

SPYROS TH. SIAKAS (PhD, MA)



Assistant Professor 3d and 2d Animation in the Department of Graphic Design and Visual Communication of University of West Attica and Adjunct Academic Staff of Hellenic Open University.

Founding Member of ASIFA HELLAS

Founding Member of the Educational Technology Laboratory and eLearning Systems (EDUTeL).

Art Director of Synthesis, Short Film Educational Film Festival, and Art Director of Synthesis, Short Film Educational Film Festival,

Member of the Scientific and Organizing Committee of the International Conference, ICODL and the Open Education Journal, The Journal for Open and Distance Education and Educational Technology.

During his PhD studies in the field of Distance Learning in Hellenic Open University and his M.A. in the field of Animation in SIAD, UK, he has developed prototype educational multimedia applications which contribute to the introduction of the animation technique in the learning process. He has, also, involved, as trainer and supervisor, in developing number of educational seminars for formal and non-formal education.

Also he has directed short animated films which has been particioated and awarded in many international animation festivals, including the ASIFA award for his film "The Mirror Stage" in 2005.

Education

1986: BA. Degree in primary education, Zosimaia Pedagogical Akademy of Ioannina

1996: BA. Degree in Graphic Design, T.E.I. of Athens

2001: M.A. in Animation, The Surrey Institute of Arts and Design, University College

2004 : Diploma of postgraduate studies, Maraslio Didaskalio of Primary Education

2010: PhD in Open and Distance Learning, in Hellenic Open University

Career Summary

2017-Now Assistant Professor 3d and 2d Animation in the Department of Graphic Design and Visual Communication of University of West Attica.

2013- 2017 Lecturer in Animation in Graphic Design Faculty of TEI of Athens

2015 – now Associate Professor in Distance learning and Graphic Design in Hellenic Open University

2012- 2013: Coordinator of culture projects in elementary school, Greek Mnistry of Education

2002-2013: Teatching Animation in Technological Educational Institute of Athens

1994-2012: Teaching in schools of primary education. Application of new technologies and digital animation in the learning process of primary schools [Ministry of Education]

Selected Animation Films

Verikoka 2015, 10 min

Mixed 3d and 2d animation

Ikaros 2014, 15 min,

Educational 3d animation for the Archaeological Museum of Ikaria-Greece

The Mouse and his Daughter, 2012 15 min.

Animation film for the puppet theater performance named The Mouse and his Daughter. The film screened in interaction with the puppet marionettes. Puppet Theater of Mairivi Athens – Greece

http://www.mairivi.gr/apps/gr/gcn/parastaseis/spag/18_1315215752.html

The Square's Tale 2006 5 min

Distinction in the 9th Olympia International Film Festival for Children and Young People – Camera Zizanio

Prize for the best Greek animation film in the 4th International Short Video Festival of Naousa

The mirror stage (2005) 9 min.

Distinction in the 28th Drama Short Film Festival.

Diploma by the ASIFA jury in the Balkanima, 2nd International Animated Film Festival, Belgrade.

Prize for the best Greek animation film in the 3d International Short Video Festival of Naousa

Star system (2002), 5 min. (Shot directly in 16 mm film)

Prizes: Distinction in the 5th Olympia International Film Festival for Children and Young People.

Educational Films as Animator

1. Aristotle's Politics (2002), 30 min, Greek Educational Television
2. Anaxagora's Politics (2002), 30 min, Greek Educational Television
3. Food Protection (2002), 30 min, Greek Educational Television

Selected Books

Siakas, S.,(2020). *3d Modeling for Animation* [in Greece] Fedimos . (ISBN: 978-618-5062-36-1)

Siakas, S.,(2016). *Animation as Learning Tool.* [in Greece] Neaniko Plano. (ISBN 978-960-87121-5-7).

Siakas, S., (2014). *Methodology of creating script for animation film.* In the digital book “ *Innovatiive teaching strategies- Scientific writing. Lets learn how to learn*” [in Greece] EDAE Greece. (ISBN 978 – 618 – 81051 – 8 – 8)

Siakas, S., (2006). *Methodology of developing an animation educational project* [in Greece] Drama Short Film Festival (ISBN 960-89230-0-X)

Siakas, S., (2008). *Animation with Puppets* [in Greece] Neaniko Plano. (ISBN 978-960-87121-4-0)

Selected Papers

Siakas, S. (2016). 3d design and animation: Traditional Stop Motion Techniques and 3d Computer Animation (Blender 3d), Lecture in University of Salamanca [in English]

Gkousios Ch., Siakas S., (2014). New technologies to learn the French language, Athens conference proceedings. [in Greece]

Piliouras,P., Siakas, S., Seroglou, F. (2010). Pupils Produce their Own Narratives Inspired by the History of Science: Animation Movies Concerning the Geocentric–Heliocentric Debate. *Science & Education* (pp. 1-35) [in English]

Siakas, S. & Lionarakis, A. (2007). Contribution to a categorization of a model for developing learning material based on animation: the case of the Educational Animated Video in Lionarakis, A., (ed.) In the Conference Proceedings of the 4th ICODL. Athens: Propompos. (ISBN 978-960-7860-76-3) [in Greece]

Siakas, S.& Spanaka, A.(2006). Construction of ODL Educational Multimedia Material Using the Classical Hollywood Mode of Narration, In the Conference Proceedings 2nd International Open and Distance Learning Symposium – Lifelong Open and Flexible Learning in the Globalized World, (pp 283 - 298). Anadolu University, Turkey. <http://www.aof.edu.tr/iodl2006/> [in English]

Siakas, S. (2004). Case study of a power point educational presentation using the principles of the “classical Hollywood” narrative. 1st National Workshop with International Participation on Distance and Lifelong Learning in the Information Society. University of Crete, pp.323-333[in Greece]

Interests: 3D Animation, AR, VR, Open Source Animation Softwares, Interactivity in Animation, Distance learning, Design and Creation of Educational Multimedia, Narrative Techniques in the Process of Distance Learning.