



Stefan Agamanolis

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ABOUT

I have over 20 years of experience serving in various leadership roles revolving around developing & commercializing new technologies and cultivating innovation ecosystems.

Every project is a learning opportunity, but having worked in healthcare for 12 years, and as a software engineer, digital media technologist, and interaction designer by background, my comfort zones are digital/online services, software/IoT innovations, data/analytics-oriented opportunities, and medical devices and supplies.

I am passionate about the “people” and cultural part of innovation – the unlocking of creative potential and the development of innovation teams and ecosystems within organizations and regions. No single individual has it all – innovation requires learning from others, cross-pollinating ideas, and collaborating. The ability to make effective connections across carefully developed and maintained networks is crucial to maximize success.

I enjoy working at a strategy definition level as well as in a tactical/execution mode on individual projects to pursue developmental and de-risking milestones. My experience spans ideation methods, opportunity intake & assessment, voice-of-the-customer, advisory board creation, IP strategy, management of design and engineering resources, negotiation of licenses and other business engagements, and the creation of start-ups.

EDUCATION

Massachusetts Institute of Technology, Cambridge, Massachusetts, USA

PhD Media Arts and Sciences, 2001

MS Media Arts and Sciences, 1996

Oberlin College, Oberlin, Ohio, USA

BA Computer Science with High Honors, 1994

- Minors in Philosophy and Film Studies

EXPERIENCE

Xploro, Cleveland, Ohio, USA, Jan 2023 - present

Chief Strategy Officer

Xploro is an award-winning mobile application that uses augmented reality, gameplay and artificial intelligence to deliver health information to young patients, reducing the stress and anxiety associated with hospitalization, improving health literacy and fostering better engagement with health services. In my role as Chief Strategy Officer and as Xploro’s first US employee, I am taking a lead role in shaping company and product strategy as well as heading up operations in North America.

Project Medtech, Cleveland, Ohio, USA, Jan 2023 - present

Consultant

Project Medtech provides a comprehensive set of resources and support services for med/health-tech start-ups as well as the institutions from which these opportunities often originate. I provide guidance to clients on a variety of matters including development road-mapping, intellectual property strategy, advisory board creation, research study design, negotiation of licenses and other deals, and the navigation of healthcare institutions for assistance and collaboration. I also support strategy development and operations for innovation/venture programs within healthcare institutions and ecosystem organizations.

Youngstown Business Incubator, Youngstown, Ohio, USA, Jan 2023 - present

Entrepreneur-in-Residence

Youngstown Business Incubator aims to leverage entrepreneurship expertise and its resource network to meaningfully impact and facilitate economic development and community wealth, specifically in the Mahoning Valley as well as in northeast Ohio more broadly. As an EIR, I help support innovators and entrepreneurs working on tech-based business opportunities in the healthcare and/or digital sectors, building upon YBI's depth of resources in advanced manufacturing.

Akron Children's Hospital, Akron, Ohio, USA, Jun 2010 – Dec 2022

Chief Innovation Officer (Oct 2018 – Dec 2022)

I developed and oversaw an Innovation Center for Akron Children's Hospital that 1) supported creativity and ideation (via think tanks, innovation challenges, "future of" initiatives), 2) developed and commercialized staff inventions ("tech transfer" functions such as development road-mapping, IP protection, licensing, spin-off formation), and 3) served as the connection point for the business community for innovation-related engagements (including co-development collaborations and investments). In less than 4 years, we more than doubled the rate of staff innovation disclosures, substantially increased patent activity, and grew annual licensing revenue from nil to above the median amongst a peer group of institutions with research budgets several times larger than Akron Children's. In an era of increasing pressure on healthcare margins, a central aim of this role was to leverage the organization's intellectual assets to generate alternative revenue streams while simultaneously advancing the mission of the hospital, supporting staff growth and talent attraction, and contributing to regional economic development.

Senior Director, Patient Experience (Jun 2012 – Sep 2018)

In this role I created a new Patient Experience team and function. This was a culture change journey focused on getting the organization richly in tune with the voices of patients and families, and using these insights to drive improvement. The department included patient feedback/survey activities, improvement consultants/resources, patient relations/complaints, interpreter services, community health workers, and parent advisor/mentor programs. Through this effort, the importance of patient experience as a core component of clinical quality became recognized, leading to its inclusion as a true north objective in the organizational strategic plan as well as a pillar of a new Quality structure. During this period, I also developed infrastructural elements and pilot projects in telehealth and telemedicine that provided a foundation for the later Virtual Health program.

Associate Director, Rebecca D. Considine Research Institute (Jun 2010 – May 2012)

The Research Institute is the hub for research activity at Akron Children's Hospital. As an institute Associate Director, I served as an advisor on various research projects and I assisted in developing and executing the institute's overall strategic plan. I also assisted in developing the IP/tech-transfer function for the organization.

New York University Abu Dhabi, United Arab Emirates, 2010 – 2017

Visiting Associate Professor of Engineering (2013 – 2017)

I created and led an intensive hands-on learning experience simulating a real-world high-pressure design challenge for first year students, during the formative years of this innovative global university. The experience became known as the "Superlab" and was part of the Design and Innovation course in the Department of Engineering. Students developed and built a polished working prototype of a digital communication product in a limited amount of time. The experience rapidly introduced basic electronics, sensors, actuators, microcontroller programming, and physical fabrication techniques and included threads on idea generation, field work, design development, and presentation skills. Final projects were presented to an external audience.

Distance Lab, Forres, Scotland, 2006 – 2010

Chief Executive / Research Director

I was the founding leader of this research and innovation initiative based in the beautiful highlands of Scotland. As its first employee, I developed the Lab's research agenda and directed all aspects of its operation while growing it from a literally empty office suite to a hive of creative activity employing 15 researchers and staff from all over the world at its height. Projects involved creating technology and design innovations to address challenges in rural and remote areas within the domains of healthcare, education, relationships, and cultural heritage. I was responsible for developing university relationships, an industry partnership program, dissemination programs, licensing activity, and commercial spin-offs that could enhance the regional economy. I also nurtured a key relationship that ultimately led to the Lab's absorption into the Glasgow School of Art, a renowned higher educational institution in Europe.

Highlands & Islands Enterprise, Inverness, Scotland, 2005 – 2006

Consultant (freelance)

During this period, I was commissioned by this regional economic development agency in Scotland to develop plans for Distance Lab and I played a role in securing its £3M seed funding commitment. I also aided the agency in forming and

extracting value from a sponsorship relationship with MIT, and I advised regional companies on business model and technology strategy issues.

Media Lab Europe, Dublin, Ireland, 2001 – 2005

Principal Research Scientist; Director, Human Connectedness group

I was one of the founding research directors at this European sister of the MIT Media Lab. I cultivated a research program entitled “Human Connectedness” that focused on exploring the future of human relationships as mediated by technology. I recruited 18 talented research assistants and associates from all over the world during the lifetime of this program and guided the development of 24 unique projects and product concepts. Several projects led to prestigious international awards and academic publications. As a Principal Research Scientist, I also contributed to management functions including communications and business development.

MIT Media Lab, Cambridge, Massachusetts, USA, 1994 – 2001

Research Assistant

I was a researcher in the Object-Based Media group while pursuing MS and PhD degrees at MIT. I created a programming language called Isis for rapidly prototyping digital media applications, and I collaborated on a range of projects including a hyperlinked television soap opera, a video conferencing and collaboration system, and a tool for creating television programs that re-edit themselves based on viewer preferences and profile information.

OTHER APPOINTMENTS

- **Editorial Board**, Patient Experience Journal, Beryl Institute, 2013 – 2019
- **Lecturer**, Media Arts and Sciences Program, Massachusetts Institute of Technology, 2002
- **BT Senior Fellow**, Media Lab Europe, 2001 – 2003
- **Motorola Fellow**, MIT Media Lab, 1994 – 1995

AWARDS

- Becker’s Hospital Review recognition “30 great chief innovation officers to know”, 2022
- Becker’s Hospital Review recognition, “Hospitals and Health Systems with Innovation Programs”, 2016, 2017
- eComm Europe 2009 Emerging Communications Conference & Awards, “Most Inspirational Speaker”
- 100% Design London, “Best Use of Materials”, *Lost Values* (Distance Lab spin-off), 2009
- NESTA Starter for 6 grant awardee, *Lost Values* (Distance Lab spin-off), 2009
- Alt-W Production Award, *Mutsugoto* (with Hayashi), 2008
- European Innovative Games Award 2008, shortlisted, *Remote Impact*
- 2007 Scottish Eco-Prize for Creativity, shortlisted, *Solar Vintage* (with Corchero)
- 2007 NOKIA Ubimedia MindTrek Awards, “Special Mention”, *Jogging over a Distance* (with Mueller)
- Prix Ars Electronica 2004, “Honorary Mention”, *Iso-phone* (with Auger, Loizeau)
- Irish Software Association 2004 Technical Innovation award, shortlisted, *tunA* (with Bassoli, Moore)
- Induction into Phi Beta Kappa and Sigma Xi (US scientific merit societies), 1993
- 1993 ACM International Programming Contest, 6th place out of 600+ teams
- 1992 ACM East-Central US Regional Programming Contest, 2nd place out of 99 teams

PATENT APPLICATIONS

- **Improved Decompressive Gastrostomy Tube** / Non-provisional US & PCT / 17 Sep 2021
- **Impact Interface System** / 05 Nov 2008 / WO application WO2010052453 / GB application GB0820246 (ceased)
- **Synchronized media streaming between distributed peers** / 21 Jun 2004 / US application US20050286546 (abandoned due to liquidation of Media Lab Europe)

MISCELLANEOUS

- Member of AUTM (Association for University Technology Managers)
- Native English speaker, intermediate Spanish, beginners French, Thai, Greek, and Japanese
- Personal web site and expanded portfolio: <http://www.agamanolis.com>

TEACHING

- **Design and Innovation “Superlab”** – An intensive learning experience in which students rapidly design and prototype a new digital media product. Delivered to first-year students at New York University Abu Dhabi yearly from 2010 to 2017. (Described more fully in the “Employment” section above.)
- **HIGH FIVE** – multi-day electronics and design workshop during which attendees build physical networked computer interfaces to express celebration over a distance. Developed with Matthew Karau and Cindy Jeffers, and delivered in Forres (Scotland), Sibiu (Romania), and Madeira (Portugal), 2007 – 2008.
- **Drawbots workshop** – 1-hour workshop during which attendees build a simple drawing robot designed by Jonah Brucker-Cohen. Delivered at the Going Nova Science Festival, 2007.
- **Lupin workshop on smart textiles** – 1-hour workshop during which attendees build a soft toy combined with a simple electronic circuit. Developed with Elena Corchero for the Going Nova Science Festival, 2005. Run several times thereafter through 2006 at schools and special events.
- **Basic electronics for designers** – 2-day workshop on basic electronics and programmable integrated circuits, created initially for London Masters students in Textile Futures. Developed with members of the Human Connectedness group, Media Lab Europe, 2004.
- **Community-maintained collaborative online spaces** – 14-week graduate-level course offered for MIT credit and delivered over videoconference between Media Lab Europe (Dublin) and MIT (Boston), 2002.
- **Workshop on the Isis programming language** – 1 and 2-day workshops on the Isis language and programming techniques for interactive multimedia projects. Various venues, 1995 – 2003.
- Teaching assistant or tutor for various MIT Media Lab and Oberlin College courses, 1991 – 2001.

TALKS / SEMINARS / PANELS

- **Ohio Society for Healthcare Consumer Advocacy** / Columbus, 2016
- **World Usability Day**, User Experience Professionals Association / Cleveland, 2013
- **Moving Telehealth Forward in Ohio**, Heath Policy Institute of Ohio / Columbus, 2012
- **Reinventing Customer Service in Healthcare**, Ohio Hospital Association annual meeting / Columbus, 2012
- **The University of Akron** / Akron, Ohio, 2011
- **Play for Your Life – How Gaming Can Transform Health**, University of Abertay / Dundee, Scotland, 2010
- **FutureEverything - Out and About and Always On** / Manchester, 2010
- **ElectroSmog** / Amsterdam, 2010
- **Communication Skills for the TwentyTens**, Glasgow Metropolitan College / Glasgow, 2010
- **ffotogallery – Vision On series** / Penarth, Wales, 2009
- **TEDx London** / London, 2009
- **eComm Europe Emerging Communications Conference** / Amsterdam, 2009
- **Institute for Advanced Studies** / University of Strathclyde, Glasgow, 2009
- **ACM Reflections | Projections** / University of Illinois at Urbana-Champaign, 2009
- **TEDx Regents Park** / London, 2009
- **Strathclyde 100 Technology Showcase** / Glasgow, 2009
- **Futuresonic** / Manchester, UK, 2009
- **NEXT 2009 Nordic Exceptional Trendshop** / Århus, Denmark, 2009
- **eComm Emerging Communications Conference** / San Francisco, 2009
- **Mastermundo 08** / The Hague, 2008
- **Hot100** / Amsterdam, 2008
- **PICNIC 08** / Amsterdam, 2008
- **International Cittaslow Assembly** / Orvieto, Italy, 2008
- **Rural Expertise Conference** / Ii, Finland, 2007
- **Breakfast, Lunch, and Knowledge** / Forres, Scotland, 2007
- **Fusion event** / Benbecula, Scotland, 2007
- **International Conference on Regional Development** / Chernivtsi, Ukraine, 2007
- **Media Technology in Tourism (HI Links Seminar)** / Pitlochry, Scotland, 2006
- **Fusion event** / Western Isles, Scotland, 2006
- **Orkney Science Festival** / Orkney Isles, Scotland, 2006
- **EuroITV 2006 conference** / Athens, 2006
- **Fusion event** / Skye & Lochalsh, Scotland, 2006
- **Going Nova Science Festival** / Forres, Scotland, 2005
- **8th Nordic Film & TV Seminar** / Stockholm, 2005
- **Technological Tools for School Reform** (course at MIT) / Boston, 2005
- **Fusion event** / Lerwick, Shetland Islands, Scotland, 2005

- **Developing Skills conference** / Nairn, Scotland, 2005
- **Broadband Week – Digital Television conference** / Milan, 2005
- **Eindhoven University of Technology (TU/e)** / Eindhoven, 2005
- **BT Pervasive ICT seminar series** / Ipswich, England, 2004
- **Amsterdam New Media Institute** / Amsterdam, 2004
- **UK Access to Broadband conference** / Aviemore, Scotland, 2004
- **Helsinki Institute for Information Technology** / Helsinki, 2004
- **Adidas Blue Sky seminar** / Amsterdam, 2004
- **Social Intelligence Design 2004 conference** / Enschede, the Netherlands, 2004
- **UHI Millennium Institute IT conference** / Nairn, Scotland, 2004
- **IT-University seminar** / Göteborg, Sweden, 2004
- **Media Technology Business Day (Medieteknik Branschdag)** / Stockholm, 2004
- **IT-University seminar (DSV, SICS)** / Stockholm, 2004
- **Media Lab Europe – Changing Connections event** / Dublin, 2004
- **National College of Art and Design** / Dublin, 2004
- **NUI Maynooth – Computer Science seminar** / Dublin, 2003
- **Central Saint Martins College of Art and Design** / London, 2003
- **e-culture Conference – Investing in Innovation** / Amsterdam, 2003
- **Prix Italia – Workshop on TV Innovation in the Digital Age** / Catania, Italy, 2003
- **Institute of Technology Tallaght Innovation & Enterprise seminar** / Dublin, 2002 – 2004
- **BBC Natural History Unit seminar** / Bristol, 2001
- **Irish Film and Television Academy** / Dublin, 2001
- **Intel Research Communication seminar series** / Portland, Oregon, 2001
- **Media Lab Europe special talk** / Dublin, 2000
- **MIT Laboratory for Computer Science – Dynamic Languages seminar** / Boston, 2000

EXHIBITIONS

- **Currents – International New Media Festival** / Santa Fe, New Mexico, 2015 / *Mutsugoto*
- **Inverness Museum and Art Gallery – Made it! Dèante** / Inverness, Scotland, 2010 / *HandMade*
- **Shetland Arts – Portage: Crossing Points** / Shetland, Scotland, 2010 / *Mutsugoto*
- **FutureEverything – GloNet** / Manchester, 2010 / *Talking Boxes*
- **Science Gallery – Love Lab** / Dublin, 2010 / *Mutsugoto*
- **Maison Populaire** / Paris, 2010 / *RAW*
- **Digital Lounge** / Edinburgh, 2010 / *multiple projects*
- **Edinburgh Art Festival** / Edinburgh, 2009 / *Mutsugoto*
- **Alt-win.ning @ the CCA** / Glasgow, 2009 / *Mutsugoto*
- **NEXT 2009 Nordic Exceptional Trendshop** / Århus, Denmark, 2009 / *Remote Impact*
- **Singapore Fringe Festival** / Singapore, 2009 / *Mutsugoto*
- **CREATE 2008 Design Showcase** / London, 2008 / *Remote Impact*
- **NESTA Innovation Edge** / London, 2008 / *Remote Impact*
- **National Museum of Art, Osaka** / Osaka, Japan, 2007 / *Mutsugoto*
- **Highland 2007 Year of Culture** / Inverness, Scotland, 2007 / *Highland Exposure*
- **Tourism, Heritage and Technology Challenge Fund Launch** / Dingwall, Scotland, 2006 / *RAW*
- **Unravel – The SIGGRAPH Fashion Show** / Boston, 2006 / *whiSpiral*
- **Future Fashion Event** / Pisa, Italy, 2006 / *whiSpiral*
- **The Digital Future** / Aviemore, Scotland, 2006 / *Breakout for Two, iBand, RAW, whiSpiral*
- **Festival Emergences & Festival Osoosphère** / Paris & Strasbourg, 2005 / *Passages*
- **Skill City Highland** / Dingwall, Scotland, 2005 / *Breakout for Two, whiSpiral*
- **Victoria and Albert Museum – Touch Me** / London, 2005 / *Mutsugoto*
- **Darklight Film Festival** / Dublin, 2004 / *RAW*
- **UK Access to Broadband Conference 2004** / Aviemore, Scotland, 2004 / *Breakout for Two*
- **Art Interactive – Collision Six: Senses** / Boston, 2004 / *RAW*
- **New Forms Festival** / Vancouver, 2004 / *RAW*
- **Ars Electronica** / Linz, Austria, 2004 / *Iso-phone*
- **ISEA International Symposium on Electronic Arts** / Baltic Sea, 2004 / *tunA, RAW*
- **Batofar** / Paris, 2004 / *RAW*
- **Wired NextFest** / San Francisco, 2004 / *Breakout for Two*
- **eQuiliBristas Design Week** / Valencia, Spain, 2004 / *Iso-phone*

- **Austin Mobility Roundtable** / Austin, Texas, 2004 / *tunA*
- **The Media Centre** / Huddersfield, England, 2004 / *SpeakerPhone*
- **e-culture fair 2** / Amsterdam, 2003 / *Habitat, Iso-phone, WANDerful Alcove*
- **Experimenta Design** / Lisbon, 2003 / *Iso-phone*
- **ICHIM International Cultural Heritage Informatics Meeting** / Paris, 2003 / *RAW*
- **Atelier du Bogolan, La Maison des Jeunes** / Bamako, Mali, 2003 / *RAW*
- **Association pour le Dialogue et l'Orientation Scolaire** / Paris, 2003 / *RAW*
- **Mobilise: Exhibit 2 at the Digital Hub** / Dublin, 2003 / *Iso-phone*
- **Darklight Film Festival** / Dublin, 2002 / *Palimpsest, Portrait of Cati*
- **MIT Museum – Collision Three** / Boston, 2002 / *Palimpsest*
- **The Kitchen Art Gallery – Id/entity: Portraits in the 21st Century** / New York, 2002 / *Portrait of Cati*
- **Telecom 99** / Geneva, 1999 / *HyperSoap*
- **Espacio 1998** / Mexico City, 1998 / *Dream Machine: CINEMAT*
- **International Film Festival Rotterdam** / Rotterdam, 1998 / *Dream Machine: CINEMAT*
- **Oberlin Film Series** / Oberlin, Ohio, USA, 1994 / *Scumolicious*

PROFESSIONAL SERVICE

- Reviewer, **ACM CHI 2016** Conference on Human Factors in Computing Systems
- Exam Item Writer, Certified Patient Experience Practitioner (CPXP) Certification, Beryl Institute, 2015
- Reviewer, **ACM CHI 2015** Conference on Human Factors in Computing Systems
- Reviewer, **ACM DIS 2014** Conference on Designing Interactive Systems
- Reviewer, **ACM CHI 2014** Conference on Human Factors in Computing Systems
- Reviewer, **ACM CHI 2013** Conference on Human Factors in Computing Systems
- Reviewer, **Ubicomp 2011** International Conference on Ubiquitous Computing
- Reviewer, **Medicine 2.0: Social Media and Web 2.0 in Health, Medicine and Biomedical Research**
- Reviewer, **ACM CHI 2011** Conference on Human Factors in Computing Systems
- Reviewer, **ACM CHI 2010** Conference on Human Factors in Computing Systems
- Program committee, **EuroITV 2010** European Conference on Interactive Television
- Guest critic, **Parsons School of Design**, New York, 2009
- Reviewer, **ACM Tabletop 2009** International Conference on Interactive Tabletops and Surfaces
- Program committee, **INTETAIN 2009** Intern'l Conf on Intelligent Technologies for Interactive Entertainment
- Reviewer, **ACM CHI 2009** Conference on Human Factors in Computing Systems
- Reviewer, **Fort William Mountain Film Festival**, Fort William, Scotland, 2008
- Scientific committee, **MEDIACITY Project**, Bauhaus University of Weimar, Germany, 2008
- Reviewer, **ACM CHI 2008** Conference on Human Factors in Computing Systems
- Reviewer, **ACM Computers in Entertainment**, 2007
- Reviewer, **ACM CHI 2007** Conference on Human Factors in Computing Systems
- Program committee, **EuroITV 2007** European Conference on Interactive Television
- Judge, **ICT Youth Challenge 2007**, Scotland
- Reviewer, **HICSS 2007** Hawaii International Conference on System Sciences
- Reviewer, **Ubicomp 2006** International Conference on Ubiquitous Computing
- Program committee, **EuroITV 2006** European Conference on Interactive Television
- Judge, **ICT Youth Challenge 2006**, Scotland
- Reviewer, **ACM CHI 2006** Conference on Human Factors in Computing Systems
- Reviewer, **Ubicomp 2005** International Conference on Ubiquitous Computing
- Reviewer, **ACM UIST 2005** Symposium on User Interface Software and Technology
- Reviewer, **ACM Hypertext 2005** Conference on Hypertext and Hypermedia
- Program committee, **Ubicomp 2004** International Conference on Ubiquitous Computing
- Guest critic, **MA Textile Futures**, Central Saint Martins College of Art and Design, London, 2004
- Reviewer, **ConTel 2003** International Conference on Telecommunications
- Reviewer, **ACM Hypertext 2003** Conference on Hypertext and Hypermedia
- Program committee, **IDC 2003** International Conference for Interaction Design and Children
- Reviewer, **ACM CHI 2002** Conference on Human Factors in Computing Systems
- Judge, 2001 Hewlett-Packard Ireland research award
- Reviewer, Irish Higher Education Authority research collaboration funding proposals, 2001 – 2004

PUBLICATIONS

Florian Mueller, Martin Gibbs, Frank Vetere, Stefan Agamanolis, and Darren Edge, "Designing Mediated Combat Play", *Proceedings of TEI 8th International Conference on Tangible, Embedded, and Embodied Interaction*, Munich, 16 – 19 February 2014.

Stefan Agamanolis, Georgette Constantinou, and Judith Doyle, "Get Ready, Get Set, Go: Building an Infrastructure that Supports and Facilitates Parent Participation on Key Hospital Quality Committees" (abstract and presentation), *5th International Conference on Patient- and Family-Centered Care*, Washington, DC, 4 – 6 June 2012.

Florian Mueller, Frank Vetere, Martin R. Gibbs, Darren Edge, Stefan Agamanolis, Jennifer G. Sheridan, and Jeffrey Heer, "Balancing Exertion Experiences", *Proceedings of CHI 2012*, Austin, Texas, 5 – 10 May 2012, ACM. (CHI 2012 Best Paper Honorable Mention award)

Florian Mueller, Darren Edge, Frank Vetere, Martin R. Gibbs, Stefan Agamanolis, Bert Bongers, and Jennifer G. Sheridan, "Designing Sports: A Framework for Exertion Games", *Proceedings of CHI 2011*, Vancouver, 7 – 12 May 2011, ACM.

Florian Mueller and Stefan Agamanolis, "Interaction Design in Sports" (book chapter), in Anxo Cereijo Roibás, Emmanuel Stamatakis, and Ken Black (eds), *Design for Sport*, Gower, 2011.

Florian Mueller, Frank Vetere, Martin R. Gibbs, Darren Edge, Stefan Agamanolis, and Jennifer Sheridan, "Jogging over a distance between Europe and Australia", *UIST 2010*, New York, 3 – 6 October 2010, ACM.

Florian Mueller, Frank Vetere, Martin R. Gibbs, Stefan Agamanolis, and Jennifer Sheridan, "Jogging over a Distance: The Influence of Design in Parallel Exertion Games", *Sandbox 2010: ACM SIGGRAPH Video Game Proceedings*, Los Angeles, 25 – 29 July 2010, ACM.

Andrea Taylor and Stefan Agamanolis, "Service Users' Views of a Mainstream Telecare Product - the Personal Trigger" (poster), *CHI 2010 Extended Abstracts*, Atlanta, 10 – 15 April 2010, ACM.

Andrea Taylor and Stefan Agamanolis, "Evaluation of the User Experience of a Standard Telecare Product – the Personal Trigger", *Proceedings of eTELEMED 2010 International Conference on eHealth, Telemedicine, and Social Medicine*, St. Maarten, 10 – 16 February 2010, IEEE Computer Society Press.

Florian Mueller, Stefan Agamanolis, Frank Vetere, and Martin Gibbs, "Brute Force Interactions: Leveraging Intense Physical Actions in Gaming", *Proceedings of OzCHI 2009 Australasian Conference on Computer-Human Interaction*, Melbourne, Australia, 23 – 27 November 2009, ACM.

Cindy Jeffers and Stefan Agamanolis, "Professional capital and informal justice systems", *ISEA 2009*, Belfast, 23 August – 1 September 2009.

Florian Mueller, Stefan Agamanolis, Frank Vetere, and Martin Gibbs, "A Framework for Exertion Interactions over a Distance", *Proceedings of SIGGRAPH 2009*, New Orleans, 3 – 7 August 2009, ACM.

Stefan Agamanolis, "Broadening the Effects of Broadcasting: How ITV Can Collapse Distance and Transform Communication" (book chapter), in Pablo Cesar, David Geerts, and Konstantinos Chorianopoulos (eds), *Social Interactive Television: Immersive Shared Experiences and Perspectives*, Information Science Reference, 2009.

Cindy Jeffers and Stefan Agamanolis, "An Oral Wiki to Support Informal Justice Systems", *Proceedings of IST-Africa 2009*, Uganda, 6 – 9 May 2009.

Florian Mueller, Stefan Agamanolis, Martin Gibbs, and Frank Vetere, "Remote Impact - Shadowboxing over a Distance" (video), *CHI 2009 Extended Abstracts*, Boston, 4 – 9 April 2009, ACM.

Andrea Taylor, Richard Wilson, and Stefan Agamanolis, "Supporting Carers in Their Caring Role Through Design and Technology" (poster), *CHI 2009 Extended Abstracts*, Boston, 4 – 9 April 2009, ACM.

Cindy Jeffers and Stefan Agamanolis, "The Abunzi Technology: Oral Web 2.0", *Design Connexity Eighth International Conference of the European Academy of Design*, Aberdeen, 1 – 3 April 2009.

Andrea Taylor, Richard Wilson, and Stefan Agamanolis, "A Home Health Monitoring System Designed to Support Carers in Their Caring Role", *Proceedings of eTELEMED 2009 International Conference on eHealth, Telemedicine, and Social Medicine*, Cancun, 1 – 7 February 2009, IEEE Computer Society Press.

Florian Mueller, Martin Gibbs, Frank Vetere, and Stefan Agamanolis, "Design space of networked exertion games demonstrated by a three-way physical game based on Table Tennis", *ACM Computers in Entertainment*, vol. 6, no. 3, October 2008, pp. 1 – 31.

Tomoko Hayashi, Stefan Agamanolis, and Matthew Karau, "Mutsugoto: A body-drawing communicator for distant partners" (poster), *SIGGRAPH 2008*, Los Angeles, 11 – 15 August 2008, ACM.

Florian Mueller, Stefan Agamanolis, Frank Vetere, and Martin Gibbs, "Remote Impact – Shadowboxing over a Distance" (poster), *SIGGRAPH 2008*, Los Angeles, 11 – 15 August 2008, ACM.

Florian Mueller and Stefan Agamanolis, "Remote Impact: Shadowboxing over a distance to support Social Presence", *Keho: the place for Presence research*, issue 3, Spring 2008, pp. 19 – 21.

Florian Mueller and Stefan Agamanolis, "Exertion Interfaces" (workshop), *CHI 2008 Extended Abstracts*, Florence, Italy, 5 – 10 April 2008, ACM.

Florian Mueller, Stefan Agamanolis, Martin Gibbs, and Frank Vetere, "Remote Impact - Shadowboxing over a Distance", *CHI 2008 Extended Abstracts*, Florence, Italy, 5 – 10 April 2008, ACM.

Stefan Agamanolis, "At the Intersection of Broadband and Broadcasting: How Interactive TV Technologies can Support Human Connectedness", *International Journal of Human-Computer Interaction*, vol. 24, no. 2, February 2008, pp. 121 – 135.

Florian Mueller, Stefan Agamanolis, Frank Vetere, and Martin Gibbs, "Brute Force as Input for Networked Gaming", *Proceedings of OzCHI 2007 Australasian Conference on Computer-Human Interaction*, Adelaide, Australia, 28 – 30 November 2007, ACM.

Florian Mueller and Stefan Agamanolis, "Exertion Interfaces" (workshop), *CHI 2007 Extended Abstracts*, San Jose, California, 28 April – 3 May 2007, ACM.

Stefan Agamanolis, "Beyond Communication: Human Connectedness as a Research Agenda" (book chapter), in Patrick Purcell (ed), *Networked Neighbourhoods: The Connected Community in Context*, Springer, 2006.

Stefan Agamanolis, "At the intersection of broadband and broadcasting: How ITV technologies can support Human Connectedness", *Proceedings of the 4th EuroITV Conference*, Athens, 25 – 26 May 2006.

Arianna Bassoli, Julian Moore, and Stefan Agamanolis, "tunA: Socialising Music Sharing on the Move" (book chapter), in Kenton O'Hara and Barry Brown (eds), *Consuming Music Together: Social and Collaborative Aspects of Music Consumption Technologies*, Springer, 2006.

Stefan Agamanolis, "New Technologies for Human Connectedness", *ACM Interactions*, vol. 12, no. 4, July – August 2005, pp. 33 – 37.

Florian Mueller and Stefan Agamanolis, "Sports Over a Distance", *ACM Computers in Entertainment*, vol. 3, no. 3, July 2005.

Marije Kanis, Niall Winters, Stefan Agamanolis, Anna Gavin, and Cian Cullinan, "Toward Wearable Social Networking with iBand", *CHI 2005 Extended Abstracts*, Portland, Oregon, 2 – 7 April 2005, ACM.

Denis Roche, Fran Hegarty, Liz Higgins, Stefan Agamanolis, Cian Cullinan, and Shaun McCann, "Open Window: a novel method of reducing isolation during Stem Cell Transplantation or treatment of Haematological Malignancies", *Cancer 2004 UICC World Conference for Cancer Organisations*, Dublin, 17 – 19 November 2004.

Cian Cullinan, Stefan Agamanolis, Denis Roche, and Fran Hegarty, "Open Window: Reducing Isolation for Patients", *Adjunct Proceedings, Ubicomp 2004*, Nottingham, England, 7 – 10 September 2004.

Marije Kanis, Niall Winters, Stefan Agamanolis, Cian Cullinan, and Anna Gavin, "iBand: a wearable device for handshake-augmented interpersonal information exchange", *Adjunct Proceedings, Ubicomp 2004*, Nottingham, England, 7 – 10 September 2004.

Arianna Bassoli, Julian Moore, and Stefan Agamanolis, "tunA: Synchronized Music-Sharing on Handheld Devices", *Adjunct Proceedings, Ubicomp 2004*, Nottingham, England, 7 – 10 September 2004.

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Notes:

CHI = Conference on Human Factors in Computing Systems
SIGGRAPH = International Conference on Computer Graphics and Interactive Techniques
UbiComp = International Conference on Ubiquitous Computing
UIST = Symposium on User Interface Software and Technology
ISEA = International Symposium on Electronic Arts