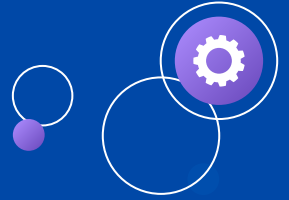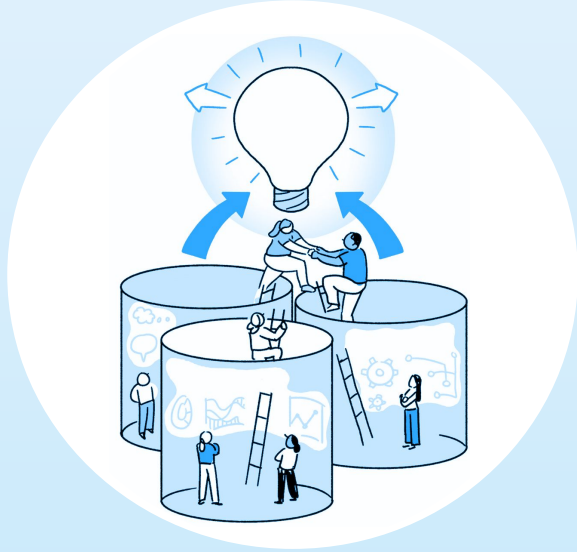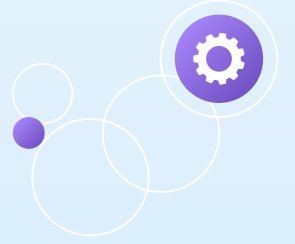# Challenge

Experience in Cultural Environments

- Requirements of contemporary and future audiences

- Personalized Content?

- Recommendation Services?

- Automated Configuration?

- Real-time Interaction?

Solution

Design and Development of
Intelligent Systems and
Experiences
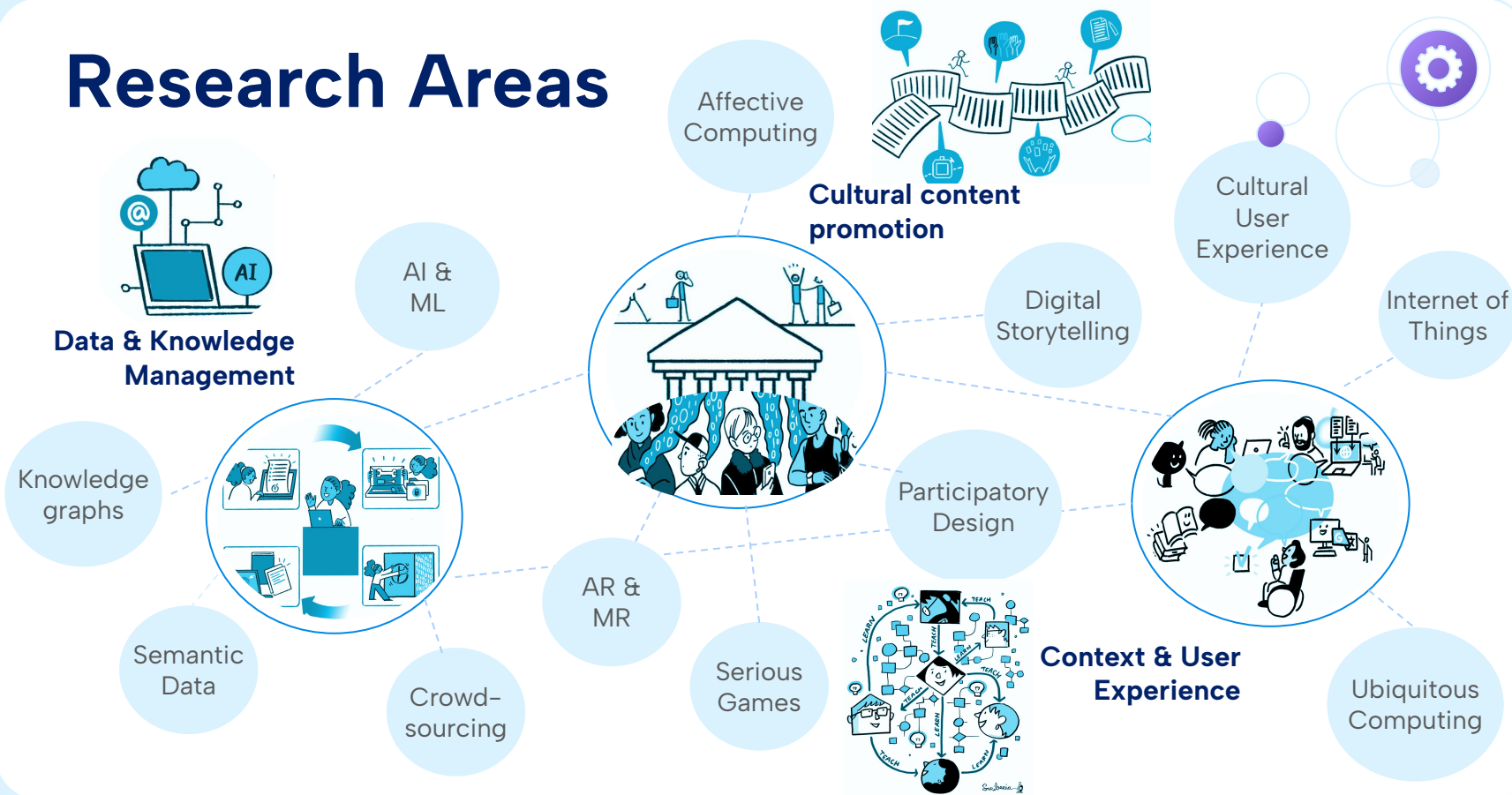
INSANE Spin–off

Fields of Action

- Intelligent Systems

- Human–Computer Interaction

- Cultural Heritage Information Management

ΠΑΝΕΠΙΣΤΗΜΙΟ
ΑΙΓΑΙΟΥ
UNIVERSITY OF THE
AEGEAN

Research Areas

Affective Computing

Cultural content promotion

Cultural User Experience

Data & Knowledge Management

AI & ML

Digital Storytelling

Internet of Things

Knowledge graphs

Participatory Design

Semantic Data

AR & MR

Context & User Experience

Crowd–sourcing

Serious Games

Ubiquitous Computing

Customers

Cultural and touristic stakeholders

Museums and Galleries

Archeological Sites

Touristic agencies

Smart and personalized services to cultural and touristic environments

Local and Regional Government

Cultural Institutions
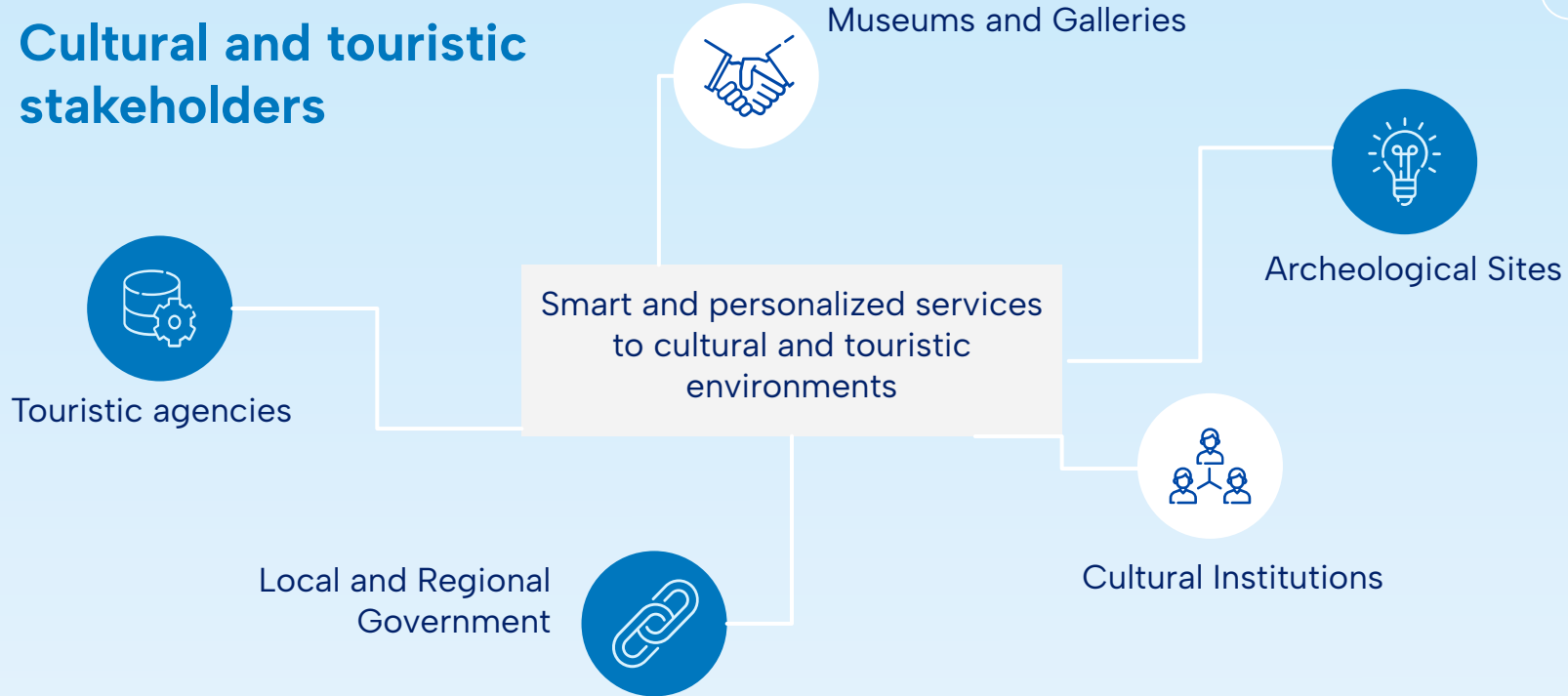
Team

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School of Electrical and Computer
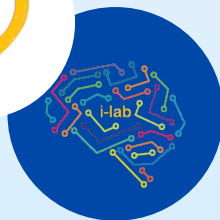Engineering (ECE)
Athena Research Center

**2246 citations, h−index 27
20 research projects
145 articles in conferences and
journals**

**Intelligent Interaction
Research Group**

Foundation year: 2016
Part of the Intelligent Systems Research Lab (iLab)
Department of Cultural Technology and
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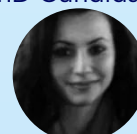Alexandridis

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