# PANAGIOTIS FOTARIS



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As a Principal Lecturer in Game Design and User Experience at the University of Brighton, I have dedicated my academic career to enhancing learning through innovative educational technologies. My tenure in higher education, spanning over two decades, has been marked by spearheading curriculum innovations and integrating cutting-edge methodologies such as educational escape rooms, gamification, and the flipped classroom model. These initiatives have significantly uplifted student engagement and learning outcomes.

My scholarly work, notably in educational escape rooms, employs a design thinking-based approach alongside generative AI to craft immersive and interactive learning experiences.

At the 20th International Conference on Intelligent Tutoring Systems, I look forward to presenting my latest project, which utilises these methodologies to enhance students' problem-solving and teamwork capabilities.