Virtual Poster Session I	
Title	Author
Brain Networks Constructed via Cross Recurrence Quantification Analysis	Anastasia Pentari, George Tzagkarakis, Panagiotis Tsakalides, Panagiotis Simos, George Bertsias, Eleftherios Kavroulakis, Kostas Marias and Efrosini Papadaki
Self-Tracking Technology for mHealth: A Systematic Review and the PAST SELF Framework	Sofia Yfantidou, Pavlos Sermpezis and Athena Vakali
QoE-centric network path selection based on SDN	Eirini Liotou and Athanasia Alexiou
On the privacy of urban data applications	Dimitrios Tomaras and Vana Kalogeraki
Polarization in Reddit Discussions	Chrysoula Terizi and Evaggelia Pitoura
Fake News Detection on Twitter using NLP with Python	Theodoros-Alexandros Chandrinos, Theodoros Zampatis, Aphrodite Tsalgatidou, Eleni Koutrouli and Maria Anastasia Katikaridi
Elastic Stream Processing on Serverless Environments	Michalis Tsenos and Vana Kalogeraki
Gamification and educational games in emergency remote biology teaching. Preliminary results	Marina Lantzouni, Aikaterini Dimopoulou, Manolis Wallace and Vassilis Poulopoulos
Silent Users in Online Social Networks and Delurking Mechanisms	Maria Anastasia Katikaridi and Aphrodite Tsalgatidou
Websites Performance for Libraries, Archives and Museums A Global Report for Summarization and Optimization Purposes	Ioannis Drivas
Personality profiling in Online Social Networks: Applications and Opportunities	Dimitra Karanatsiou and Athena Vakali
Influence Estimation Systems in Social Networks – State of the Art and Credibility Issues	Eleni Koutrouli, Antonia Athanasakou and Aphrodite Tsalgatidou
Social Robots' use (Social Assistive Robot- SAR) in developing symbolic play and imitation skills in students with Autism Spectrum Disorder (ASD)	Konstantina Marathaki, Christina Charitou and Maria Polychronaki
Point Of Equilibrity - A serious video game on managing a pandemic crisis	Aristotelis Magklis, Alexandros Kapralos, Angeliki Chrysanthi and Vlasios Kasapakis