PERSONAL INFORMATION

Name: **ANNA-MARIA VELENTZA,** PHD

Current Position: Human-Centered Design Researcher and Lecturer
@Post Doc Researcher at Brest National Engineering School (ENIB), Lab-STICC CNRS, France
@ External Collaborator, Interaction Lab, Viterbi School of Engineering, University of Southern California, US

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SHORT BIO

Human- Robot Interaction researcher, combining Psychology, Engineering, Computer Science, and Robotics, with a purpose to build robots for social good, applying qualitative and quantitative methods to achieve it, dedicated to put the humans in the middle of any design process that affects them. Passionate about finding the ideal specifications for a robot or smart device based on users' needs and vice versa, excited to hold a new technology, testing its usability and finding the ideal usage and target audience for it! Lab rat when it comes to problem-solving, inspired when facing new challenges, building project/ paper narration as a secret power.

HIGHLIGHTS

- Fulbright Scholar, Visiting Researcher, Interaction Lab, Viterbi School of Engineering, University of Southern California, US
- *Two* times Research Award for High Quality Research, University of Macedonia, 2021 & 2022 (A.P. 353/13.12.2021 & A.P 19411-2/22.09.2022)
- *Lecture performances about Human-Robot Interaction in collaboration with the Media Arts department at UCLA*
- Fully funded PhD from **two** competitive national scholarships (ESPA 2014-2020, & Hellenic Foundation for Research & Innovation 2021-2024)
- Invited Speaker in International Robotics Workshops and Webinars
- *Best Poster Award* at Postgraduate Research Event, University of Birmingham, April 2018
- Working in multidisciplinary labs since 2014 (Europe, UK, USA)

EDUCATION

03/2019-06/2024 **PhD in Human Robot Interaction**
Thesis: **Human Robot Interaction: The role of humanoid robots in learning process and cognitive tasks**
University of Macedonia, Thessaloniki, Greece
Laboratory of Informatics and Robotics in Education and Society (LIRES), School of Social Sciences, Humanities and Arts https://lires.uom.gr/about-us-members/
Primary Supervisor: ***Nikolaos Fachantidis***, Professor and Director of LIRES Lab

Fulbright Scholar at Viterbi School of Engineering, **University of Southern California**, Los Angeles, USA
Interaction Lab
Supervisor: ***Maja Matarić***, Chan Soon-Shiong Endowed Chair and Distinguished Professor of Computer Science

09/2017-09/2018 **M.Sc. Computational Neuroscience & Cognitive Robotics**
University of Birmingham, Birmingham, United Kingdom
School of Computer Science and School of Psychology**,**

https://www.birmingham.ac.uk/research/activity/cncr/index.aspx
Graduation Grade: A
Thesis: "**Human Computer Interaction with a tour guide robot**"
Primary Supervisor: Professor Jeremy Wyatt
Subject: Design avatar faces and personality characteristics to analyze the role of the emotional expression of the tour-guide robot(s) in the human learning process.

09/2011-09/2015 **B.Sc. Psychology**
University of Crete, Rethumnon, Greece
School of Psychology, http://www.psychology.uoc.gr/
Graduation Grade: 8,16 (Very Good)
Thesis: "**Smart transformable architecture for work environments: Their role in cognitive tasks**"
Primary Supervisor: As. Professor Elias Economou
Subject: Design virtual spaces and measure the effect of lighting conditions in cognitive tasks in work environments with the aid of VR headsets. Novelty: Transformable interior spaces capable of changing lighting conditions in real time. Research in collaboration with the School of Architecture, Technical University of Crete.

09/1999-06/2011 **Junior & High School "Erasmios"**
Private Greek-German School in Athens

RESEARCH EXPERIENCE

12/2024-TODAY **Laboratory of Information, Communication, and Knowledge Sciences and Technologies. (Laboratoire des Sciences et Techniques de l'information de la Communication et de la Connaissance Lab-STICC),**
Groups : RAMBO, COMMEDIA
Brest National Engineering School (ENIB) & IMT Atlantique Bretagne
Brest, France
https://labsticc.fr/fr/annuaire/velentza-anna-maria

Project:
DISCOBOT

- Embodied Conversational agent for supporting isolated populations
- Focus on elderly populations, building knowledge graphs based on their conversational needs, implementation of NAVEL Robot

08/2022-TODAY **Viterbi School of Engineering**
University of Southern California (USC)
Los Angeles, CA

Interaction Lab
https://uscinteractionlab.web.app/about/people
Supervised by: Maja Matarić

Projects:
SAR and Cognitive Behavioral Therapy (CBT)

- Large deployment with Socially Assistive Robot (SAR) and Language Learning Model (LLM) chatbot as mental health facilitators providing CBT exercises to undergrad students to eliminate their stress and support them reconstruct false beliefs.

Proxemics in SAR

- Testing AR application to estimate convenient distance for a SAR to approach. Evaluation with both tablet and AR and the robot Kuri in elderly and convenient population.

Robot Embodiment & Mindfulness Practices

- Real-time personalized content generation for mindfulness practice in mindfulness-based therapies, with socially assistive robots and high-quality computer-synthesized text-to speech (TTS) voices providing verbal guidance and respond to user performance and preferences.

Combination of SAR and AR to enhance Programming Curiosity in students

- Cultural differences in HRI by participating in the test phase of a project that utilizes an autonomous Socially Assistive Robot (SAR) using augmented reality (AR) which models the students' kinesthetic curiosity with habituation and responds to help promote their curiosity in programming, evaluating local Los Angeles schools, focusing on students' ethnicity and cultural differences.

Interactive and Collaborative Autonomous Robotic Systems (ICAROS) lab
https://icaros.usc.edu/
Supervised by: Stefanos Nikolaidis
Project:
BALLU Robot (https://www.youtube.com/watch?v=EdSoUbXirVI)

- Finding and suggesting applications
- Testing robot's features for the role of a rescue robot in emergency situations
- Designing User Experience (UX) Study

03/2023-05/2023 **UCLA Design Media Arts**
University of California
Los Angeles, USA
Collaboration with artist and PhD student Antigoni Tsagkaropoulou

Project:
BB the Pet Robot

- Design a queer feminine pet robot
- Lecture performance regarding boundaries in robot design and human-robot interaction with humanoid characteristic robots

01/2019-TODAY **Laboratory of Informatics and Robotics Applications in Education and Society (LIRES)**
University of Macedonia
Thessaloniki, Greece
https://lires.uom.gr/
Supervised by: Nikolaos Fachantidis

Projects:
Designing Human-Robot Interaction Experiments based on the users' needs.

- Identifying **users'** needs (adults, professionals, kindergarten, elementary school students, autistic kids, elderly, patients, university students, future teachers) and **task** needs
- Designing experiments with robots and novel technologies (Augmented reality, mobile applications)
- Gathering and analysing **qualitative** and **quantitative** data

Interaction of SAR with Hospitalized Patients

- Design an interaction framework, evaluate user experiences, support their social needs, reduce stress level, and enhance cognitive functions.

07/2024-10/2024 **SuPporting foreign Language lEarNing for stuDents wIth Disabilities- SPLENDID, GA** 2022-1-EL01-KA220-SCH-000089364
Funded by: Erasmus+ KA2

07/2024-11/2024 **Autism Inclusion in Distance Learning – ASD-IncluDi, GA** 2021-1-EL01-KA220-HED-000032248,
Funded by: Erasmus+ programme, Cooperation partnerships in higher education

07/2022-07/2024 **Human-Robot Interaction: Assessing the Characteristics of Humanoid Robots and Their Contribution in the Learning Process**
Funded by: Hellenic Foundation for Research & Innovation 2021-2024, MIS 5282

- Designing experiments with human participants in real educational environments to test user experience after interacting with different characteristics Socially Assistive Robots (SAR)

23/11/2021-31/12/2021 **Empowering children to act as cultural diplomats for a robust and resilient Europe Eurodiplomats,** (GA no. 2020-1-CY01-KA227-SCH-082681)
Funded by: ERASMUS+KA2, Strategic Partnerships.

- Designing methodological tools for studying and measuring Cultural-diplomacy.

20/07/2021-31/12/21 **CultureID Project (T2EDK-02000-OPS 5072497**
https://cultureid.web.auth.gr/?page_id=216&lang=en
Funded by: Research- Creation- Innovation Greek Research Programs B' Phase 2014-2020

- Software development and integration of games in portable device and social robot
- Design of museum robots' social characteristics and behaviours appropriate for young visitors
- Design and integration of interactive games custom-made to the museum's cultural content of the museum for interaction with younger visitors on mobile device and museum robot

15/11/2019-07/2021 **Mapping the characteristics of socially assistive robots with the aim of enhanced cognitive functions and intimacy in humans**
Funded by: ESPA 2014-2020, MIS: 5047258

- Study of existing theories and models about human-robot collaboration, Testing and evaluate the socially assistive robot DAISY in students with ASD.

14/4/2020-31/06/2021 **Developing Virtual Reality Resources Introducing Technology Tools For Children with Autism Spectrum Disorder to SEN Teaching Undergratuates-** ABLEWITHTECHTOOLS- Project Nr: 2019-1-TR01-KA203-074720
Funded by: Erasmus+ KA2 - STRATEGIC PARTNERSHIPS

- Developing Virtual Reality Resources Introducing Technology Tools for Children with Autism Spectrum Disorder to SEN Teaching Undergraduates

01/2019-02/2021 **Science Technology Innovation Mathematics Engineering for the Young-** STIMEY Project https://stimey.eu/home
Funded by: HORIZON 2020-H2020-SEAC-2015-1-709515

- Evaluation of project's robots in terms of technical operation, educational utilization and goal support in the field of psychology
- Planning actions and applications of appropriate scale for the multitude of robots (400 robots)
- Pilot Implementation & Testing of socially assistive robot artefacts for students' emotional enhancement, community boarding and learning device in real classroom environment.

09/2018 – 12/2018 **Telecommunication System Institute**
Technical University of Crete,
Crete, Chania, Kounoupidiana, GR
http://www.tsi.gr/

Projects:
Energy-efficient Heterogeneous COmputing at exaSCALE - ECOSCALE Project ID: 671632
Funded by: Horizon2020- FETHPC-2014
A Novel, Comprehensible, Ultra-Fast, Security-Aware CPS Simulator- COSSIM Project ID: 644042
Funded by: Horizon 2020-ICT-2014-1

- Study of existing systems and models for human-robot interaction

12/2017 – 04/2018 **CN-CR, center for neuroscience and robotics**
University of Birmingham, Birmingham, UK
https://www.birmingham.ac.uk/research/activity/cncr/index.aspx
Supervised by: Dietmar Heinke

Project:
Model Comparison on perceptual decision making

- This study tested a predictive coding schema using a combination of psychophysical experiments and computational models. The critical experimental manipulation is a change of a percept (motion) to test the predictive coding scheme. The critical modelling step is a Bayesian model comparison between two models, a simple bottom-up model and a predictive coding model.

09/2017 – 12/2017 **Intelligent Robotics Laboratory**
University of Birmingham, Birmingham, UK
https://www.cs.bham.ac.uk/research/groupings/robotics/
Supervised by: Jeremy Wyatt

Project:
Intelligent Robotics Project- Autonomous Robot playing "Hide and Seeking"

- Developed a robot which explores autonomously a specific area, self-localize with particle filters, detect and recognize faces (http://www.cs.bham.ac.uk/internal/courses/int-robot/halloffame/2017/Leonard/).

04/2018 - 08/2018 **Tour Guide Robot**

- I designed two custom made tour guide robots with custom avatar faces, utilizing Wizard of Oz guiding tour in a modern art exhibition evaluating visitors' attention, gained knowledge and level of enjoyment.

09/2015 – 09/2017 **Transformable Intelligent Environment Laboratory**
Technical University of Crete, Chania, Greece
http://www.tielabtuc.com/anna-maria-velentza
Supervised by: Konstantinos – Alketas Oungrinis

Role: Coordinator of the Psychospatial Group

Projects:
Prediction Models for attention

- Coordinated a group of different background undergraduate students
- Designing and carrying out cognitive experiments on the effects of environmental conditions on perception, attention and mood, utilizing machine learning processes through neural networks

02/2014 – 09/2015 **Role: Student Researcher**

Projects:
Variation of lighting conditions on cognitive tasks

- Cognitive Experiments with AR headsets for the effect of lighting conditions on cognitive tasks (memory, sustained attention) within work environments

Consumer Neuroscience

- Developing a novel prediction model regarding the choices made by consumer's choices when buying products, evaluating user experience using EEG headsets

S/G-4 research project- Human Computer Interaction

- Conducting research on the effects of directional and ambient lighting on memory and attention
- Utilizing different VR environments (Oculus Rift), EEG devices (Emotiv's EPOC and Neurosky).

OTHER WORK EXPERIENCE

12/2016 – 01/2018 **Member of the assessment committee in "Designed for Better Learning" project**
Technical University of Crete, Chania, Greece
http://www.athina984.gr/2017/07/12/o-dimos-athineon-metamorfose-24-scholia-tis-athinas-me-to-programma-etsi-matheno-kalytera/

- Assessment process of architectural changes made to public schools for improving the students' perspective about the school and their social life
  - conducting interviews with students, teachers and parents
  - analyzing qualitative and quantitative data from interviews & questionnaires

11/2012 – 12/2016 **Assistant instructor, Dolphin Diving Center**
Rethumnon, Crete, Greece
Offering Theoretical & Practical Classes in speedboat driving

06/2012 – 09/2013 **Manager's assistant, En Drasi Ltd**
Athens, Greece
Working in projects funded by European Union's structural funds, in the fields of

- Athletic Business
- Renewable Energy Sources
- Cooperation in insular regions

TECHNICAL SKILLS

Programming Languages **Python**
Matlab

Photo & Video editing Software **Crazy Talk (**Creating Avatar faces and voices for robots **), Cartoon Animator, Adobe Character Animator**

Statistics **SPSS, Python Pandas**

TEACHING

Winter Semester 2025

Autonomous co-Lecturer in MSc in Computer Science 'Intelligent and Autonomous Interactive Systems (SIIA)'

- Courses: Embodied Conversational Agents (IEVA), *and* Interactive Machine Learning and Deep Learning (IML)
- Engineering and computer science students
- Collaboration between UBO, ENIB, ENSTA Bretagne and IMT Atlantique, France

Spring Semester 2021,2022, 2023, 2024

Autonomous co-Lecturer in MSc Program 'Information and Communication Technology Applications in Education and Lifelong Learning', Specialization/Direction 'STEM and Robotics in Education'

- Lecturing and preparing curriculum material and robotic lab exercises for course title: 'Design and implementation of Interdisciplinary STEM Learning Robotics Activities'.
- Students with multidisciplinary background, engineering, teaching, social sciences.
- University of Macedonia, Thessaloniki, Greece

Winter Semester 2019

Heterogeneous Cyber Physical Systems of Systems (HEPSoS) Workshop Seasonal School

- Lecturing about 'Putting the Humans in the Middle of the CPS Design Process' (29 November-01 December 2019). IEEE seasonal school in Aristotle University of Thessaloniki, department of engineering. Students with engineering background (https://hepsos.ee.auth.gr/)
- Engineering students
- Aristotle University of Thessaloniki, Greece

Master Thesis Co-Supervision

2025

Maria-Foteini Vetta, 'Children- Robot Interaction: Promoting Learning Through Storytelling for Unaccompanied Refugee Minors and Developing a Sense of Safety.', *Grade 'A'*

Konstantina Nikou, 'The effect of SAR different Appearance Characteristics in Trust in Various Collaborative Taks**'** *under review in IEEE conference*

Eleni Ntorezi, 'Social Robots in Education: Experimental Comparative Analysis of their Role as Tutors and Co-tutors in Computer Science Classes' Grade 'A'

2024

Athanasia Tsifotidou, 'Utilization of SAR for teaching history and architecture in elementary school students to increase their knowledge, interest and awareness towards the protection of buildings and cultural heritage' Grade 'A', *published in Springer HCII2025*

Sofia Gioumatzidou 'The design of clothing for SAR with the use of the felting knitting technique to elementary school students to test the impact on their trust and familiarity towards the robots.' Grade 'A', *published in IEEE Ro-Man2025*

2023

Zoe Kagelidou, 'Sex Education in Greek Schools with the use of SAR and Affective Virtual Personas', *Grade 'A'*

Tsirka Christiana, 'Tactile Interfaces in Human - Social Robot Interaction', Grade 'A', *published in* Journal of Social Robots

Tsirkas Konstantinos, 'Design, Construction and Evaluation of a Low-Cost Prototype Touch System Prototype for Human - Social Robot Interaction using Capacitive Technology', Grade 'A', *published in IEEE IISA 2023.*

2022

Anna Karakosta, 'Using the Social Assistance Robot Nao and Augmented Reality to Teach Traffic Signs to Kindergarten Children', published *in IEEE Ro-Man 2023*

Eythymia Kefalouka, 'Supporting Sex Education with the aid of SAR, Group & Individual Activities', Grade 'A', *published in* Journal of Social Robots

2020

Stavros Ioannidis, 'Using social assistant robots in stem courses: application in the STIMEY project.', Grade 'A', published in IROS 2020.

Zafeiroula Vergopoulou, 'Using the STIMEY Social Assistance Robot and the STIMEY Online Platform to Teach an Astronomy Course', Grade 'A'

Taught Courses

- Intelligent Robotics
- Robot Vision
- Neural Networks
- Neuronal Models
- Dimensionality Reduction (e.g. PCA)
- Bayes Model

PERSONAL SKILLS AND COMPETENCES

Earned Certificates/ Courses

Avatar Psychology for Designers

- Michigan State University, Oct 2021 (Credential ID: SKUBFF6SEVJ7)

Gamification

- University of Pennsylvania*, Aug 2021 (Credential ID:* 94Y9ML2DHXDE*)*

Languages

English (C2), Greek (Native), German (B1), French

Hobbies

Lecture Performances

- 2023: 'BB the Pet Robot' in collaboration with the UCLA artist Antigoni Tsagkaropoulou
- Presented at:
  - DMA, UCLA https://dma.ucla.edu/events/antigoni-tsagkaropoulou-bb-the-pet-robot-dma-graduate-solo-show
  - Honor Frazer Gallery https://honorfraser.com/programming/an-evening-of-hybrid-drag-performance/

Writing & Directing theatrical plays

- https://www.facebook.com/PsychoramaPsychologias/
  - Psychorama Psychologias, 2012, Rethumno, Crete
  - Psychorama Psychologias, 2013, Rethumno, Crete

Art Performances, Reading novels & comics, Traveling, Speedboats, Swimming, Ballroom dancing

PUBLICATIONS

Google Scholar: https://scholar.google.com/citations?user=Mv1Q3EEAAAAJ&hl=en&oi=ao
Research Gate: https://www.researchgate.net/profile/Anna-Maria-Velentza

Citations: 354**, h-index:** 10**, i10-index:** 10 (at the date of submission)

Journal

- A.-M. Velentza, M. Tomprou, N. Fachantidis, C. Takow, A. Baranger, S. Zorzi, A. Kaupuzs et al. "Systematic literature review on distance learning for autistic students." *International Journal of Developmental Disabilities*, 2026: 1-20.
- A.-M. Velentza, E. Kefalouka, and N. Fachantidis, "Socially Assistive Robot in Sexual Health: Group and Individual Student–Robot Interaction Activities Promoting Disclosure, Learning and Positive Attitudes," *International Journal of Social Robotics*, vol. 17, pp. 1161–1176, 2025, doi: 10.1007/s12369-025-01284-9.
- C. Tsirka, A.-M. Velentza, and N. Fachantidis, "Touch in Human Social Robot Interaction: Systematic Literature Review with PRISMA Method," *International Journal of Social Robotics*, 2025, doi: 10.1007/s12369-025-01319-1.
- M. Kian, M. Zong*, K. Fisher*, A.M. Singh*, A.M. Velentza*, P. Sang, S. Upadhyay, ..., M. Mataric, "An LLM Powered Socially Assistive Robot for Supporting Cognitive Behavioral Therapy Practice for University Students," *ACM Transactions on Human–Robot Interaction*, under revision.
- A.-M. Velentza, I. Lefkos, and N. Fachantidis, "Human–Social Robot Teaching Collaboration Enhances Students' Learning & Engagement: Interaction Guidelines," *Journal of Smart Learning Environments*,

under revision.

- M. Nigro, A. O'Connell, T. Groechel, A.-M. Velentza, and M. Mataric, "An Interactive Augmented Reality Interface for Personalized Proxemics Modeling," *IEEE Robotics and Automation Magazine*, 2024, doi: 10.1109/MRA.2024.3415108.
- A.-M. Velentza, N. Fachantidis, and I. Lefkos, "Human–Robot Interaction Methodology: Robot Teaching Activity," *MethodsX*, vol. 9, 101866, 2022, doi: 10.1016/j.mex.2022.101866.
- A.-M. Velentza, N. Fachantidis, and S. Pliasa, "Which one? Choosing Favorite Robot After Different Style Storytelling and Robots' Conversation," *Frontiers in Robotics and AI*, 2021, doi: 10.3389/frobt.2021.700005.
- A.-M. Velentza, N. Fachantidis, and I. Lefkos, "Learn with Surprise from a Robot Professor," *Computers & Education*, vol. 173, 104272, 2021, doi: 10.1016/j.compedu.2021.104272.
- A.-M. Velentza, D. Heinke, and J. Wyatt, "Museum Robot Guides or Conventional Audio Guides? An Experimental Study," *Advanced Robotics*, vol. 34, no. 24, pp. 1571–1580, 2020, doi: 10.1080/01691864.2020.1854113.

Conference

- A.-M. Velentza, C. Billardon, M. Andries, A.-G. Bosser, and C. Lohr, "Designing an LLM powered user-centered knowledge graph for social robot to mitigate loneliness among university students," to be presented at the *HCII 2026 Conference*, 2026, and to be published in the conference proceedings (Springer)
- M. Kian, M. Zong, K. Fisher, A.M. Velentza, A. Singh, ..., M. Mataric, "Engagement and Disclosures in LLM-Powered Cognitive Behavioral Therapy Exercises: A Factorial Design Comparing the Influence of a Robot vs. Chatbot Over Time," in *Proc. 34th IEEE RO-MAN*, Eindhoven, Netherlands, 2025, pp. 1173–1180, doi: 10.1109/RO-MAN63969.2025.11217887.
- S. Gioumatzidou, A.-M. Velentza, and N. Fachantidis, "Dressing Trust: Exploring the Impact of Clothing Co-Design on Disclosure and Attitudes in Children–Social Robots Interaction," in *Proc. 34th IEEE RO-MAN*, Eindhoven, Netherlands, 2025, pp. 294–301, doi: 10.1109/RO-MAN63969.2025.11217844.
- A.-M. Velentza, Z. Kagkelidou, E. Kefalouka, and N. Fachantidis, "Socially Assistive Robot Promote Sex Education for Middle School Students: Teachers' Attitudes and Students Learning Outcome and Attitudes After Human vs Robot Lecture," in *Human–Computer Interaction, HCII 2025*, LNCS, vol. 15769, Springer, Cham, 2025, doi: 10.1007/978-3-031-93861-0_25.
- A. Tsifotidou, A.-M. Velentza, and N. Fachantidis, "Role-Playing Socially Assistive Robot with Contextual Learning Techniques Change Primary School Students' Attitudes Towards History and Contribute to Knowledge Acquisition," in *HCII 2025*, LNCS, vol. 15769, Springer, Cham, 2025, doi: 10.1007/978-3-031-93861-0_24.
- D.E. Karampali, I. Lefkos, M. Mitsiaki, A.M. Velentza, and N. Fachantidis, "Enhancing Scientific Literacy Through Content-Language Integration and Robotics," in *HCII 2025*, LNCS, vol. 15772, Springer, Cham, 2025, doi: 10.1007/978-3-031-93982-2_4.
- C. Pasalidou, A.-M. Velentza, and N. Fachantidis, "Teachers' Attitudes Towards the Use of Augmented Reality and a Socially Assistive Robot in Education," in *HCII 2025*, LNCS, vol. 15808, Springer, Cham, 2025, doi: 10.1007/978-3-031-93746-0_15.
- K. Fischer, A.-M. Velentza, G. Lucas, and D. Williams, "Seeing Eye to Eye with Robots: An Experimental Study Predicting Trust in Social Robots for Domestic Use," in *Proc. RO-MAN 2024*, pp. 2162–2168, 2024.
- A.-M. Velentza and A. Tsagkaropoulou, "Service Pet Robot Design: Queer, Feminine and Sexuality Aspects," in *RO-MAN 2023 Workshop on Diversity and Inclusion in HRI (divHRI)*, Busan, Korea, 2023, doi: 10.48550/arXiv.2310.01422.
- K. Tsirkas, A.-M. Velentza, and N. Fachantidis, "Step by Step Building and Evaluation of Low-Cost Capacitive Technology Touch System for Human–Social Robot Interaction," in *IISA 2023*, doi: 10.1109/IISA59645.2023.10345841.
- A. Karakosta, A.-M. Velentza, C. Pasalidou, and N. Fachantidis, "Socially Assistive Robotics Optimizing Augmented Reality Educational Application for Teaching Traffic Safety in Kindergarten," in *RO-MAN 2023*, doi: 10.1109/RO-MAN57019.2023.10309658.
- T. Groechel, G. Ipek, K. Ly, A.-M. Velentza, and M. Mataric, "MoveToCode: An Embodied Augmented Reality Visual Programming Language with an Autonomous Robot Tutor for Promoting Student Programming Curiosity," in *RO-MAN 2023*, doi: 10.1109/RO-MAN57019.2023.10309312.
- Z. Shi, H. Chen, A.-M. Velentza, S. Liu, N. Dennler, A. O'Connell, and M. Mataric, "Evaluating and Personalizing User-Perceived Quality of Text-to-Speech Voices for Delivering Mindfulness Meditation with Different Physical Embodiments," in *HRI 2023*, Stockholm, Sweden, doi: 10.1145/3568162.3576987.

- A.-M. Velentza, N. Fachantidis, and I. Lefkos, "Human–Robot Co-Teaching in Online University Course During COVID-19," in *IISA 2022*, Corfu, Greece, doi: 10.1109/IISA56318.2022.9904335.
- K. Papadopoulos, A.-M. Velentza, P. Christodoulou, and N. Fachantidis, "Social Educational Robotics Application: Architecture and Interconnectivity," in *IISA 2022*, doi: 10.1109/IISA56318.2022.9904372.
- M. Gkinos, A.M. Velentza, and N. Fachantidis, "Utilization of Socially Assistive Robot's Activity for Teaching Pontic Dialect," in *HCII 2022*, LNCS, vol. 13303, Springer, Cham, 2022, doi: 10.1007/978-3-031-175–209.
- A.-M. Velentza, N. Fachantidis, and I. Lefkos, "Human or Robot University Tutor? Future Teachers' Attitudes and Learning Outcomes," in *RO-MAN 2021*, Vancouver, Canada, doi: 10.1109/RO-MAN50785.2021.9515521.
- S. Pliasa, A.-M. Velentza, and N. Fachantidis, "Interaction of a Social Robot with Visitors Inside a Museum Through RFID Technology," in *SpliTech 2021*, Split, Croatia, doi: 10.23919/SpliTech52315.2021.9566435.
- Σ. Ιωαννίδης, Α.Μ. Βελέντζα, Ι. Λεύκος, and Ν. Φαχαντίδης, "Αντιλήψεις Μαθητών για τη Χρήση Ρομπότ Κοινωνικής Αρωγής στην Υποστήριξη του STEM," in *12ο Πανελλήνιο και Διεθνές Συνέδριο «Οι ΤΠΕ στην Εκπαίδευση»*, 2021.
- Κ. Παπαδόπουλος, Ι. Λεύκος, Α.Μ. Βελέντζα, and Ν. Φαχαντίδης, "Ανάπτυξη Συστήματος Αναγνώρισης Συναισθημάτων για την Εκπαίδευση," in *12ο Πανελλήνιο και Διεθνές Συνέδριο «Οι ΤΠΕ στην Εκπαίδευση»*, 2021.
- A.M. Velentza, S. Ioannidis, N. Georgakopoulou, M. Shidujaman, and N. Fachantidis, "Educational Robot European Cross-Cultural Design," in *HCII 2021*, LNCS, vol. 12763, Springer, Cham, 2021, doi: 10.1007/978-3-030-78465-2_26.
- S. Pliasa, A.M. Velentza, and N. Fachantidis, "The Socially Assistive Robot Daisy Promoting Social Inclusion of Children with ASD," in *EDUROBOTICS 2021*, SCI vol. 982, Springer, Cham, 2021, doi: 10.1007/978-3-030-77022-8_8.
- A.M. Velentza, S. Pliasa, and N. Fachantidis, "Future Teachers Choose Ideal Characteristics for Robot Peer-Tutor in Real Class Environment," in *TECHEDU 2020*, Springer, 2020, doi: 10.1007/978-3-030-73988-1_39.
- A.M. Velentza and N. Fachantidis, "Service Robot Teaching Assistant in School Classroom," in *IROS 2020 Workshop on Social AI for Human-Care Service Robots*, Las Vegas, USA, pp. 12115–12117.
- A.M. Velentza and E. Economou, "Effects of Lighting Variations in Virtual Learning Environments," in *IISA 2020*, doi: 10.1109/IISA50023.2020.9284416.
- A.-M. Velentza, D. Heinke, and J. Wyatt, "Human Interaction and Improving Knowledge Through Collaborative Tour Guide Robots," in *RO-MAN 2019*, New Delhi, India, doi: 10.1109/RO-MAN46459.2019.8956372.
- A.M. Velentza, A. Nikitakis, K. Oungrinis, and E. Economou, "Transformable Lighting Conditions in Learning VR Environments," in *IISA 2019*, doi: 10.1109/IISA.2019.8900736.
- A.-M. Velentza, M. Hunter, V. Narbutas, A. Schofield, and D. Heinke, "Testing the Predictive Coding Scheme with a Combination of Computational and Experimental Studies," in *Probabilistic Brain Workshop*, Durham University, UK, 2018.
- A. Nikitakis, A.-M. Velentza, K. Oungrinis, and E. Economou, "Sustained Attention in Smart Transformable Environments," in *ICSC 2015*, Springer Heidelberg, Rome, Italy, 2015.

Book Chapter

- A.M. Velentza, S. Pliasa, F. Biziou, and N. Fachantidis, "Let's Play with Social Robots!—Improving Social Skills in Children with ASD Through Game Activities," in *Understanding Autism*, N. Neophytou, Ed., Elsevier, 2024,ch 10 pp. 161–172, doi: 10.1016/B978-0-443-27366-7.00026-2
- A.M. Velentza, "Putting the Humans in the Middle of the CPS Design Process," in *Heterogeneous Cyber Physical Systems of Systems*, I. Papaefstathiou and A. Hatzopoulos, Eds., River Publishers, 2020, ch 5, pp. 166–201, doi: 10.1201/9781003338390

Invited Talks

- Social Human-Robot Interaction of Human-care Service Robots Workshop, 28th IEEE International Conference on Robot & Human Interactive Communication (RoMan 2019), New Delhi, India 2019 (https://cares.blogs.auckland.ac.nz/education/activities-on-international-conferences-and-journals/ro-man-2019-workshop/)
    - Title: How social and cognitive psychology can help us designing better human-centric robots.
- Heterogeneous Cyber Physical Systems of Systems (HEPSoS) Seasonal School in November 2019, Aristotle University of Thessaloniki, (https://site.ieee.org/greece-casssc/heterogenous-cyber-physical-systems-of-systems-hepsos-seasonal-school-in-november-2019/)
    - Title: Putting the Humans in the Middle of the CPS Design Process

- International Webinar on Robotics and Mechatronics 2021 (https://www.conferencemind.com/conference/roboticsandmechatronics)
  - Presentation Title: Human robot interaction and how to incorporate humans into the design of cyber physical systems and robots
- International Meet & Expo on Robot Intelligence Technology and Applications (ROBOTMEET2021), Porto, Portugal, 2021 (https://www.albedomeetings.com/robotmeet/index.php)
  - Title: Social Robots in Social Distancing, their role in Education during the Covid-19 pandemic
- Game, Play and Technologies Language Learning and Language Teaching, Mexico City, December 10, 2021 (pdf)
  - Presentation Title: Can We Learn with the Assistance of a Social Robot?

No peer reviews

- Dimou, E. & Velentza, A.M. (2021). Το Ρομπότ Ξεναγός σου ξέρει περισσότερα από εσένα[Tour guide robot knows better than you]. Nygma vol2, pp.15-19 ISSN.2654-2331 Retrived from https://www.athlepolis.gr/nygma/nygma2-fevrouarios-2021/

Reviewer

Journals

- ***ACM Computing Surveys (2026)***
- ***International Journal of Human–Computer Interaction (2024–present)***
- ***Journal of Advanced Robotics (2023–present)***
- ***Advanced Intelligent Systems (2025)***
- ***Journal of NeuroEngineering and Rehabilitation (2025)***
- ***International Journal of Social Robotics (2024–2025)***
- ***Journal of Educational Technology & Society (2025)***
- ***Current Research in Psychology and Behavioral Science (2020–2022)***

Conferences

- ***ACM Interaction Design and Children (IDC 2026)***
- ***ACM Computing Surveys (2026) (if this refers to reviewing, otherwise clarify as journal)***
- ***ACM/IEEE International Conference on Human-Robot Interaction (HRI 2026)***
- ***IEEE International Conference on Robotics and Automation (ICRA 2026)***
- ***IEEE International Conference on Robot and Human Interactive Communication (RO-MAN 2024, 2025)***
- ***International Conference on Intelligent Systems and Applications (INTELLI 2025)***
- ***IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS 2021)***
- ***International Conference on Social Robotics (ICSR 2020)***
- ***International Conference on Telecommunications (ICT 2020)***

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- **Further References available upon request**