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«**Computational Thinking and Digital Competences in Education**»
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Studies:

- **BSc Informatics and Telecommunications** (2012), National and Kapodistrian University of Athens, Department of Informatics and Telecommunications . Specialization: Informatics systems and applications
- **MSc in "Digital Technologies in Education**" (2015**)**, Department of Educational Studies, School of Philosophy, NKUA
- **PhD 'Programming as an aspect of computational literacy and computational thinking: the case of designing and modding digital games'** (2020), National and Kapodistrian University of Athens Department of Educational Studies, School of Philosophy.

Research Interests:

- Computational Thinking
- (Digital) Game Based Learning
- Design and evaluation of digital educational resources (e.g. tools and games)
- Co-design and co-creation in education
- Design Thinking
- Emerging Technologies in teaching and learning (Augmented reality, robotics, virtual robotics, Artificial Intelligence)
- Human Computer Interaction / Child Computer Interaction
- Learning evaluation and Learning Analytics
- Constructionist Learning
- Didactics of informatics

Teaching courses:

Undergraduate level:

- Digital Competences for educators – Department of Educational Studies, School of Philosophy. NKUA
- Digital games as literacy – Department of Educational Studies, School of Philosophy. NKUA
- Artificial Intelligence in Education – Department of Educational Studies, School of Philosophy. NKUA
- Digital Humanities in Education – Department of Educational Studies, School of Philosophy. NKUA
- Computer Science – Department of Theology, NKUA

Postgraduate level:

- «STEM and Competences for Democratic Culture» Masters Program "Identity, Education and Competences for Democratic Culture"
- «Digital Games and Virtual Worlds», MSc Program "Digital Transformation and Educational Practice"
- «Learning Processes and Educational Design with Digital Technologies » MSc Program "Digital Transformation and Educational Practice"

Research Projects:

- **2026-now**: «Blooming AI: Developing an AI-powered Open-Source Learning Platform based on Bloom's Taxonomy» , Funding: European Union, KA2 Erasmus +
- **2023–2025:** «Transforming Education with Emerging Technologies», Funding: European Union, Horizon Europe (Project No: 101078875)
- **2022–2025:** «Extending Design Thinking with Digital Technologies», Funding: European Union, Horizon Europe (Project No: 10106023)
- **2019–2022:** "The T-CREPE project: Development of an innovative web based platform to support co-creation based learningand coaching in remote teaching environments with a focus on entrepreneurship". Funding: European Union, KA2 Erasmus+ (Project No: 612641)
- **2019–2020:** «Digital Creativity Enhanced in Teacher Education (DoCENT)» ". Funding: European Union. KA2 Erasmus+
- **2015-2018**: «Educational Robotics for STEM-ER4STEM», Funding: European Union, Horizon 2020, FP7 (Project No. 665972)
- **2013–2016**: "Mathematical Creativity Squared' - A Computational Environment to Stimulate and Enhance Creative Designs for Mathematical Creativity". Funding: European Union, P7-ICT-2013.8.1, Technological Development and Demonstration, Strategic Objective "Technologies and scientific foundations in the field of creativity" (Project No.: 610467)

Selected publications:

1. Grizioti, M. (2025). Computational thinking beyond coding: exploring student computational practices while playing and modifying a socio-scientific simulation game with integrated computational tools. *Educational technology research and development*, 1-28. https://doi.org/10.1007/s11423-025-10477-y
2. Grizioti, M., & Nikolaou, M. S. (2025). Playing, Moving and Designing with Data: Exploring Young Students' Data Literacy Skills in Embodied Classification Games. In *Proceedings of the 3rd International Conference of the ACM Greek SIGCHI Chapter* (pp. 197-202).
3. Karkalas, S., Chalvatza, F., Mavrikis, M., & Grizioti, M. (2025). Example-Tracing Skill-Based Analytics: Empowering Teachers in Open Learning Environments. In *International Conference in Methodologies and intelligent Systems for Techhnology Enhanced Learning* (pp. 99-111). Cham: Springer Nature Switzerland.
4. Grizioti, M., Kynigos, C., & Nikolaou, M. S. (2024). Enhancing Computational Thinking with 3D printing: Imagining, designing, and printing 3D objects to solve real-world problems. In *Proceedings of the 23rd Annual ACM Interaction Design and Children Conference* (pp. 133-141).
5. Grizioti, M., & Kynigos, C. (2023). Integrating Computational Thinking and Data Science: The Case of Modding Classification Games. Informatics in Education. Doi: https://doi.org/10.15388/infedu.2024.03
6. Kynigos, C., Grizioti, M., & Latsi, M. (2023). Classification and mathematical thinking: Tinkering with classification games in a constructionist environment. *Digital Experiences in Mathematics Education*, *9*(3), 508-529.
7. Matic, L. J., Karavakou, M., & Grizioti, M. (2023). Is digital game-based learning possible in mathematics classrooms?: A study of teachers' beliefs. *International Journal of Game-Based Learning (IJGBL)*, 13(1), 1-18.

8. Grizioti, M., & Kynigos, C. (2021, June). Children as players, modders, and creators of simulation games: A design for making sense of complex real-world problems. In *Proceedings of the 20th Annual ACM Interaction Design and Children Conference* (pp. 363-374).
9. Grizioti, M., Oliveira, W., & Garneli, V. (2021). Covid-19 survivor: Design and evaluation of a game to improve students' experience during social isolation. In *International Conference on Games and Learning Alliance* (pp. 283-288). Cham: Springer International Publishing.
10. Kynigos, C., & Grizioti, M. (2018). Programming approaches to computational thinking: Integrating turtle geometry, dynamic manipulation and 3D space. *Informatics in Education*, *17*(2), 321-340.