



Ioanna Dratsiou

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WORK EXPERIENCE

01/11/2018 – CURRENT Thessaloniki, Greece

RESEARCH ASSOCIATE LAB OF MEDICAL PHYSICS AND DIGITAL INNOVATION SCHOOL OF MEDICINE, AUTH

-participation in various research projects addressing the design, development and validation of assistive technologies for the support and improvement of vulnerable populations' quality of life (older adults, people with intellectual disabilities, etc.)

-design and implementation of interventions that support the cognitive and physical condition of older adults and other vulnerable populations

-technology-enhanced learning, e-learning methodologies, and online education

-involvement in various social innovation practices of the Thessaloniki Action for HeAlth & Wellbeing Living Lab (Thess-AHALL), with a special focus on applying Living Lab methodologies (co-creation, co-validation etc.) and interact with multiple stakeholders from the Quadruple Helix (Academia, Industry, Government, Civil Society) for the development and testing of innovative technological solutions

03/09/2016 – 05/03/2017 Thessaloniki, Greece

INTERNSHIP DAY CARE CENTER FOR THE ELDERLY AND PEOPLE WITH DISABILITIES SYK ES NEA APOLI, THESSALONIKI

Cognitive and physical training interventions with the use of the Integrated Health Care System Long Lasting Memories (LLM Care)

12/03/2015 – 16/05/2015 Thessaloniki, Greece

INTERNSHIP 2ND PRIMARY SCHOOL OF PYLEA, THESSALONIKI, GREECE

- Lesson planning and delivery

- Implementation of collaborative and project based learning methods

EDUCATION AND TRAINING

09/12/2023 – CURRENT Thessaloniki, Greece

PHD CANDIDATE School of Philosophy and Education, Aristotle University of Thessaloniki

19/10/2015 – 16/03/2018 Thessaloniki, Greece

MASTER'S DEGREE EDUCATIONAL SCIENCES-LEARNING TECHNOLOGIES Aristotle University of Thessaloniki

17/10/2011 – 13/06/2015 Thessaloniki, Greece

BACHELOR'S DEGREE IN SCHOOL OF PRIMARY EDUCATION Aristotle University of Thessaloniki

LANGUAGE SKILLS

Mother tongue(s): **GREEK**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C2	C2	C2	C2	C2
GERMAN	B2	B2	B2	B2	B2
ARABIC	A1	A1	A1	A1	A1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

● **DIGITAL SKILLS**

Social Media | Microsoft Office package: Microsoft Word, Excel, PowerPoint, Access | E-learning and E-Teaching | Problem Solving Skills. ... | Digital tools for communication, collaboration and learning | creation of digital content | Organizational and planning skills | Communication (Skype Zoom TeamViewer) | Good Communication and Writing Skills | Data Science | Data Collection, Data Processing, Data Analysis, Data Visualisation

● **ADDITIONAL INFORMATION**

PUBLICATIONS

[Revolutionizing Healthcare Education: Mobile Virtual Patients for Digital Problem-Based Learning](#) – 2023
Write here the description...

[Introducing New Paths towards Public Primary Healthcare Services in Greece: Efforts for Scaling-Up Mental Healthcare Services Addressed to Older Adults](#)
– 2022

[Assistive Technologies for Supporting the Wellbeing of Older Adults](#) – 2022

[Technology Enhanced Health and Social Care for Vulnerable People During the COVID-19 Outbreak](#) – 2021

[Supporting Healthcare Integration of Refugees Exploiting Reusable Learning Objects: The ASPIRE Framework](#)
– 2021

[Assistive Technologies for Supporting Wellbeing of Older Adults](#) – 2021

[Health and Social Care During Coronavirus Outbreak: The Exploitation of Long Lasting Memories – LLM Care](#)
– 2021

[Eliminating the gap between the use of assistive technologies and the inclusion of people with intellectual disabilities in leisure activities](#)
– 2021

[The effects of creative use of Technology and Drama on primary school students' attitude towards science and science careers](#)
– 2021

[Older adult engagement in user-centered, innovative digital solutions for active and healthy ageing](#)
– 2020

[Supporting older adults during the coronavirus outbreak: social initiatives for the LLM Care ecosystem and reference site.](#)
– 2020

Exploiting Assistive Technologies for People with Down Syndrome: A Multi-dimensional Impact Evaluation Analysis of Educational Feasibility and Usability

– 2020

Learning with Educational Robotics through Co-Creative Methodologies – 2020

Co-creating innovative tools with and for people with Intellectual Disabilities: The case of DS Leisure e-Training Platform

– 2019

ΑΝΑΠΤΥΞΗ ΨΗΦΙΑΚΩΝ ΠΑΙΧΝΙΔΙΩΝ ΓΙΑ ΕΝΙΣΧΥΣΗ ΤΗΣ ΑΥΤΟΝΟΜΙΑΣ ΚΑΙ ΑΝΕΞΑΡΤΗΤΗΣ ΔΙΑΒΙΩΣΗΣ ΤΩΝ ΑΤΟΜΩΝ ΜΕ ΣΥΝΔΡΟΜΟ DOWN

– 2019

Exploring Virtual Scenarios 'Efficacy for Facilitator training in Sensitive Groups' Mental and Physical Exercise Regimens

– 2018

Primary School STEM education through co - creative methodologies – 2018

Scoping the Window to the Universe; Design Considerations and Expert Evaluation of an Augmented Reality Mobile Application for Astronomy Education

– 2018

Evaluating the AffectLecture Mobile App within an Elementary School Class Teaching Process – 2017
