

# CURRICULUM VITAE - PANAGIOTIS KOURTESIS

## Virtual Reality Neuropsychologist/Neuroscientist & Virtual Reality Software Developer

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LinkedIn: <https://www.linkedin.com/in/panagiotiskourtesis/>

### Synopsis

I am a versatile academic and professional with a diverse skillset cultivated in three different countries (Greece, France, and the United Kingdom). I have acquired clinical experience as a psychologist and neuropsychologist in communities, care units, and hospitals. I have also gained experience in and developed a profound understanding of univariate, multivariate, and Bayesian statistical analyses and modelling. Furthermore, I have taught psychological, statistical, and software development modules and mentored postgraduate and doctoral students either as an internal or external supervisor. I have been awarded EU funding for my research activities, and I have experience in writing proposals and reports (e.g., milestones and deliverables), and managing project activities (e.g., work packages). Finally, I have attained robust virtual reality software development skills and a rich portfolio of VR applications.

**Interests:** Immersive Technologies (VR & XR), Human-Computer Interaction (Cognition, Perception, & Motor Skills), Cognitive Neuroscience, Frontal Lobe Functions, Ergonomics, and Artificial Intelligence (AI; ML & DL).

**Skills:** Data Science (Statistical Analysis and Modelling in R), Software Development in Unity3D, User Experience (UX) & User-Interface (UI) design & evaluation, Project Management, Technology/Product Development, Mentoring, Biometrics (Eye-Tracking, EEG, GSR), Research Design, and Programming (C# and Python).

### Education - Qualifications

- **National Qualification for Researcher** (Chargé de Recherche) and **Associate Professor** (Maître de Conférences) permanent positions in **French Higher Education**, Conseil National des Universités (CNU; National Council of Universities), France.

Awarded: 16/02/2022

Scientific Section: Section 16 - Psychologie et Ergonomie (Psychology and Ergonomics)

- **PhD in Experimental Psychology & Cognitive Neuroscience**, The University of Edinburgh & University Suor Orsola Benincasa of Naples (01/11/2016-31/10/2020)

PhD Thesis: Immersive Virtual Reality Methods in Cognitive Neuroscience and Neuropsychology: The Virtual Reality Everyday Assessment Lab (VR-EAL), An Immersive Neuropsychological Test Battery of Everyday Cognitive Functions.

Reviewers: Prof J.J. Evans & Dr E. Ghenni

Outcome of PhD Defence: Passed with No corrections.

- **Certification: Specialization in Virtual Reality & Unity3D**, University of London (01/11/2016-8/03/2017)

Grade: 1<sup>st</sup> Class

- **MSc Human Cognitive Neuropsychology**, The University of Edinburgh (08/09/2014-31/08/2015) -  
Grade: 1<sup>st</sup> Class  
MSc Thesis: The adaptation in Greek and convergent validation of Edinburgh Cognitive and Behavioural ALS Screen (ECAS), Addenbrooke's Cognitive Examination-III (ACE-III) and Mini- Addenbrooke's Cognitive Examination (M-ACE) in Amyotrophic Lateral Sclerosis and Alzheimer's Disease.
- **Master1 - Neuropsychologie Cognitive et Clinique**, Université de Strasbourg, Strasbourg, France (01/09/2013-31/08/2014)  
Grade: 14  
Research Project: Amyotrophic Lateral Sclerosis: A Multi-Systemic Disorder.
- **BSc in Psychology**, State University of New York, Saratoga Springs, USA (01/09/2006-30/08/2010)  
Grade: 1<sup>st</sup> Class (3.6/4)

## Academic-Research Experience

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- **Head of the Psychology Network Lab (PsyNet Lab)** – Department of Psychology, The American College of Greece, Athens, Greece (01/07/2024 - Present)  
 Research: Leading projects focusing on psychological networks and fostering innovation in the field. Overseeing the implementation of advanced research methodologies and technologies.  
 Responsibilities: Mentoring researchers, securing funding, managing the lab's resources, and publishing research findings.  
 Relevant Skills: Leadership, Research Management, Psychological Network Analysis, Advanced Statistical Methods, Grant Writing, Data Visualization, Academic Publishing.
- **Team Lead of the Neuro-HCI XR Research Team** – The American College of Greece Research Centre, Athens, Greece (01/07/2024 - Present)  
 Research: Directing interdisciplinary projects involving neuroscience and human-computer interaction within extended realities (XR). Utilizing VR/AR/XR headsets, eye-tracking systems, EEG, ECG, and GSR technologies.  
 Responsibilities: Coordinating team efforts, establishing industry partnerships, and ensuring the practical application of research findings. Promoting innovation and collaboration within the team.  
 Relevant Skills: Project Management, Interdisciplinary Research, VR/AR/XR Technologies, Eye-Tracking, EEG, ECG, GSR, Human-Computer Interaction, Innovation, Collaboration.
- **Assistant Professor** – Department of Psychology, The American College of Greece, Athens, Greece (01/09/2023 - Present)  
Teaching: Research Methods, Statistics, Cognitive Psychology, and Neuropsychology.  
Research: projects pertaining to the implementation of immersive technologies (VR/AR/XR) in cognitive psychology and neuroscience. Set up and curation of the virtual reality lab. Conducting research (experimental design, data analysis, data visualization) and dissemination of the outcomes to scientific societies (conferences and journals) and the general public (demonstrations and social events).  
Responsibilities: Software development, ET integration and metrics, User-Interface (UI) Design, Gaze-based and Hand-based interactions design, User-Experience (UX) Evaluation, Statistical Analyses, and Dissemination of Results.

Relevant Skills: Unity3D, Software Development, C#, UX, UI, HCI, Research, Data Science (Statistical Analyses & Modelling), Dissemination, Accessibility, Ergonomics, Neuropsychology.

- **Visitor Academic** – Department of Psychology, The University of Edinburgh, United Kingdom, (01/09/2022 - Present)

Responsibilities: Supervision of postgraduate students, especially for projects pertaining to the implementation of immersive technologies (VR/AR/XR) in cognitive psychology and neuroscience. Set up and curation of the virtual reality lab. Conducting research (experimental design, data analysis, data visualization) and dissemination of the outcomes to scientific societies (conferences and journals) and the general public (demonstrations and social events).

Relevant Skills: Unity3D, Software Development, C#, UX, UI, HCI, Research, Teaching & Supervision, Mentoring, Data Science (Statistical Analyses & Modelling), Dissemination.

- **Senior Researcher** – Department of Psychology, National and Kapodistrian University of Athens (NKUA), Athens, Greece (01/10/2022 - Present)

Affiliations: Department of Psychology, Department of Informatics & Telecommunications

Lab: Experimental Psychology & Human-Computer Interaction Lab.

Research Topic: Ecological valid neuropsychological and eye-tracking (ET) assessment of cognitive ageing and neurocognitive disorders by using immersive virtual reality software with enhanced ergonomics and usability.

Responsibilities: Software development, ET integration and metrics, User-Interface (UI) Design, Gaze-based and Hand-based interactions design, User-Experience (UX) Evaluation, Statistical Analyses, Dissemination of Results.

Relevant Skills: Unity3D, Software Development, C#, UX, UI, HCI, Research, Data Science (Statistical Analyses & Modelling), Dissemination, Accessibility, Ergonomics, Neuropsychology.

- **Project Manager and Researcher** – Research & Development Team, Habilis LTD, Athens, Greece (01/09/2022 - Present)

Projects:

*Spaut - Table Tennis for People with Autism (ERASMUS++)*: The aim of the SPAUT project is on one hand to join forces with table tennis coaches and physical education teachers (with knowledge on table tennis), training and certifying them as “coaches with knowledge and perception of Autism” and on the other hand to involve people with Autism in the table tennis sport, encouraging participation and physical activity.

*VRESS - Enhancing Social Skills through Virtual Reality Applications (RESEARCH – CREATE – INNOVATE)*: The purpose of the proposed project is to develop a platform for creating personalized virtual reality scenarios through which people with Autism will be able to participate in first-person simulations of social situations based on the Social Stories construction technique.

Responsibilities: Projects’ Management, Software development, ET integration and metrics, User-Interface (UI) Design, Gaze-based and Hand-based interactions design, User-Experience (UX) Evaluation, Statistical Analyses, Dissemination of Results.

Relevant Skills: Unity3D, Software Development, C#, UX, UI, HCI, Research, Data Science (Statistical Analyses & Modelling), Management, Dissemination, Accessibility, Ergonomics, Neuropsychology.

- **Postdoctoral Researcher** – National Research Institute of France of Computer Science and Automation (INRIA), Rennes-Bretagne, France (01/10/2020- 1/10/2022)

Affiliations: Institut National de la Recherche en Informatique et en Automatique (INRIA), Université de Rennes, Institut de Recherche en Informatique et Systèmes Aléatoires (IRISA), Centre National de la Recherche Scientifique (CNRS).

Project: EU-Horizon 2020 – TACTILITY. This project incorporates rich and meaningful tactile information into novel interaction systems with virtual environments, increasing the quality of immersive virtual reality and of teleoperation of robotic systems such as drones, robotic arms, and mechatronics.

Responsibilities: Work packages (WP) 3, 5, 7, and 8. WP-3: Electrotactile feedback representation and perception; WP-5: Human experience of the virtual touch; WP-7: Electrotactile system integration & validation; WP-8: Dissemination, exploitation, & communication of the research findings.

Relevant Skills: Unity3D, Software Development, C#, UX, UI, HCI, Research, Data Science (Statistical Analyses & Modelling), Dissemination, Accessibility, Ergonomics, Human Factors, Haptics, Product Design & Evaluation.

➤ **Academic Consultant (Remote)** – NeoAuVRa LTD, Istanbul, Turkey, (01/02/2021 – 31/10/2021)

Responsibilities: Leading the R&D team, and evaluation of cognitive games developed. Composition of domains, subdomains and metrics for cognitive module to be used for creating (AI) machine learning models for predicting cognitive training outcomes. Collaborative design and validation of new games for cognitive and psychomotor assessments, and clinical populations.

Relevant Skills: Software Development, UX, UI, HCI, Data Science (Statistical Analyses & Modelling), Artificial Intelligence (Machine Learning), Ergonomics, Human Factors, Neuropsychology, Product Design & Evaluation

➤ **Research Software Developer (VR, Psychopy)** - Department of Psychology, United Kingdom, University of Edinburgh (01/09/2017–30/08/2018)

Responsibilities: Designing, programming (C# & Python), and developing VR apps on game engine Unity and 2D psychological experiments on Psychopy.

Relevant Skills: Unity3D, Software Development, C#, UX, UI, HCI, Research, Product Design & Evaluation.

➤ **Doctoral Researcher** - Department of Psychology, United Kingdom, University of Edinburgh (01/11/2016-31/10/2020)

Responsibilities: Design and Development of VR-EAL, Experiments, Data Analyses, and Scientific Publications.

Relevant Skills: Unity3D, Software Development, C#, UX, UI, HCI, Research, Data Science (Statistical Analyses & Modelling), Dissemination, Human Factors, Neuropsychology, Product Design & Evaluation.

## Academic-Teaching Experience

➤ **Assistant Professor** – Department of Psychology, The American College of Greece, Athens, Greece (01/09/2023 - Present)

Teaching: Research Methods, Statistics, Cognitive Psychology, and Neuropsychology.

➤ **Adjunct Lecturer** – Department of Psychology, National and Kapodistrian University of Athens, Athens, Greece (01/10/2022 - Present)

Program: MSc in Cyberpsychology.

Course Topic: Immersive Technologies and Metaverse in Cyberpsychology.

Responsibilities: Creation of Material, Instruction, Supervision

➤ **Adjunct Lecturer** – Department of Psychology, Panteion University, Athens, Greece (01/10/2022 – 30/08/2023)

Program: MSc in Psychology.

Course Topic: Immersive Research Methods in Cognitive Psychology.

Responsibilities: Creation of Material, Instruction, Supervision

- **Associate Lecturer** – Department of Psychology, University of Central Lancashire, United Kingdom, (01/10/2022 - 30/08/2023)

Programs: BSc in Clinical Psychology, BSc in Psychology, BSc in Forensic Psychology, BSc in Psychotherapy, BSc in Child Psychology, BSc in Cognitive Psychology, BSc in Neuropsychology, MSc in Cognitive Neuropsychology, MSc in Forensic Psychology, MSc in Child Psychology.

Courses: Academic Writing, Cognitive Psychology, Research Methods & Statistics, Specialist Techniques in Psychology, Cyberpsychology, Cognitive Neuropsychology, Neuropsychological Assessment and Interventions.

Responsibilities: Creation of Material, Instruction, Exercises, Essays, and Exams' design and evaluation.

- **Lecturer/Instructor** – University of Rennes (joined with INRIA, CNRS, and INSA), Rennes, France (1/10/2020 – 30/06/2022)

Program: MSc in Computer Science

Course: Virtual Reality and Multi-Sensory Interaction

Focus: Cognition, Perception, and Human Factors in Virtual Reality

Responsibilities: Creation of Material, Instruction, and Exams' (co-)design and evaluation.

- **VR/AR/XR Workshops' Coordinator and VR Specialist** - uCreate Studio, Information Services, School of Informatics, University of Edinburgh, United Kingdom (01/12/2018- 31/09/2020)

Responsibilities: Presentation and coordination of workshops at uCreate studio. Expert assistance in VR/AR/XR projects of students, researchers, and staff members of the University of Edinburgh.

- **Tutor** - Department of Psychology, University of Edinburgh, United Kingdom (12/09/2017- 31/09/2020)

Courses: 1) Research Methods & Statistics (II & III), 2) Cognitive Neuropsychology, and 3) Academic Writing.

Evaluation of Teaching Skills: 4.5/5 (2017-18, 2018-19, 2019-20)

Responsibilities:

- Preparation of the lab session, monitoring students' progress, demonstrating programming (R) and statistical skills and practices, responding to students' queries (in person and online – discussion board), grading assignments/exercises, and discussing novel techniques in R and R-Studio.

- Explaining the theoretical framework for each cognitive function and the respective neuropsychological tests.

- Providing guidelines and suggestions pertinent to structure, clarity, & cohesion of academic writing.

## Academic-Supervision Experience

- **PhD Supervisor** – Department of Psychology, University Complutense of Madrid, Madrid, Spain (01/09/2023 - Present)

Student: Palmira Victoria Gonzalez Erena

Project Title: Immersive Virtual Reality Neuropsychological Assessment of Cognitive Ageing and Neurocognitive Disorders.

- **PhD External Co-Supervisor** – Department of Psychology, National and Kapodistrian University of Athens (NKUA), Athens, Greece (01/08/2022 - Present)

Student: Alexandra Katsikis

Project Title: Immersive Virtual Reality Intervention and Psychoeducation Tools for Dyslexia

- **PhD Co-Supervisor** – Department of Psychology, University of Edinburgh, Edinburgh, United Kingdom (1/2/2022 - Present)  
Student: Rea Evangelia Michalopoulou  
Project Title: Child and Adolescent Understanding of COVID-19 and its Impact on Mental Health: A Novel Virtual Reality (VR) Assessment Tool for Mental Health.
- **PhD Co-Supervisor** – Institut National de la Recherche en Informatique et en Automatique (INRIA) and Institut National des Sciences Appliquées (INSA), Rennes, France (1/10/2020 – 1/10/2022)  
Student: Sebastian Vizcay  
Project Title: Electrotactile Feedback for Hand Interactions in Virtual Reality.
- **MSc Supervisor** – Department of Psychology, National and Kapodistrian University of Athens (NKUA), Athens, Greece (01/10/2022 - Present)  
Students: Sokratis Papaefthimiou and Tassos Giannakopoulos  
Projects Titles:
  1. The effects of cybersickness in virtual reality on verbal working memory, visuospatial working memory and psychomotor skills: detection of cybersickness and temporary cognitive and/or motor impairment using questionnaires and eye tracking.
  2. Usability and accessibility of the interactions and the action's specific effects on the perception of the size, distance and time in the 3D Trail Making Test in the Virtual Reality.
- **MSc Supervisor** – Department of Psychology, University of Edinburgh, Edinburgh, United Kingdom (1/9/2022 - 30/08/2023)  
Student: Andrea Lizarraga  
Project Title: Virtual Reality and Computerized Cognitive Assessments: The Role of IT Skills on Performance.
- **MSc External Supervisor** – Department of Psychology, University of Central Lancashire, United Kingdom (1/9/2022 - 30/08/2023)  
Students: Chrysa Bitsi and Elina Zioga  
Projects' Titles:
  1. The Effects of Well-Being on Zoom Fatigue in University Students Attending Online Courses.
  2. The Effects of Gaming Experience on the Development of Cognitive Skills in Early Adolescence.
- **MSc External Supervisor** – Department of Psychology, University of East London, London, United Kingdom (1/9/2022 - 30/08/2023)  
Students: Agapi Papadopoulou and Aristotelis Ferentinos  
Projects' Titles:
  1. Cybersickness and Performance in Individuals with High Susceptibility to Motion Sickness.
  2. Virtual Reality and Computerized Cognitive Assessments: The Role of IT Skills on Performance.
- **MSc External Supervisor** – Department of Psychology, Lund University, Lund, Sweden (1/2/2022 - 30/08/2023)  
Student: Danai Roussi  
Project Title: Relaxation and Mindfulness Therapy in Virtual Reality.
- **MSc External Supervisor** – Department of Psychology, University of Edinburgh, Edinburgh, United Kingdom (1/9/2021 – 1/9/2022)

Students: Ray Amir and Josie Linnell

Project Title: Temporary Cognitive and Motor decline induced by Cybersickness in Virtual Reality.

## Clinical Experience

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- **Clinical Research Assistant/Assistant Psychologist** - Astley Ainslie Hospital (NHS Lothian) Edinburgh, United Kingdom (26/10/2015–31/10/2016)  
Responsibilities: Working and cooperating within a multidisciplinary team, coordination of cognitive stimulation and relaxation groups, neuropsychological batteries administration, clinical reports, and accumulation of clinical data and analysis.  
Research Project: The Effect of Cognitive Stimulation & Mindfulness Sessions on Recovery of Stroke Patients.
- **Support Worker** – City of Edinburgh Council, Edinburgh, United Kingdom (01/02/2015-30/09/2017)  
Responsibilities: Implementation of goal-directed therapy, assist patients to accomplish daily tasks, and medication administration. Assessment of their independence, daily function, and mental health.
- **Psychologist/mental health consultant** - Amyotrophic Lateral Sclerosis patients' association (ALS Hellas) Athens, Greece (05/9/2010-30/8/2013)  
Responsibilities: Founding member and member of the scientific committee, Compilation and evaluation of scientific articles, Administration of behavioural and emotional inventories, Psychological support to patients and family members (bereavement, depression), Informing the relatives of patients on the nature of the disease.  
Research Project: Mood and Behavioural Changes in Amyotrophic Lateral Sclerosis
- **Assistant Psychologist** – AKTIOS Elderly Care Units - Athens, Greece (01/06/2010–30/8/2010)  
Responsibilities: Training in Psychology 120 Clinical hours. Cooperation with multidisciplinary medical staff members, cognitive stimulation therapy, occupational therapy, communication with patients' relatives.

## Publications (Citations = 695; 1st Author Papers = 17; H-Index = 16; i10-Index = 17)

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1. **Kourtesis, P.**, Collina, S., Doulas, L. A. A., & MacPherson, S. E. (2019). Technological competence is a precondition for effective implementation of virtual reality head mounted displays in human neuroscience: a technological review and meta-analysis. *Frontiers in Human Neuroscience*, 13, 342. <https://doi.org/10.3389/fnhum.2019.00342> **Citations: 105, Journal's Impact Factor: 3.68**
2. **Kourtesis, P.**, Collina, S., Doulas, L. A. A., & MacPherson, S. E. (2019). Validation of the Virtual Reality Neuroscience Questionnaire: maximum duration of immersive virtual reality sessions without the presence of pertinent adverse symptomatology. *Frontiers in Human Neuroscience*, 13, 417. <https://doi.org/10.3389/fnhum.2019.00417> **Citations: 109, Journal's Impact Factor: 3.68**
3. **Kourtesis, P.**, Christidi, F., Margioti, E., Demenega, C., Rentzos, M., Evdokimidis, I., & Abrahams, S. (2020). The Edinburgh cognitive and behavioral amyotrophic lateral sclerosis screen (ECAS): Sensitivity in differentiating between ALS and Alzheimer's disease in a Greek population. *Amyotrophic Lateral Sclerosis and Frontotemporal Degeneration*, 1-8. <https://doi.org/10.1080/21678421.2019.1655059> **Citations: 22, Journal's Impact Factor: 3.29**
4. **Kourtesis, P.**, Korre, D., Collina, S., Doulas, L. A. A., & MacPherson, S. E. (2020). Guidelines for the development of immersive Virtual Reality software for cognitive neuroscience and neuropsychology: the development of Virtual Reality Everyday Assessment Lab (VR-EAL), a neuropsychological test battery in

immersive virtual reality. *Frontiers in Computer Science*, 1, 12

<https://doi.org/10.3389/fcomp.2019.00012> **Citations: 59, Journal's Impact Factor: 2.32**

5. **Kourtesis, P.**, Margioti, E., Demenega, C., Christidi, F., & Abrahams, S. (2020). A comparison of the Greek ACE-III, M-ACE, ACE-R, MMSE and ECAS in the assessment and identification of Alzheimer's Disease. *Journal of the International Neuropsychological Society*, 1-10. <https://doi.org/10.1017/S1355617720000314> **Citations: 17, Journal's Impact Factor: 3.24**
6. **Kourtesis, P.**, Collina, S., Doumas, L. A. A., & MacPherson, S. E. (2020). Validation of the Virtual Reality Everyday Assessment Lab (VR-EAL): an immersive virtual reality neuropsychological battery with enhanced ecological validity. *Journal of the International Neuropsychological Society*, 1-16. <https://doi.org/10.1017/S1355617720000764> **Citations: 57, Journal's Impact Factor: 3.24**
7. **Kourtesis, P.** (2020). Immersive Virtual Reality Methods in Cognitive Neuroscience and Neuropsychology: The Virtual Reality Everyday Assessment Lab (VR-EAL), An Immersive Neuropsychological Test Battery of Everyday Cognitive Functions. *Doctoral dissertation, University of Edinburgh*. <https://doi.org/10.7488/era/1227>
8. **Kourtesis, P.**, Collina, S., Doumas, L. A. A., & MacPherson, S. E. (2021). An ecologically valid examination of event-based and time-based prospective memory using immersive virtual reality: the effects of delay and type of prospective memory task on everyday prospective memory functioning and ability. *Memory*, 1-21 <https://doi.org/10.1080/09658211.2021.1904996> **Citations: 24, Journal's Impact Factor: 1.99**
9. Theodosiou, T., Christidi, F., Xirou, S., Papadopoulos, C., **Kourtesis, P.**, Kararizou, E., Zalonis, I., Papadimas, G., & Bede, P. (2021). Neuropsychological assessment should always be considered in Myotonic Dystrophy Type 2: An overview of patients' cognitive profile, *Cognitive and Behavioral Neurology*, 34(1), 1-10 <https://doi.org/10.1097/wnn.0000000000000263> **Citations: 1, Journal's Impact Factor: 1.60**
10. Vizcay, S., **Kourtesis, P.**, Argelaguet, F., Pacchierotti, C., & Marchal, M. (2021). Electrotactile feedback for enhancing contact information in virtual reality. In *International Conference on Artificial Reality and Telexistence and Eurographics Symposium on Virtual Environments*. Eurographics, <https://doi.org/10.2312/egve.20211331> **Citations: 18, Best Paper Award**
11. **Kourtesis, P.** & MacPherson, S. E. (2021). An ecologically valid examination of event-based and time-based prospective memory using immersive virtual reality: the facilitation of real-world prospective memory by attention, memory, and executive function processes. *Neuropsychological Rehabilitation*, 1-26 <https://doi.org/10.1080/09602011.2021.2008983> **Citations: 21, Journal's Impact Factor: 2.75**
12. **Kourtesis, P.** & MacPherson, S. E. (2021). How immersive virtual reality methods may meet the criteria of the National Academy of Neuropsychology and American Academy of Clinical Neuropsychology: A software review of the Virtual Reality Everyday Assessment Lab (VR-EAL). *Computers in Human Behavior Reports*, 4, 100-151 <https://doi.org/10.1016/j.chbr.2021.100151> **Citations: 21, Journal's Impact Factor: 9.64**
13. Wear, S. A., Wilson, G., **Kourtesis, P.**, & Parra, M. A. (2021, July). Factors influencing acceptance of technology across age: amid the COVID-19 pandemic. In *2021 Alzheimer's Association International Conference*. ALZ. <https://doi.org/10.1002/alz.055102> **Citations: 0**
14. Panopoulou, N., Christidi, F., **Kourtesis, P.**, Ferentinos, P., Karampetsou, P., Tsirtsiridis, G., ... & Zalonis, I. (2021). The association of theory of mind with language and visuospatial abilities in amyotrophic lateral sclerosis:



a pilot study. *Amyotrophic Lateral Sclerosis and Frontotemporal Degeneration*, 1-

8. <https://doi.org/10.1080/21678421.2021.2013893> Citations: 5, Journal's Impact Factor: 3.29

15. Vizcay, S., **Kourtesis, P.**, Argelaguet, F., Pacchierotti, C., & Marchal, M. (2022, May). Electrotactile Patterns for Single Finger Interactions in VR. In *EuroHaptics - International Conference on Haptics: Science, Technology, Applications*. <http://hal.cirad.fr/INRIA/hal-03621989> Citations: 2
16. **Kourtesis, P.**, Argelaguet, F., Vizcay, S., Marchal, M., & Pacchierotti, C. (2022). Electrotactile feedback for hand and arm interactions: A systematic review, meta-analysis, and future directions. *IEEE Transactions on Haptics*. <https://ieeexplore.ieee.org/document/9826393> Citations: 26, Journal's Impact Factor: 3.90
17. Theodosiou, T., Christidi, F., Xirou, S., Karavasilis, E., Bede, P., Papadopoulos, C., Argyropoulos, G.D., **Kourtesis, P.**, Pantolewn, V., Ferentinos, P., Kararizou, E., Velonakis, E., Zalonis, I., & Papadimas, G. (2022). Executive Dysfunction, Social Cognition Impairment, and Gray Matter Pathology in Myotonic Dystrophy Type 2: A Pilot Study. *Cognitive and Behavioral Neurology*. <https://doi.org/10.1097/wnn.0000000000000314> Citations: 3, Journal's Impact Factor: 1.60
18. **Kourtesis, P.**, Pacchierotti, C., Vizcay, S., Marchal, M., & Argelaguet, F. (2022). Action-Specific Perception & Performance on a Fitts's Law Task in Virtual Reality: The Role of Haptic Feedback. *IEEE Transactions on Visualization and Computer Graphics*. <http://dx.doi.org/10.1109/TVCG.2022.3203003> Citations: 14, Journal's Impact Factor: 5.56
19. Vizcay, S., **Kourtesis, P.**, Argelaguet, F., Pacchierotti, C., & Marchal, M. (2022). Design and Evaluation of Electrotactile Rendering Effects for Finger-Based Interactions in Virtual Reality. In *Proceedings 28th ACM Symposium on Virtual Reality Software and Technology (VRST)*, Tsukuba, Japan. <https://dx.doi.org/10.1145/3562939.3565634> Citations: 2, Journal's Impact Factor: 2.75
20. **Kourtesis, P.**, Linnell, J., Amir, R., Argelaguet, F., & MacPherson, S. E. (2023). Cybersickness in Virtual Reality Questionnaire (CSQ-VR): A Validation and Comparison against SSQ and VRSQ. *Virtual Worlds*. 2(1), 16-35. <https://doi.org/10.3390/virtualworlds2010002> Citations: 22, Journal's Impact Factor: 2.13
21. **Kourtesis, P.**, Kouklari, E., Roussos, P., Mantas, V., Papanikolaou, K., Skaloumbakas, C., & Pehlivanidis, A. (2023). Virtual Reality Training of Social Skills in Adults with Autism Spectrum Disorder: An Examination of Acceptability, Usability, User Experience, Social Skills, and Executive Functions. *Behavioral Sciences*, 2023010492. <https://doi.org/10.20944/preprints202301.0492.v1> Citations: 4, Impact Factor: 2.29
22. Vizcay, S., **Kourtesis, P.**, Argelaguet, F., Pacchierotti, C., & Marchal, M. (2023). Design, evaluation and calibration of wearable electrotactile interfaces for enhancing contact information in virtual reality. *Computers & Graphics*. <https://doi.org/10.1016/j.cag.2023.01.013> Citations: 1, Journal's Impact Factor: 1.936
23. Christidi, F., Argyropoulos, G. D., Karavasilis, E., Velonakis, G., Zouvelou, V., **Kourtesis, P.**, ... & Bede, P. (2023). Hippocampal Metabolic Alterations in Amyotrophic Lateral Sclerosis: A Magnetic Resonance Spectroscopy Study. *Life*, 13(2), 571. <https://doi.org/10.3390/life13020571> Citations: 7, Journal's Impact Factor: 2.62
24. **Kourtesis, P.**, Amir, R., Linnell, J., Argelaguet, F., & MacPherson, S. E. (2023). Cybersickness, Cognition, & Motor Skills: The Effects of Music, Gender, and Gaming Experience. *IEEE Transactions on Visualization and Computer Graphics*. <https://doi.org/10.1109/TVCG.2023.3247062> Citations: 14, Journal's Impact Factor: 5.56
25. **Kourtesis, P.**, Papadopoulou, A., & Roussos, P. (2023). Cybersickness in Virtual Reality: The Role of Individual Differences, Effects on Cognitive Functions & Motor Skills, and Intensity Differences During and After

Immersion. *Virtual Worlds*. 62-93. <https://doi.org/10.3390/virtualworlds3010004> Citations: 0, Journal's Impact Factor: 2.13

26. Zioga, T., Nega, C., Roussos, P., & Kourtesis, P. (2024). Validation of the Gaming Skills Questionnaire in Adolescence: Effects of Gaming Skills on Cognitive and Affective Functioning. *European Journal of Investigation in Health, Psychology and Education*. 14(3), 722-752 <https://doi.org/10.3390/ejihpe14030048>

### Editor & Reviewer Roles in International Journals

Neuropsychology and Neuroscience Journals	Virtual Reality & HCI Journals
Scientific Reports Impact Factor: <b>4.86</b>	IEEE Transactions on Visualization and Computer Graphics Impact Factor: <b>4.58</b>
Journal of the International Neuropsychological Society Impact Factor: <b>3.24</b>	IEEE VR Impact Factor: <b>3.30</b>
Neuropsychological Rehabilitation Impact Factor: 2.75	IEEE Computer Graphics and Applications Impact Factor: 2.51
ALS and Frontotemporal Degeneration - Impact Factor: <b>3.29</b>	IEEE Transactions on Haptics Impact Factor: <b>3.90</b>
Frontiers in Psychology ( <b>Associate Editor Role</b> ) Impact Factor: <b>3.21</b>	Frontiers in Computer Science Impact Factor: 2.57
Frontiers in Human Neuroscience Impact Factor: <b>3.68</b>	Frontiers in Virtual Reality ( <b>Associate Editor Role</b> ) Impact Factor: <b>3.00</b>
Frontiers in Neuroscience Impact Factor: <b>4.80</b>	Virtual Reality Impact Factor: <b>7.30</b>
Frontiers in Aging Neuroscience Impact Factor: <b>5.75</b>	Sensors Impact Factor: <b>4.53</b>
Brain Sciences Impact Factor: <b>3.45</b>	International Journal of Human-Computer Interaction Impact Factor: <b>4.32</b>
International Journal of Environmental Research and Public Health ( <b>Associate Editor Role</b> ) Impact Factor: <b>3.70</b>	Journal of Computer-Mediated Communication Impact Factor: <b>5.41</b>
Healthcare Impact Factor: 2.65	Virtual Worlds ( <b>Associate Editor Role</b> ) Impact Factor: <b>3.4</b>

### Conferences

- 1<sup>st</sup> Hellenic Neuropsychological Conference (27-29 April 2018, Athens, Greece)  
Main Speaker in the round table “Cognitive and Behavioural Changes in Amyotrophic Lateral Sclerosis”.
- The Asian Perspective - Singapore University of Technology and Design (21-22 May 2018, Edinburgh, UK)  
Speaker (VR expert) in the discussion group “Multidisciplinary Approaches to Advance Neuroscientific Research”.
- European Neuroscience Conference by Doctoral Students (5-6 July 2018, Berlin, Germany)  
Main Speaker & coordinator of the discussion group “Virtual Reality in Cognitive and Clinical Neuroscience”.

- 2020 Educators in VR International Summit (17-22 February 2020, Virtual Conference, AltSpaceVR & EngageVR)  
Main Speaker (2 talks) on “Virtual Reality Research Methods for Cognitive Neuroscience and Neuropsychology”.
- 2021 IEEE Conference on Virtual Reality and 3D User Interfaces (27 March – 1 April, 2021, Lisbon, Portugal)  
Reviewer of conference papers.
- 2022 IEEE International Symposium on Mixed and Augmented Reality (17 – 21 October, 2022, Singapore)  
Author of Paper (Journal Track) and Reviewer of conference papers.
- 2023 IEEE Conference on Virtual Reality and 3D User Interfaces (27 March – 1 April, 2023, Shanghai, China)  
Author of Paper (Journal Track) and Reviewer of conference papers.
- 2023 ACM SIGGRAPH (6 – 10 August, 2023, Los Angeles, U.S.A.)  
Reviewer of conference papers and posters.
- 2023 ACM Symposium on Spatial User Interaction (13 – 15 October, 2023, Sydney, Australia)  
Member of Program Committee - Reviewer of conference papers and posters.
- 2023 ADHD Hellenic Conference (29 – 31 October 2023, Herakleion, Greece)  
Speaker: Ecological Valid Examination of Executive Functions, Memory, and Attention.

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### **Scientific Societies**

- Association for Computing Machinery (ACM) – Active Member
- American Psychological Association (APA) – Active Member
- IEEE Computer Society – Active Member
- Federation of European Neuroscience Societies (FENS) – Active Member
- Federation of European Societies of Neuropsychology (FESN) – Active Member
- International Brain Research Organization (IBRO) – Active Member
- International Neuropsychological Society (INS) – Active Member
- Research Software Engineers Association (RSE) – Active Member
- VR/AR Association – Active Member
- Amyotrophic Lateral Sclerosis Worldwide – Active Member
- Hellenic Society for Neuroscience (HSN) – Active Member
- Hellenic Neuropsychological Society (HNS) – Active Member
- Association of Greek Digital Game Creators – Founding Member

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### **Grants & Awards**

- GERIATRIC: Gaze and Hand intERactions for enhancing usability and Accessibility of virTual Reality applicatIons in neuropsychology – EU - Horizon Europe – MSCA European Fellowship (Funding: €211,658). Role: Senior Researcher
- META-TOO: A transfer of knowledge and technology for investigating gender-based inappropriate social interactions in the Metaverse - EU- Horizon Europe – Twinning and Widening (Funding: €1,499,790). Role: Senior Researcher
- SPAUT: Table Tennis for People with Autism – EU - ERASMUS+ (Received Grade: 89.9% - Excellence; Funding: €333,540.00). Role: Principal Investigator and Project Manager

- VRESS: Enhancing Social Skills through Virtual Reality Applications - European Regional Development Fund of the European Union and Greek national funds through the Operational Program Competitiveness, Entrepreneurship, and Innovation under the call RESEARCH—CREATE—INNOVATE (project code: T1EDK-01248; Funding: €356,320.00). Role: Principal Investigator and Project Manager,
- TACTILITY – EU - Horizon 2020 – H2020-ICT25 (Funding: €3,799,946). Role: Postdoctoral Researcher
- Open Access Fund, University of Edinburgh (2017-18; 2018-19)  
An annual grant for publishing high quality research articles in Open Access Journals (Funding: £3,000/year). Role: PhD Researcher
- Research Support Grant, University of Edinburgh (2014-15; 2016-17; 2017-18; 2018-19; 2021-22; 2022-23) (Funding: £2,000/year). An annual grant for innovative research projects with potential for significant scientific contribution Role: MSc (2014-15), PhD Researcher (2016-17; 2017-18; 2018-19), Supervisor (2021-23).
- PhD Scholarship, European Union and Italian Ministry of Education, University, and Research (2016-2019)  
A PhD scholarship and funding awarded to junior researchers for conducting innovative research in cognitive neuroscience. (Funding: €47,734.65). Role: PhD Researcher – LEAD Researcher
- CAS Award, University of Edinburgh (2016). An award for postgraduate students & alumni who were successful at both Academic and Professional level.
- Distinction - Top 5 of the graduation class, State University of New York (2010). An award for exceptional academic performance during undergraduate studies.

### **Technical & Language Skills**

Programming Languages	Software Development	Design Software	Professional Software	Statistical Software	Languages
C#	Unity3D	Maze	Agile	RStudio	Greek (Native)
Java	OpenSesame	Figma	JIRA	JASP	English (C2)
Python	PsychoPy	Inkscape	Overleaf	JAMOVI	French (B2)
R		3DS Max	Miro	SPSS	
Latex					

### **Portfolio - Patents**

#### **(VR & Programming Projects with MIT Licence, Copyright Protection)**

- **A Virtual Reality Version of the Trail-Making Test (Eye-Tracking Integrated).**  
Measuring Visual Attentional Speed (Task A) and Cognitive Flexibility/Task Switching (Task B). Eye-Tracking is used for the interaction by requiring fast saccadic movements for detection of a target and sustained attention (1 sec) for confirmation and selection of a target. Video description to be uploaded.
- **A Virtual Reality Version of the Corsi Block Task (Eye-Tracking Integrated).**  
Measuring Visuospatial Working Memory. Eye-Tracking assists with estimating whether there is an attentional issue that prevents encoding or a pure working memory issue.  
Video: <https://youtu.be/MLilvkyMt-g>
- **A Virtual Reality Version of the Digit Recall Task (Eye-Tracking Integrated).**

Measuring Verbal Working Memory in VR. Eye-Tracking measures focus (gaze-tracking) and emotional state (pupillometry).

Video: <https://youtu.be/1H8cqci-lFs>

➤ **A Virtual Reality Version of the Deary-Liewald Task (Eye-Tracking Integrated).**

A Virtual Reality Version of the Deary-Liewald Task (Eye-Tracking Integrated). Measuring:

Reaction Time (Single Target)

Reaction Time (Multiple Targets)

Attentional Processing Speed (Multiple Targets) – Measured via Eye-Tracking

Motor Speed (Multiple Targets)

Video: <https://youtu.be/wXdrt0PjNsk>

➤ **A User-Interface for Responding to Questionnaires in Virtual Reality (Eye-Tracking Integrated; CSQ-VR).**

This UI allows the collection of data by users while being immersed in VR. The current UI has been used for creating the VR Version of the “Cybersickness in VR Questionnaire” (CSQ-VR).

The Eye-Tracking is used for measuring the Reading Time (Gaze Tracking), the ability to focus on the written stimuli (Gaze Movement), and the emotional state (Pupillometry).

Video: <https://youtu.be/npW4NKNLXok>

➤ **A User-Interface for Calibrating Electrotactile & Vibrotactile Feedback in Virtual Reality.**

Collaboration with Sebastian Vizcay and Cyril Canillas, Inria of University of Rennes, France

Video: <https://youtu.be/I2VtC-1jV9k>

➤ **A Fitts’s Law Task with Electrotactile and Vibrotactile Feedback in Virtual Reality.**

Collaboration with Dr Ferran Argelaguet and Sebastian Vizcay, Inria of University of Rennes, France

Video: <https://youtu.be/I2VtC-1jV9k>

➤ **VR Exchange of Data: An Immersive Virtual Environment for Exchanging Scientific & Clinical Data.**

Double Encryption (Synchronous & Asynchronous) and Steganography (In Video File) of Data, Video Display of Identification Documents, and Interactive Two-Directional Confirmation of the Prospective Exchange.

Collaboration with Dr. Nick Pitropakis, Cybersecurity Department, Napier University of Edinburgh, UK.

➤ **Singularity Postponed: An Immersive Creative Experience Highlighting the Complexity of Uploading Human Cognition and Emotion on the Cloud.**

Collaboration with MA Lisa Brown, Edinburgh College of Art, University of Edinburgh, UK.

➤ **WebVR Exhibition – Lin Huiyin**

This is an immersive exhibition of the life and work of Lin Huiyin, A well-known Chinese architect, diplomat, poetess, and writer. This VR software runs both online on Mozilla Firefox browser (WebVR Version) and on a high-end PC (standalone version).

Video – WebVR Version: <https://www.youtube.com/watch?v=fJMvnU72KFM>

Video – Standalone Version: <https://www.youtube.com/watch?v=sAZ3mD4UY5Y&t=25s>

Webpage: <https://funnydoudou.wordpress.com/>

A collaboration with MA Yiwen Zhi, Digital Humanities, University of Bologna, Italy.

➤ **uCreate Studio VR Exhibition**

A Virtual Tour at (an imaginary - Sci-Fi) uCreate Studio, where you may see and get information about the several cutting-edge technologies that we use in the uCreate Studio, University of Edinburgh. Also, there is a bitter-sweet ecological message at the end of the tour.

This VR software aims to promote the technologies, services, and environmental goals of uCreate Studio.

Video: [https://www.youtube.com/watch?v=tMbRXTj\\_TJQ&t=2s](https://www.youtube.com/watch?v=tMbRXTj_TJQ&t=2s)

A collaboration with Mike Boyd, Head of uCreate Studio, University of Edinburgh, UK.

#### ➤ **Data Visualisation of Fluid Dynamics**

An Immersive VR - Data Visualisation app of fluid dynamics (velocity magnitude, velocity on the 3 directional axes, and static pressure) by using Computational fluid dynamics (CFD) in Unity.

The app has two versions (Static Data Visualisation & Transient Data Visualisation).

Video – Static: <https://www.youtube.com/watch?v=ZMb2e831CVk>

Video -Transient: [https://www.youtube.com/watch?v=3QUu5Wsv9\\_c](https://www.youtube.com/watch?v=3QUu5Wsv9_c)

A collaboration with MEng Scott Towt and Professor Prash Valluri, Chemical Engineering Department, School of Engineering, University of Edinburgh, UK.

#### ➤ **Virtual Reality Digital Watch**

A digital watch to be used in VR projects and improve the quality of the temporal illusion.

The watch has been used in VR-EAL (see below).

Project's Repository: [https://github.com/PanosCortese/Virtual\\_Reality\\_Digital\\_Watch](https://github.com/PanosCortese/Virtual_Reality_Digital_Watch)

#### ➤ **Virtual Reality Everyday Assessment Lab (VR-EAL)**

VR-EAL is a neuropsychological battery of cognitive functions which facilitate everyday functioning: Prospective Memory, Long-Term and Short-Term Memory, Selective Visual Attention, Visual-Spatial Attention, Selective Bi-Aural Auditory Attention, Multi-Tasking, and Planning.

Video: <https://www.youtube.com/watch?v=IHEIvS37Xy8>