

Kostas Kazakos

CONTACT INFORMATION

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EDUCATION

The University of Melbourne, Melbourne, Australia **July, 2009 - (expected) Dec, 2012**
Department of Computing and Information Systems

Ph.D. candidate (high honours), Human Computer Interaction (HCI).

- PhD Topic: Understanding the role of technology-mediated separation on the experience of periodic family reunion.
- Committee: Prof. Steve Howard, Dr. Frank Vetere, Dr. Martin Gibbs

Technical University of Crete, Chania, Greece **Oct, 2000 - July, 2006**
Department of Electronic and Computer Engineering

BSc/MEng (honours), Electronic and Computer Engineering.

- MSc Topic: Programming reconfigurable logic using the Bluetooth protocol
- Committee: Prof. Apostolos Dollas, Prof. Dionyssios Pnevmatikatos, Prof. Michail Paterakis

RESEARCH INTERESTS

My research interests lie on the intersection of engineering and social sciences. In particular, I employ social science research methods to explore real phenomena of social concern with a focus on the interaction between users and technology (Human Computer Interaction). The aim is to use this understanding in order to inform the design of technologies that not only fulfils the users' needs but also enriches the user experience.

PROFESSIONAL & RESEARCH EXPERIENCE

The University of Melbourne, Melbourne, Australia **August, 2009 - present**
Graduate Research Assistant at the Interaction Design Group

My PhD work explores the use of technology in families with children who face periodic physical coming together after time apart due to professional reasons (e.g. defence, academic, business and alike families). In my thesis I explore, build and evaluate interactive technologies that . My main approach is qualitative fieldwork interwoven with grounded theory to produce requirements that guide the design of the prototypes. I design and develop all of my research prototypes with a focus on user experience.

Research Associate at the Nossal Institute for Global Health **Dec, 2009 - March, 2011**

This project has created a suite of applications that make use of mobile phones to improve diagnostic and therapeutic options for front-line African community health workers. I was the main software developer of this project as well as responsible for the qualitative fieldwork that was conducted in the Kiboga district of Uganda. The software was developed using the JAVA language and the JAVA ME Framework.

The University of Houston and Texas Medical Center, Houston, Texas, USA *Research Associate* **August 2006 - August 2008**

I worked in the NEAT-o-Games project as part of a two-year fellowship. NEAT-o-Games, unlike other games, run for hours, days, or for life. They are meant to become part of people's everyday routines and attack the behavioural aspect of the sedentary lifestyle. NEAT-o-Games suite belongs to the behavioural/physical mobile serious gaming community. This was a collaborative work with Marshfield and Mayo Clinic. My main focus was on application design and development alongside research on user experience, wireless sensor prototyping (designed, developed and evaluated the NoG sensor) and evaluation of the healthcare system. I developed the NoG software using the .NET Compact framework.

Technical University of Crete, Chania, Greece

Worked for various projects on the area of Bluetooth networks and reconfigurable computing in the Microprocessor and Hardware Laboratory. As part of my thesis, I implemented a complex Bluetooth topology for FPGA reconfiguration based on ATMEL microcontrollers. Designed, prototyped and evaluated the sensors of the system.

PUBLICATIONS

Refereed Journals

J1. Y.Fujiki,**K.Kazakos**, C.Puri, P.Buddharaju and I.Pavlidis. NEAT-o-Games: blending physical activity and fun in the daily routine. *ACM Journal of Computer Entertainment* 6, 2, Article 21 (July 2008), 22 pages.

Refereed Conferences and Workshops

C8. **K.Kazakos**, S.Howard and F.Vetere. Periodic family reunion and the influence of mobile technology. *Workshop at the 13th International Conference on Human Computer Interaction with Mobile Devices and Services (MobileHCI 2011)*, Stockholm, Sweden, 30 August 2011.

C7. **K.Kazakos**, T.Bourlai, Y.Fujiki, J.Levine and I.Pavlidis. NEAT-o-Games: novel mobile gaming versus modern sedentary lifestyle. *In Proceedings of the 10th international conference on Human computer interaction with mobile devices and services (MobileHCI 2008)*. ACM, New York, NY, USA, 515-518.

C6. **K.Kazakos**, Y.Fujiki, C.Puri, I.Pavlidis, J.Starren and J.Levine. NEAT-o-Games: Exertion interfaces interwoven in daily life. *In Proceedings of the 2008 ACM Workshop on Exertion Interfaces*, San Jose, California, April, 2008.

C5. P. Buddharaju, Y. Fujiki, **K.Kazakos**, C. Puri, I. Pavlidis, and J. Levine. NEAT-o-Games: Ubiquitous game changes modern sedentary lifestyle. *In Video Proceedings of the 9th International Conference on Ubiquitous Computing*, Innsbruck, Austria, September, 2007.

C4. Y.Fujiki,**K.Kazakos**, C.Puri, I.Pavlidis, J.Starren and J.Levine. NEAT-o-games: ubiquitous activity-based gaming. *In CHI 07 extended abstracts on Human factors in computing systems (CHI 2007)*. ACM, New York, NY, USA, 2369-2374.

C3. Y.Fujiki, **K.Kazakos**, C.Puri, I.Pavlidis, J.Starren and J.Levine. NEAT-o-Games: Ubiquitous computing meets exertion interfaces. *In Proceedings of the 2007 ACM Workshop on Exertion Interfaces*, San Jose, California, April, 2007.

C2. D.Efstathiou, **K.Kazakos** and A.Dollas. Parrotfish: Task Distribution in a Low Cost Autonomous ad hoc Sensor Network through Dynamic Runtime Reconfiguration. *In Proceedings of the 14th international conference on Field-Programmable Custom Computing Machines (FCCM 2006)* pp 319-320. Napa, CA,USA..

C1. A.Dollas, D. Efstathiou, G.Vernardos, E.Politarchos and **K.Kazakos**. On Distributed Reconfigurable Systems: Open Problems and Some Initial Solutions. *In Proceedings of the 13th international conference on Field-Programmable Custom Computing Machines (FCCM 2005)* pp 356-357. Napa, CA, USA.

AWARDS&HONORS

- Institute for Broadband Enabled Society (IBES) Microsoft Scholarship 2011-2012
- Apple University Consortium Fellowship 2010
- ACM Human Communication Science Scholarship 2009
- Design Award Australian Computer Human Interaction Conference 2009
- University of Melbourne MIFRS and SFS scholarships 2009-2012
- Best Poster Award University of Houston 2008
- Research Associate Fellowship, University of Houston 2006
- European Funding Award for Undergraduate Diploma thesis 2005

- ACADEMIC SERVICE
- Program Committee
ACM CHI Work-in-Progress (WiP) 2012
 - Reviewing
ACM CHI 2009-2012, CSCW 2012, EICS 2011, Pervasive 2012, MobileHCI 2009-2011, IwC journal 2012
 - Student Volunteer
ACM MobileHCI 2011, ACM CSCW 2012
 - Organizations
University of Melbourne HCI Seminars, 2010-2011
- TECHNICAL SKILLS
- Languages: Java, C#, Objective C, Python, Ruby, Assembly
 - Platforms: Eclipse, XCode, Microsoft Visual Studio, Nvivo, Adobe Suite, Blender, Axure
 - Environments: Windows, OS, UNIX
- TALKS
- Sep 11, 2011:
ACM MobileHCI 2011, Mobile Family Workshop
"Periodic family reunion and the role of mobile technology"
 - University of Melbourne IDG Seminars
- TEACHING
- Reviewer for CHI 2010,2011,2012, IwC
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- PROFESSIONAL AFFILIATIONS
- Association for Computing Machinery (ACM)
 - Institute of Electrical and Electronic Engineers (IEEE)
 - Australian Computer Society (ACS)
- REFERENCES
- Reviewer for CHI 2010,2011,2012
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