

Maria Malliora

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Project Manager

Mrs. Malliora holds a diploma in Electrical & Computer Engineering and a Med in Adult Education. She is responsible for the implementation and scientific integrity of the intellectual outputs of E-SCHOOL's projects.



Education

Bachelor 12/10/1989–23/07/1996
ELECTRICAL & COMPUTER ENGINEER
Aristotle University, Thessaloniki (Greece)

Master's Degree 01/09/2012–04/10/2017
Adult Education
Hellenic Open University, Patra (Greece)

Continuing Education

Training Certificate 23/06/2008–07/07/2008
EKDDA - National Centre for Public Administration and Local Government, Thessaloniki (Greece)
Design and construction of websites.
Duration 70 hours.

Highlights

- ✓ Results-oriented
- ✓ Organizational capacity
- ✓ Operability and commitment
- ✓ Ability to motivate staff and maintain good relations
- ✓ Resistance to stress

Personal Interests

- ✓ Traveling
- ✓ Music
- ✓ Reading

Language Skills

- ✓ Proficiency in English
- ✓ Independent user in German
- ✓ Mother Tongue: Greek

Working Experience

01/09/2001–03/09/2005

Informatics Teacher - Professional Guidance Counselor

MALLIORA MARIA - PRIVATE INFORMATICS SCHOOL, KARDITSA (Greece)

- ✓ informatics teacher
- ✓ Counseling and Vocational Guidance

01/04/2013–31/01/2014

Head of consultation and mediation services

MPIRMPAKOS D. & ΣΙΑ O.E. - PRIVITE INFORMATICS SCHOOL, KARDITSA (Greece)

- ✓ Head of consultation and mediation services and Business Link in the framework of Action: "Voucher for unemployed young people up to age of 29"

30/12/2013–31/07/2014

Head of consultation and mediation services

MPIRMPAKOS D. & ΣΙΑ O.E. - PRIVITE INFORMATICS SCHOOL, KARDITSA (Greece)

- ✓ Head of Consultation and Mediation Services and Business Link with Businesses in the framework of the Action: "Voucher for unemployed young people up to age of 29 to work in the tourism industry"

05/08/2014–18/08/2016

Head of consultation and mediation services

MPIRMPAKOS D. & ΣΙΑ O.E., KARDITSA (Greece)

- ✓ Head of consultation and mediation services and Business Link with Businesses in the framework of the Action: "Voucher for unemployed young people from the age of 25 TO 29 in private businesses to acquire work experience"

21/02/1999–14/02/2001

Trainer

Public Vocational Training Institute, Karditsa (Greece)

Teaching:

- ✓ "Excel in Windows" for two (02) hours a week (semester hours: 28)
- ✓ "Electrical and Mechanical Design" for three (03) hours per week (semester hours: 42)
- ✓ "Applied Plan" (Autocad) for twelve (12) hours per week (semester hours: 168)
- ✓ "Forms, Drawing scales - Plotting" for three (03) hours a week (semester hours: 42)
- ✓ "Design of surfaces and volumes - Photorealism (3D design at Autocad)" for six (06) hours per week (semester hours: 84)
- ✓ "Autolisp" for five (05) hours per week (semester hours: 70)
- ✓ "Multimedia Technology" for four (04) hours a week (semester hours: 56)
- ✓ "Terminal Telecommunication Provisions" for two (02) hours per week (semester hours: 28)

(Total hours: 518)

26/04/2000–27/04/2000

Trainer

Vocational Training Centre EUROIDEA, Karditsa (Greece)

Trainer in the Integrated Vocational Training Program "Developing gypsies' Entrepreneurship in Construction Works" organized and implemented by KEK EUROIDEA in the framework of the European programme "Fighting Exclusion from the Labor Market"

01/09/2006–Present

Teacher

Ministry of Education, Karditsa (Greece)

01/10/2000–30/06/2001

Teacher

Ministry of Education, Secondary School, Karditsa (Greece)

Teacher at the 1st Technical High School of Karditsa for a full-time 21 hours a week.

01/10/2000–30/06/2001

Teacher

Ministry of Education, Secondary School, Karditsa (Greece)

Part time teacher at the 1st Technical High School of Karditsa for nine (09) hours per week

Personal Skills

Organizing Skills

- ✓ Gained through the experience as a project manager
- ✓ Setting learning goals and targets as a teacher
- ✓ Settling outcomes for projects

Communication Skills

- ✓ Multicultural experience through Erasmus+ and other projects
- ✓ Team-worker

Teaching & Learning Skills

- ✓ Long experience as a teacher/trainer in various schools

Memberships

- ✓ Member of Technical Chamber of Greece (TEE-TCG)

Publications

- ✓ Malliora Maria (2020). An outline of Augmented Reality educational applications. Neos Paidagogos (Νέος Παιδαγωγός) online, 10, pages 187-196.
(http://neospaidagogos.online/files/20_Teyxos_Neou_Paidagogou_Septemvrios_2020.pdf)

Projects

- ✓ 2020-2022, Erasmus+ [Cooperation for innovation], Ref.Nr.: 2020-1-ES01-KA201-082223, "The right gamification and for tackling early school leaving and disadvantage".
- ✓ 2020-2022, Erasmus+ KA2 [Exchange of Good Practices], Ref.Nr.: 2020-1-SI01-KA204-075997, "Sustainable life skills for vulnerable target groups".
- ✓ 2020-2022, Erasmus+ [Cooperation for innovation], Ref.Nr.: 2020-1-IT02-KA201-079054, "Learn Europe is a game for young people".
- ✓ 2020-2022, Erasmus+ KA1 [Cooperation for innovation], Ref.Nr.: 2020-1-PL01-KA201-081630, "A DIGital toolkit for promoting gender EQUALITY in science and technology".
- ✓ 2020-2022, Erasmus+ [Cooperation for innovation], Ref.Nr.: 2020-1-TR01-KA204-093120, "Elimination of Digital Inequality".

- ✓ 2020-2022, Erasmus+ KA2 [Exchange of Good Practices], Ref.Nr.: 2020-1-EL01-KA201-078940, "Enhancing teaching And learning English in a digitalized world".
- ✓ 2020-2022, Erasmus+ [Cooperation for innovation], Ref.Nr.: 2020-1-NO01-KA204-076450, "Adult Misinformation: Social Media Literacy, Critical and Analytical Thinking as means to combat Fake News and Social Media Misinformation".
- ✓ 2020-2022, Erasmus+ KA2 [Exchange of Good Practices], Ref.Nr.: 2020-1-EL01-KA204-078944, "Teaching to Marginalized Groups".
- ✓ 2020-2022, Erasmus+ KA2 [Exchange of Good Practices], Ref.Nr.: 2020-1-CY02-KA205-001782, "ClimateYouths: Youth-centred participatory video production as a tool for empowering young people to tackle climate change".
- ✓ 2019-2021, Erasmus+ [Cooperation for innovation], Ref.Nr.: 2019-1-EL01-KA204-062517, "ID GAMES- Co-Create assistive games for people with Intellectual Disability to enhance their inclusion".
- ✓ 2019-2021, Erasmus+ [Cooperation for innovation], Ref.Nr.: 2019-1-SK01-KA204-060805, "Online education focused on talent development, career development and soft-skills of the unemployed".
- ✓ 2019-2021, Erasmus+ [Cooperation for innovation], Ref.Nr.: 2019-1-UK01-KA202-062109. "IntegrateME: The development of a VET Open Educational Resource on Cultural Literacy towards the integration of immigrants and refugees in the EU".
- ✓ 2019-2021, Erasmus+ KA2 [Exchange of Good Practices], Ref.Nr.: 2019-1-IT02-KA204-062413, "Digital Systems For A Smart Approach To Art".
- ✓ 2019-2021, Erasmus+ KA2 [Exchange of Good Practices], Ref.Nr.: 2019-1-EL01-KA204-062923. "Modern Educational Methods".
- ✓ 2019-2021, Erasmus+ KA2 [Exchange of Good Practices], Ref.Nr.: 2019-1-EL02-KA205-004798, "Social Entrepreneurship to battle Youth Social Exclusion".
- ✓ 2019-2021, Erasmus+ KA2 [Exchange of Good Practices], Ref.Nr.: 2019-3-IT03-KA205-017261, "Young Women at Work: Digital skills and competence development towards the integration of young women into the labor market".
- ✓ 2018-2020, Erasmus+ [Cooperation for innovation], Ref.Nr.: 2018-1-EL01-KA204-047819, "An Adult Digital Education Skills Kit to Foster Employability (DESK)".
- ✓ 2020-2021, Erasmus+ KA1, Ref.Nr.: 2020-1-EL01-KA104- 077587, "Developing skills for the labor market through Game based learning".
- ✓ 2019-2020, Erasmus+ KA1, Ref.Nr.: 2019-1-EL01-KA104-061085, "Developing competencies for effective and efficient project management of EU funded projects".
- ✓ 2016 - 2017, Erasmus+ KA1 (Adult Education), Ref. Nr.: 2016-1-EL01-KA104-023264, "Training on Innovative Technologies and their Application on Adult Education".
- ✓ 2017 - 2019, Erasmus+ KA219 Strategic Partnerships for Schools Only, Ref. Nr.: 2017-1-DE03-KA219-035679, "Integration of New Technologies into Classroom".
- ✓ 2020-2021, Erasmus+ KA1, Ref.Nr.: 2020-1-IT02-KA101-077972, "Innovative Game-based Methodologies. How to teach and involve students".
- ✓ 2020-2021, Erasmus+ KA1, Ref.Nr.: 2020-1-SI01-KA101-075677, "Integration of Games and health awareness in the learning process".
- ✓ 2020-2021, Erasmus+ KA1, Ref.Nr.: 2020-1-SK01-KA104-077940, "Game-Based Learning and Gamification".
- ✓ 2020-2022, Erasmus+ KA1, Ref.Nr. 2020-1-PL01-KA101-080586, "Utilizing innovative technologies in teaching -Augmented Reality".
- ✓ 2019-2020, Erasmus+ KA1, Ref.Nr. 2019-1-EE01-KA101-051272, "Augmented Reality – A Useful Tool in Teaching".
- ✓ 2019-2020, Erasmus+ KA1, Ref.Nr.: 2019-1-AT01-KA101-050854, "Outdoor education and virtual reality".
- ✓ 2018-2019, Erasmus+ KA1, Ref.Nr.: 2018-1-CY01-KA104-046793, "Training in Innovative Technologies and Implementation in Adult Education".
- ✓ 2018-2019, Erasmus+ KA1, Ref.Nr.: 2018-1-CY01-KA102-046788, "Specialized Vocational Training in the European labor market and Job Shadowing in companies".

- ✓ 2017-2018, Erasmus+ KA1, Ref.Nr.: 2017-1-CY01-KA102-026612, "Integration of Disabled People in the labor market – Investment in learning training a means to stop social exclusion".
- ✓ 2017-2018, Erasmus+ KA1, Ref.Nr.: 2017-1-CY01-KA102-026611, "Students in the European labor market – Specialized Vocational Training and Job Shadowing in companies".
- ✓ 2016-2017, Erasmus+ KA1, Ref.Nr.: 2016-1-CY01-KA102-017185, " Exploitation of IT integration of people with disabilities".