Heine University Düsseldorf is one of the younger higher education institutions in the state of North Rhine-Westphalia – founded in 1965. Since 1988 our university has carried the name of one of the city's finest sons. Today around 25,000 students study at a modern campus under conditions ideally suited to academic life. As a campus university where everything is close together, all buildings including the University Hospital and the specialised libraries are easily reachable. Our university departments enjoy an excellent reputation due to an exceptionally high number of collaborative research centres. Moreover, the state capital Düsseldorf provides an attractive environment with a high quality of life.



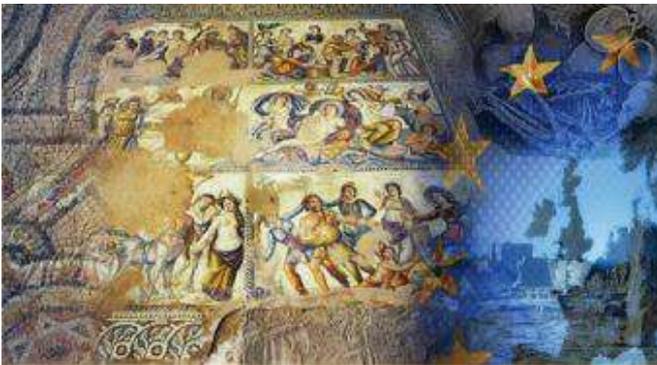
# News & highlights



**February 18, 2016**

## Kick-off event of NOTRE

The kick-off event of the project titled 'Network for Social Computing Research (NOTRE)' of the Social Computing Research Center (<http://socialcomputing.eu/>) of the Cyprus University of Technology took place on Monday, February 8th 2016. The NOTRE project is funded by the European Commission through the Horizon 2020 Twinning programme – TWINN – 2015. The total project budget is 1 million euros and the duration of the project is 3 years (01/01 / 2016-31 / 12/2018).



**May 9, 2016**

## 1st International Workshop on Virtual Reality, Gamification and Cultural Heritage

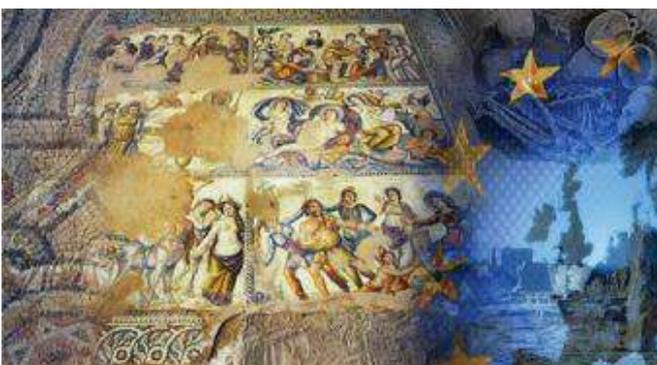
The 1st International Workshop on Virtual Reality, Gamification and Cultural Heritage (VRGCH'2016) will be organized in conjunction with the 6th International Euro-Mediterranean Conference on Digital Heritage (<http://www.euromed2016.eu/>). VRGCH'2016 is organized by the Social Computing Research Centre (<http://socialcomputing.eu/>) of the Cyprus University of Technology. It is an international forum devoted specifically to the applications of Virtual Reality and Computer Games in the field of digital Cultural Heritage.



**June 2, 2016**

## DataBeers NOTRE Branded Event

NOTRE is organizing a branded DataBeers event on June 29th in Campus Madrid! Join us! The event will feature six presentations focused on data usage in a social context and/or social sciences.



**June 11, 2016**

## Extended deadline for Paper Submission for the 1st International Workshop on Virtual Reality, Gamification and Cultural Heritage

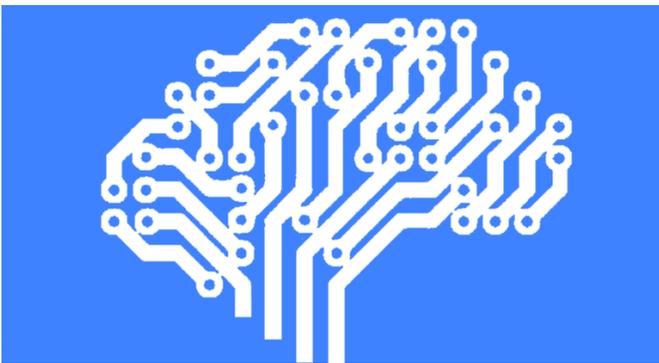
EXTENDED DEADLINE for the submission of papers for the 1st International Workshop on Virtual Reality, Gamification and Cultural Heritage. The new deadline is the 31st of August 2016. The 1st International Workshop on Virtual Reality, Gamification and Cultural Heritage (VRGCH'2016)

# News & highlights



will be organized in conjunction with the 6th International Euro-Mediterranean Conference on Digital Heritage (<http://www.euromed2016.eu/>).

VRGCH'2016 is organized by the Social Computing Research Centre (<http://socialcomputing.eu/>) of the Cyprus University of Technology. It is an international forum devoted specifically to the applications of Virtual Reality and Computer Games in the field of digital Cultural Heritage.



**June 20, 2016**

## Computational Thinking in Education Workshop 2016

NOTRE is sponsoring the Computational Thinking in Education Workshop 2016 to take place at Harvard University, USA. The workshop on computational thinking in education will pay a tribute to the visionaries who 50 years ago started to transform the way computer science is used in education. The workshop will be held 23 June 2016 at RCC Harvard, 11am – 2pm.



**July 7, 2016**

## Project meeting and public event for NOTRE in Madrid

The NOTRE project meeting in Madrid took place between 24th – 27th June. It consisted of visits, workshops and a public event. The attendees had the opportunity to visit the IMDEA Networks and UC3M-DEI Lab facilities where key members of both institutions presented their current work in the areas of data visualization, augmented reality and networks in general. These presentations opened the discussion between the consortium members and sparked new ideas for potential collaborations.

# Training courses



This training course (TC1) entitled “Detection, Prediction & Monitoring on Online Social Networks: leaders, trends and outliers” was delivered by Luis Felipe Nuñez Chiroque, researcher from IMDEA Networks.

**Abstract:** Social scientists have traditionally had limited access to data about individuals, such as for example their personality, relationships or tastes. The widespread use of Online Social Networks (OSNs) has changed this drastically, since OSNs provide huge amounts of data to work with. Now, researchers can be helped by the digital content generated by billion of users to better understand their online behaviour.

The presentation discussed recent research on OSNs covering a wide range of topics. On the one hand, at low level (user scale), techniques for detection and prediction of leaders as well as detection of outliers were presented. On the other hand, at high level (network scale), techniques for detection and prediction of trends and events were shown. Also, regarding energy efficient computation, new techniques for adaptive monitoring on networks were introduced, as well as some of the tools used to analyse such OSNs. Data from the major OSNs, such as Facebook, Twitter, Google+ and Tumblr, has been used in the studies.

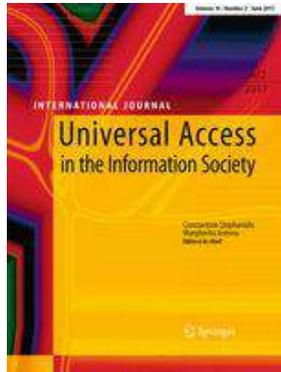
The second training course (TC2) entitled “Serious Game Designs and Game Models” will be imparted by Telmo Zarranonandia Ayo (UC3M) during the Cyprus meeting in July 2017.



# New Publications



The Social Computing Research Center has published a total of 24 papers in prominent journals and conferences in 2016 so far. For a full list of our publications, please visit our google scholar page at: <http://tinyurl.com/jb4efd9>  
Below you can find details of a selection of our 2016 publications.



## INCLUSIVE ACCESS TO EMERGENCY SERVICES: AN ACTION RESEARCH PROJECT FOCUSED ON HEARING-IMPAIRED CITIZENS

In case of emergency, hearing-impaired people are not always able to access emergency services, and hence, they do not have equal access to social support and infrastructure. In this work, we describe an action research study that undertakes the development and evaluation of a system aiming to meet the communication needs of hearing-impaired citizens in cases of emergency. The system consists of (1) a mobile application that records and sends the details of an emergency event and (2) a central management system that handles these calls from the operation center at the emergency services. The system was completed in four cycles of design, development and evaluation with the involvement of 74 hearing-impaired users and three officers from the Cyprus Police (Emergency Response Unit). Results demonstrated how the system can provide easy and direct access to emergency services, without the need of any intermediate, enabling the inclusion of these citizens in a critical process such as the response to an emergency.

Constantinou, V., Ioannou, A., & Diaz, P. (2016). Inclusive access to emergency services: an action research project focused on hearing-impaired citizens. *Universal Access in the Information Society*, 1-9.

## ENACTING ARTIFACT-BASED ACTIVITIES FOR SOCIAL TECHNOLOGIES IN LANGUAGE LEARNING USING A DESIGN-BASED RESEARCH APPROACH

This paper presents the results of a three-year design-based research (DBR) study on the use of social technologies for collaborative construction of shareable artifacts by groups of learners. The study builds on the learning theory of constructionism which assumes that knowledge is better gained when students find this knowledge for themselves while engaging in the making of concrete and public artifacts. In an attempt to infuse elements of constructionism in the use of social technologies, we tasked groups of learners in language learning courses with collaborative construction of an artifact using social technologies.

A unique characteristic of our approach is that the process that students adopted and the way technology and context fostered this procedure was analyzed. The cycle of DBR fueled deep insights into the learning processes that emerged through the construction of an artifact, thus deepening our understanding of the multimode and multi-trajectory relationship between theory, artifact construction and social technologies. For sustaining and orchestrating social construction of artifacts by groups of learners, a set of instructional elements emerged, as well as implications for enacting social technology innovations in real-life classrooms.

Parmaxi, A., Zaphiris, P., & Ioannou, A. (2016). Enacting artifact-based activities for social technologies in language learning using a design-based research approach. *Computers in Human Behavior*, 63, 556-567.



# Contact us



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