Software Quality and Human Computer Interaction Lab

AWARDS

SQHCiLab, CEID, UPatras
Our team received the Best Paper Award at the HCI International 2024 Conference held in Washington DC, USA. The awarded paper, titled “An Affect-Aware Game Adapting to Human Emotion”, explores innovative approaches to integrating affective computing into game design. This groundbreaking work demonstrates how games can dynamically adapt to players’ emotional states, enhancing engagement and user experience. We are incredibly proud of our team’s dedication and hard work that led to this remarkable achievement.
Our paper titled “Development of a 3D Virtual World Tool for Sustainable Energy Education” has been nominated for the Best Paper Award at the SEED 2024 Conference in Valencia, Spain. This research highlights the creation of an immersive 3D virtual environment designed to educate users on sustainable energy practices. The nomination itself is a testament to the impactful and innovative nature of our work in promoting sustainable education through advanced technological solutions.
BEST PAPER AWARD AT EDUCON2021

Our master student Semira Evangelou with other members of the research group under the supervision of Prof. Michalis Xenos received the best paper award for their paper:

A Serious Game for Mobile Phones used in a Software Engineering Course: Usability Evaluation and Educational Effectiveness

that was presented in the EDUCON2021 – IEEE Global Engineering Education Conference that took place in Wien/online in April 2021.

*Area 4: Serious Games, Game-Based Learning and Gamification for Engineering Education*

*A Serious Game for Mobile Phones used in a Software Engineering Course: Usability Evaluation and Educational Effectiveness*

Semira Maria Evangelou, Georgia Stamoulakatou, Michalis Xenos

*Organization: University of Patras, Greece*