

GEORGE TRIANTAFYLLAKOS, PhD

curriculum vitae & presentation of selected works

DATE OF BIRTH: 15 March 1980

ADDRESS: Manousogiannaki 20, 546 21, Thessaloniki, Greece

TELEPHONE: 0030 2310 224 388, 0030 694 694 0868

E-MAIL: gtrianta@gmail.com

SKYPE: george.triantafyllakos

WEB: backpacker.gr

SOCIAL NETWORKS: George Triantafyllakos @ facebook, gtrianta @ delicious + lomography

EDUCATION

2004–2010: Ph.D. thesis on participatory software design. Thesis title: “*The Development of a Methodological Framework for Participatory Software Design with Students*” at the Informatics Department, Faculty of Sciences, Aristotle University of Thessaloniki. Ph.D. awarded on the 13th of October 2010. The full text of the thesis can be found at <http://invenio.lib.auth.gr/record/122946?ln=el>

1998–2002: Informatics Department, Faculty of Sciences, Aristotle University of Thessaloniki. Grade: 7.6

1991–1997: Hellenic-French School Kalamari. Grade: 17.7

LANGUAGE SKILLS

Greek: Native language.

English: Certificate of Proficiency in English (1995). Fluent.

French: Sorbonne I (1996). Good level.

WORK EXPERIENCE

10/2010–to date: Interaction Design Tutor in AASCollege, Thessaloniki, Greece. Courses: Design For Screen, HTML/CSS.

7/2008–3/2009: Collaboration with the Thessaloniki Cinema Museum for the design and development of 5 touchscreen information displays.

7/2006–12/2007: Participation in the project CLASSROOM OF THE FUTURE, a cooperation between Doukas School and Aristotle University of Thessaloniki for the design, implementation and pilot operation of a technology intensive “Classroom of the Future”.

9/2004–5/2007: Occasional lectures at the Informatics Department, Faculty of Sciences, Aristotle University of Thessaloniki. *Courses:* Educational Technology, Multimedia Systems (undergraduate), Multimedia Systems (Master in Information Systems, postgraduate department of University of Macedonia, Thessaloniki, Greece).

1/2003–to date: Freelance web, graphic and type design.

9/2002–12/2002: Collaboration with DOTSOFT for the development of an automated web design and development tool.

9/2001–5/2002: Teacher of Informatics at STRATEGAKIS Language and Information Technologies Center.

9/11–18/11/2001: Technology assistant at the 42nd Thessaloniki International Film Festival.

SEMINARS/WORKSHOPS

2/2007: Seminar-workshop «Basic type design principles». University of Macedonia, Thessaloniki.

11/2006–1/2007: History of Art Seminars: «New media, new challenges?». Center of Contemporary Art, Thessaloniki.

11/2006: Seminar-workshop «Introduction to contemporary calligraphy». University of Macedonia, Thessaloniki.

10/2006: Seminar «Design, development and production of Greek typefaces in the 19th and 20th century». University of Macedonia, Thessaloniki.

5/2003: Seminar in Computer Ethics: Ethical and Legal Issues. Multimedia Lab, Informatics Department, Aristotle University of Thessaloniki.

1/2001–6/2001: Seminar in Computer and Algorithmic Music. Computer Music/Psychoacoustics Lab. Aristotle University of Thessaloniki.

PERSONAL INTERESTS

Collecting 1980s and generationX related cultural items (movies, music), minimal music, electric bass, electronic music synthesis, cinéma d’auteur, documentary, lomography, table tennis, cycling in urban landscapes.

REFERENCES

Available upon request.

ACADEMIC | PARTICIPATORY DESIGN METHODOLOGIES AND SELECTED PUBLICATIONS

Participatory software design: methodological approaches for supporting collaboration and enhancing the creativity of small design groups
[<http://backpacker.gr/academic/>]

Thesis

The Development of a Methodological Framework for Participatory Software Design with Students

The thesis’s central focus is students’ participation in the design process of educational technology products. Its aim, as formulated throughout an exploratory research agenda the past years, is the development of a methodological framework for empowering and facilitating students’ role in the design of educational software. More specifically, the objectives of the thesis include: (a) the theoretical study of participatory software design in educational settings, (b) the development of a methodological framework for participatory design with students that can be applied in circumstances where wide-ranging perspectives on the design problem are essential, time-barriers are restricting and participants’ long-term involvement is not

feasible, (c) the development of additional methodological tools and techniques aimed at further supporting students' participation and engagement with the design process and focusing on further facilitating students in recalling existing needs and problems, encouraging them to search for new situated interactions with technology, as opposed to mere technological solutions, understanding the internal motives of their needs and design proposals and, ultimately, fostering creative design solutions, and (d) the employment, analysis and evaluation of the proposed methodological framework and tools in diverse design circumstances. The thesis ends with the presentation of a set of useful conclusions and guidelines referring to participatory software design with students.

The full text of the thesis can be found at <http://invenio.lib.auth.gr/record/122946?ln=e1>

The We!Design methodology

The We!Design methodology tries to encounter the complexity of educational applications development from within the participatory design framework. The methodology enables computer literate students and designers to cooperate in the design of applications that (1) enhance typical educational processes for which students have extensive experience in, such as note taking or assessment, and (2) are well-suited to the technological, social and cultural particularities of each educational environment. The methodology can be easily applied in real educational contexts. It fits with design circumstances where wide-ranging perspectives on the design problem are essential, with time barriers which are restricting and where participants' long-term involvement is not feasible. It can become an integral part of the everyday reality of an educational institution, in a way that does not disrupt the students' primary learning objectives and/or activities. The methodology consists of two phases (see diagram on the right). During the first phase, students participate in short-duration design sessions where they formulate needs, tasks and interface prototypes for the educational application under examination. In the second phase, the designers systematically analyse and then integrate student suggestions. The methodology's evaluation showed that the design sessions proved to be a very intriguing experience for the students while the methodology's products managed to respond to their personal needs and expectations in an efficient and effective way. Eventually it indicated that the We!Design methodology is an adequate means for successful elicitation of students' needs and their application in educational software design. The cohesion of the methodology stages, the progressive exploration of the design problem space and the managed demand for student cooperation ensures the success of the process.

Design alter egos

Design alter egos have been envisioned as a technique that can enhance students' participation in the design of educational systems. It draws knowledge and inspiration from traditional participatory design studies and design approaches that make extensive use of narrative, fictional characters and imaginary landscapes as their primary setting for design. Eventually, the outcomes of the design alter egos technique, namely, the design alter egos created by the participants, provide the designers with a rich database of authentic user conceptualizations that can be used as a guide for further design decisions throughout the rest of the design process. Design alter egos are fictional characters: portrayals of representative users with a face, a name, a personality and a life story. However, instead of being based on user data analyses or well-known cultural sources they are created by the participants themselves at the onset of collaborative design sessions. Each participant creates his own design alter ego, ending up with his own detailed and tangible rendering of "the user" which becomes his communication agent throughout the design process, takes on its perspective and, ultimately, plays-at its role. Design alter egos manage to liberate the participants from the fear of straightforwardly exposing themselves, support and enhance their introspection, and help in establishing a creative atmosphere throughout the design sessions. They act effectively as "tabula rasa" for the majority of the students to project upon them an idealized version of themselves together with characteristics and behaviors borrowed from others. This presents them with an opportunity to introspect and, in effect, re-invent themselves, while at the same time offer them a fruitful and stimulating source of inspiration. Apart from educational software design circumstances, the technique can be successfully applied in participatory design projects with the involvement of a wide variety of participants, ranging from young students to old people, as well as in different design fields, such as product or interaction design.

We!Design&Play

We!Design&Play is a framework for the development of collaborative design games that can be employed in participatory design sessions with students for the design of educational applications. The framework is inspired by idea generation theory and design games literature, and guides the development of board games which, through the use of adequate stimuli, rules and props, facilitate students in extracting and expressing their needs, desires and prospects regarding future educational software. The resulting games favor a quick, broad exploration of the design space and facilitate the elicitation of numerous diverse needs and ideas, almost twice as many as produced by a typical structured approach. In more detail: (a) the predetermined design space exploration perspectives used during the design game, together with selected types of stimuli manage to provide a rich coverage of the design space; (b) the design space exploration perspectives function complementarily and in an adaptive way for the different learning domains; (c) the playful setting of the design game relaxes students and undermines the formality of the process; (d) the arbitrary way in which different stimuli are provided to the students make feasible a quick and broad dispersal of the proposed needs and enable reciprocally the exploitation of more stimuli in the limited duration of a design session; (e) the game rules, which demand the self-generation, sharing and evaluation of needs and ideas, reduce the effects of common social influences on idea generation, such as social loafing, evaluation apprehension and production blocking; (f) all of the above significantly add to the production of a fruitful set of unexpected, diverse and appropriate needs and ideas.

Peer reviewed journals and book chapters:

Triantafyllakos, G., Palaigeorgiou, G., Tsoukalas, I.A. (2008) *We!Design: A Student-Centered Participatory Methodology for the Design of Educational Applications*. British Journal of Educational Technology 39 (1): 125–139.

Triantafyllakos, G., Palaigeorgiou, G., and Tsoukalas, I.A. (2010) *Designing e-learning applications with students: the case of the We!Design methodology*. In *Affective, Interactive and Cognitive Methods for E-Learning Design: Creating an Optimal Education Experience*. Dr. Aimilia Tzanavari, Dr. Nicolas Tsapatsoulis (Eds.), IGI Global (Publisher). Release Date: January 2010.

Triantafyllakos, G., Palaigeorgiou, G., Tsoukalas, I.A. (2010) *Fictional characters in participatory design sessions: Introducing the “design alter egos” technique*. *Interacting with Computers* 22(3): 165–175.

Triantafyllakos, G., Palaigeorgiou, G., and Tsoukalas, I.A. (2010) *Designing educational software with students through collaborative design games: the We!Design&Play framework*. *Computers & Education* 56 (1): 227–242.

International conferences:

Triantafyllakos, G., Palaigeorgiou, G., Demetriadis, S. & Tsoukalas, I.A. (2006) *TheWe!Design Methodology: Designing Educational Applications with Students*. In Proceedings of the 6th IEEE International Conference on Advanced Learning Technologies, ICALT 2006, 5–7 July 2006, Kerkrade, The Netherlands. pp. 997–1001.

Triantafyllakos, G., Palaigeorgiou, G. PhD & Tsoukalas, I.A. (2008) *Collaborative Design as Narrative*. In Proceedings of Participatory Design Conference, 2008 (pp. 210–213). Bloomington, Indiana, USA, October 1–4.

Triantafyllakos, G., Palaigeorgiou, G., and Tsoukalas, I.A. (2009). *Design alter egos: constructing and employing fictional characters in collaborative design sessions*. In Proceedings of HCI 2009 – People and Computers XXIII – Celebrating people and technology (Cambridge, UK, September 1–5, 2009). BCS, 20–28. *Archival highlight prize*.

Triantafyllakos, G., Palaigeorgiou, G., and Tsoukalas, I.A. (2009). *Using Fictional Characters as Students’ Alter Egos In Participatory Design Sessions*. In Proceedings of ICICTE 2009 – Readings in Technology and Education (Corfu, Greece, July 9–11, 2009), 413–424.

INTERACTION DESIGN AND PROGRAMMING | SELECTED WORKS

Interaction design and software development using web technologies (HTML, XML, CSS, Javascript, JQuery, PHP, ASP, Adobe Flash, Actionscript).

Touchscreen displays for the new thessaloniki cinema museum (2008–2009)

A set of 5 touchscreen displays were designed for the new Thessaloniki Cinema Museum. The displays provide bilingual information on different eras of Greek cinema’s history and were dispersed inside the museum premises. The design and implementation of the displays’ UI aimed at the active involvement of the visitor, allowing for an exploratory view of the provided content to take place (note: one of the constraints set by the museum designers from the start, referred to the displays being placed in an upright/portrait position; even though it seemed as an unusual decision at first, eventually it allowed for some rather interesting design ideas to come to surface). The content was loaded dynamically and a custom CMS was provided for its administration. You can find more information on the design of the touchscreen displays in the last section of the portfolio (see Various projects section).

Technology used: Adobe Flash, Actionscript

web infokiosk design and development for the new Thessaloniki cinema museum (2008–2009)

The content from all 5 touchscreen displays was also presented through a web interface installed in an infokiosk that was placed near the exit of the museum. The design was different in this UI and allowed the visitors to sit down (contrary to the standing position required to use the touchscreen displays) and spend more time performing a thorough exploration of the provided information.

Technology used: XML, ASP, HTML, CSS, Javascript

freequency.gr (2009)

Web design and development of a web radio in Athens, Greece. The website was selected as a finalist in the Corporate Websites category of the Greek Graphic Design and Illustration Awards 2010.

Technology used: XML, PHP, HTML, CSS, Javascript

Web address: freequency.gr

We!design sessions manager (2006)

Stand-alone application that helps on the organization of all kinds of input data during a We!Design project (see Academic section). It allows the coordinator of the process to record the participants’ needs, task sequences and interface design ideas, and extract relevant statistical information. The application is available (for Windows XP) at: ierg.csd.auth.gr/we!design/files/wdsm.msi

Technology used: VB, XML, HTML, CSS, Javascript

GRAPHIC DESIGN | AWARDS, EXHIBITIONS, PUBLICATIONS

Corporate identity (logo design, applications), promotional design (posters, brochures, catalogs), books (cover design, typesetting).

Awards

- Greek Graphic Design and Illustration Awards // Athens, April 2005 // 2nd award Young designers category
- 1st Young Designers Competition by Adobe Magazine // Athens, May 2004 // First distinction
- Greek Graphic Design and Illustration Awards // Athens, April 2004 // 2nd award Young designers category
- Panhellenic poster design competition for the expansion of the european union // Thessaloniki, September 2003 // 1st award

Exhibitions

- Poster Exhibition by TSSO (Thessaloniki State Symphonic Orchestra) // Thessaloniki, September 2010 // *Participation with 1 poster.*
- Poster exhibition by the Greek Graphic Design Association // 15th Antiracist Festival // Athens, July 2010 // *Participation with 1 poster.*
- Giannis Ritsos: 100 years from his birth // National Hellenic Research Foundation // Athens, December 2009 // *Participation with 1 poster.*
- Poster exhibition by the Greek Graphic Design Association on the theme of freedom // Athens, February 2009 // *Participation with 1 poster.*
- TAMGA 2008 International Trade Mark Contest // Novosibirsk, Siberia, December 2008 // *Participation with 2 logos.*
- mapping (europe). Poster exhibition organized by Apeiron Photos // Athens, May 2007 // *Participation with 2 posters.*
- 29 posters for Epsilon magazine // Athens, December 2006 // *Participation with 1 poster.*
- Poster exhibition organized by Amnesty International/Apeiron Photos/Corbis // Athens, February 2006 // *Participation with 2 posters.*
- TAMGA 2005 International Trade Mark Contest // Novosibirsk, Siberia, October 2005 // *Participation with 2 logos.*
- Ekoplagat International Poster Triennale // Zilina, Slovakia, October 2005 // *Participation with 2 posters.*
- Golden Bee 2004, Moscow International Biennale of Graphic Design // Moscow, Russia, September 2004 // *Participation with 1 poster.*
- Ten Images for Ithaca // Ithaca, July 2004 // *Participation with 1 poster.*
- Ten Images for Ithaca // Ithaca, July 2003 // *Participation with 1 poster.*

Publications

- *EBΓE2004* Greek Graphic Design and Illustration Awards // ISBN 960-87322-8-X // p. 172
- *EBΓE2005* Greek Graphic Design and Illustration Awards // ISBN 960-88417-2-0 // p. 161
- *EBΓE2010* Greek Graphic Design and Illustration Awards // ISBN 978-960-6764-16-5 // p. 167
- *Θεσσαλονίκη Thessaloniki Graphic Design 1980-2009* // ISBN 978-960-99645-0-0 // pp. 184, 193, 333
- *Catalogue "Golden Bee 6"* Moscow International Biennale of Graphic Design // p. 163
- *Ekoplagát '05* // ISBN 80-89035-65-5 // p. 29
- *mapping(europe)* // ISBN 978-960-89773-0-3 // pp. 122-125
- *Almost Always the Greatest Dedicated Minority Has Made the World Better* poster exhibition catalogue // pp. 118-119
- *Epsilon magazine* // vol. 820 pp. 82-83
- *Adobe magazine* // vol. 12 p. 46 // vol. 9[33] p. 9
- *+design* // vol. 29 pp. 32-34 // vol. 33 pp. 85-86 // vol. 35 pp. 30, 55 // vol. 37 p. 50 // vol. 44 p. 12 // vol. 50 pp. 8, 82, 105-107 // vol. 61 p. 47 // vol. 62 p. 12

TYPE DESIGN AND DEVELOPMENT | PUBLICATIONS, COLLABORATIONS, REFERENCES

Type design and fonts development (OpenType features programming, kerning, python scripting).

Publications

- *Typo Lyrics: The Sound of Fonts* Edited By Slanted. Published by Birkhäuser. ISBN 9783034603669 // p. 112 (BPmono Italics)
- *Typodarium 2010*. EAN 4260172810104 // 16/01 (BPscript) // 15/03 (BPmono Italics) // 20/10 (BPbigHead)
- *Typodarium 2011*. EAN 4260172810159 // 16/01 (BPdiet) // 15/03 (BPtypewrite) // 20/10 (BPimperial)
- *Computer Arts Project #86*. July 2006. Special Issue on Typography // p. 65
- *Pcmagazine*. November 2008. backpacker.gr typefaces in the accompanying DVD.
- *Pcmagazine*. May 2007. backpacker.gr typefaces in the accompanying DVD.

Collaborations

- *fonts.gr* // Backpacker (Maria, Olga, Pallas, Haroula). 4 script typefaces // fonts.gr/gr/fonts/letter/B/Backpacker
- *typodermic fonts* // Collaboration with Ray Larabie for the design of Bullpen Greek // new.myfonts.com/fonts/larabie/bullpen

References

- *Luc Devroye*. School of Computer Science McGill University, Montreal, Canada: cg.scs.carleton.ca/~luc/greek.html
- *Microsoft Typography Blog* 16/1/2006: www.microsoft.com/typography/links/News.aspx?NID=5389

PHOTOGRAPHY | SELECTED WORKS

Photographic projects, participation in exhibitions, works in progress.

myN.Y. (2008)

A small book of photographic impressions from New York. Published by cannot not design, 120 x 190 mm, 48 pp, ISBN 978 960 88610 3 9
myny.backpacker.gr
hegrade.gr/viewtopic.php?t=1916

Creatives Behind the Lens: Photo Contest by Corbis (2008)

Three (3) photographs were selected and exhibited during an exhibition entitled "Creatives Behind the Lens" organized by Corbis (corbisimages.com). The exhibition took place in Stockholm during the 16th and 18th of May 2008, as a part of the European Design Week.

Lomography.gr exhibition (2011)

Five (5) photographs were presented during an exhibition organized by lomography.gr in Thessaloniki on May 2011.

VARIOUS PROJECTS | ESSAYS, INTERVIEWS, VIDEO, ART, WORKSHOPS

nonBook (2011)

nonBook is a typographic experiment. It is an actual book set entirely with BPlatterSquares, a typeface inspired by Kevin Larson's work on word recognition. The book participated in an exhibition organized by the architect Apostolos Kalfopoulos at DYNAMO Project Space in Thessaloniki, during the 18th and 24th of March 2011.

decon-trast-ion (2007)

video [1:30]

Video for a video-art show entitled Contrast: A Video Projection Project. The show took place in Athens between the 10th and 13th of May 2007. It was created using processing (processing.org)

Pickup - a noise in your eye(?) (2006)

video [7:40]

Video installation that participated in the Strange Screen Video and Experimental Cinema festival (strangescreen.gr) on October, 2006.

Looking for a girl with a washing machine: A short Rockumentary (2007)

video [12:04]

Short documentary/interview of Stefan Schwerdtfeger shot during the Reworks Festival that took place in Thessaloniki on September 2007.

Hellenic alphabet (2007)

The Hellenic alphabet international type competition and exhibition took place during the 3rd International Conference on Typography and Visual Communication, between the 18th and the 24th of July 2007. You can find more information about the event and the exhibited works at: ea.backpacker.gr

Typography future workshop (2007)

Future workshop organized during the 3rd International Conference on Typography and Visual Communication on 21st of June 2007. During the workshop the various aspects, established practices and problems commonly encountered in the greek typography scene were discussed.

Thoughts on typography (2007)

Short essay (in greek) presenting some thoughts on greek typography. It was published in Aggelioforos magazine (July, 2007).

It is available at: backpacker.gr/files/typography.pdf

Presentation of underwear's work for +design magazine (2007)

A short presentation (in greek) of Underware's work (underware.nl). It was published in +design magazine (vol. 50, January/February 2007). It can be found at: backpacker.gr/files/underware.pdf

Designing touchscreen displays for the new thessaloniki cinema museum (2009)

Essay (in greek) that discusses the findings, conclusions and guidelines for the design of the touchscreen displays for the new Thessaloniki Cinema Museum gathered during a research period before the actual design and implementation phases began. The essay has been published on-line by the Greek Graphic Design Association at: gda.gr/files/CineMuseum_TouchScreens_Design_Documentation_2009.05.07.pdf

Film reviews for mic.gr (2008)

Film reviews (in greek) that have been published on-line by mic.gr. You can find the first 3 reviews at:

La Graine et le Mulet mic.gr/cinema.asp?id=15432

Les Temoins mic.gr/cinema.asp?id=15456

This is England mic.gr/cinema.asp?id=15472

The last review remained unpublished. However, it is available at:

Lars and the Real Girl backpacker.gr/pages/projects/p18/p18s.asp

Akiem Helmling (2006)

interview + video

I met Akiem Helmling, member of Underware (underware.nl), on July 2006 in their office (inside De Illussie building in Hague, The Netherlands) for an interview about Underware's work. The full interview can be found at: backpacker.gr/pages/projects/p6/p6s.asp

Chester Jenkins (2008)

interview

I met Chester Jenkins, founder of the type collective Village (vllg.com) on October 2008 in DUMBO, Brooklyn N.Y., for a discussion about typography and Village's work. What we talked about can be found at: backpacker.gr/pages/projects/p13/p13s.asp