

CURRICULUM VITAE (model)



DATE PERSONALE

Nume	VATAVU Radu-Daniel
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Naționalitatea	Română
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Data și locul nașterii	17.02.1981, Suceava
Starea civilă	căsătorit

STUDII UNIVERSITARE

• Perioada	1999 – 2004
• Instituția de învățământ	Universitatea Ștefan cel Mare din Suceava
• Specializarea	Calculatoare
• Titlul obținut la absolvire	Inginer Calculatoare

DOCTORAT

• Instituția de învățământ coordonatoare	Universitatea Ștefan cel Mare Suceava și Universite des Sciences et Technologies de Lille
• Domeniul de doctorat	Știința Calculatoarelor / Informatique
• Titlul tezei de doctorat	Real-Time Acquisition of Human Gestures for Interacting with Virtual Reality
• Anul susținerii tezei	2008
• Titlul obținut la absolvire	Doctor

ACTIVITATEA DIDACTICĂ ÎN ÎNVĂȚĂMÂNTUL SUPERIOR

• Perioada	2008 – prezent	
• Locul de muncă	Universitatea Ștefan cel Mare din Suceava	
• Gradul didactic	Asistent universitar (2008 – 2009), Șef lucrări (2009 – 2014), Conferențiar (2014 – 2016), Profesor universitar (2016 – prezent)	
• Principalele activități și responsabilități	• cursuri susținute:	Proiectarea algoritmilor, Concepte avansate de programare, Sisteme avansate de inteligență artificială, Sisteme de procesare numerică a imaginilor
	• seminarii și laboratoare:	Proiectarea algoritmilor, Concepte avansate de programare, Sisteme avansate de inteligență artificială, Sisteme de procesare numerică a imaginilor, Recunoașterea formelor, Metode avansate de recunoașterea formelor
	• Lucrări licență, lucrări îndrumate pentru obținerea gradului didactic I (și altele)	Îndrumător lucrări licență (Calculatoare) și disertație (Știința și ingineria calculatoarelor) începând cu 2009

ACTIVITATEA ȘTIINȚIFICĂ

<p>PUBLICAȚII</p>	<ul style="list-style-type: none"> • Cărți / capitole în edituri cotate CNCIS / edituri internaționale 	<ol style="list-style-type: none"> 1. Radu-Daniel Vatavu. (2013). <i>Ghid practic pentru analiza și proiectarea algoritmilor. Aplicații în C#</i>. MatrixRom, București, ISBN 978-973-755-993-7, 220 pagini 2. Radu-Daniel Vatavu, Ovidiu-Ciprian Ungurean, Ștefan-Gheorghe Pentiu. (2011). Body Gestures for Office Desk Scenarios. In D. England (Ed.), <i>Whole Body Interaction</i> (pp. 163-172). Springer Human-Computer Interaction Series. London: Springer-Verlag. doi:10.1007/978-0-85729-433-3_13 3. Radu-Daniel Vatavu. (2011). The Understanding of Meaningful Events in Gesture-Based Interaction. In J. Zhang, L. Shao, L. Zhang and G.A. Jones (Eds.), <i>Intelligent Video Event Analysis and Understanding</i> (pp. 1-19). Springer Studies in Computational Intelligence vol. 332. Berlin: Springer. doi:10.1007/978-3-642-17554-1_1 4. Radu-Daniel Vatavu. (2010). Creativity in Interactive TV: Personalize, Share, and Invent Interfaces. In A. Marcus, A. Cereijo Roibas, R. Sala (Eds.), <i>Mobile TV: Customizing Content and Experience</i> (pp. 121-139), Springer Human-Computer Interaction Series. London: Springer-Verlag. doi:10.1007/978-1-84882-701-1_12 5. Radu-Daniel Vatavu. (2009). Interfaces that Should Feel Right: Natural Interaction with Multimedia Information. In M. Grgic, K. Delac, M. Ghanbari (Eds.), <i>Recent Advances in Multimedia Signal Processing and Communications</i> (pp. 145-170). Springer Studies in Computational Intelligence vol. 231. Berlin: Springer. doi:10.1007/978-3-642-02900-4_7 6. Ștefan-Gheorghe Pentiu, Radu-Daniel Vatavu. 2009. <i>Algoritmi și metode de programare în Java</i>. Editura Universității Suceava, ISBN 978-973-666-323-9, 294 pagini
	<ul style="list-style-type: none"> • Lucrări științifice (maxim 5 titluri) 	<ol style="list-style-type: none"> 1. Radu-Daniel Vatavu, Matei Mancas. (2015). Evaluating Visual Attention for Multi-Screen Television: Measures, Toolkit, and Experimental Findings. <i>Personal and Ubiquitous Computing</i> 19 (5-6). Springer London, 781-801. doi:10.1007/s00779-015-0862-z 2. Ionut-Alexandru Zaiți, Ștefan-Gheorghe Pentiu, Radu-Daniel Vatavu. (2015). On Free-Hand TV Control: Experimental Results on User-Elicited Gestures with Leap Motion. <i>Personal and Ubiquitous Computing</i> 19 (5-6). Springer London, 821-838. doi:10.1007/s00779-015-0863-y 3. Radu-Daniel Vatavu, Gabriel Cramariuc, Doina Maria Schipor. (2015). Touch Interaction for Children Aged 3 to 6 Years: Experimental Findings and Relationship to Motor Skills. <i>International Journal of Human-Computer Studies</i> 74. Elsevier, 54-76. doi:10.1016/j.ijhcs.2014.10.007 4. Radu-Daniel Vatavu, Ionut-Alexandru Zaiți. (2013). Automatic Recognition of Object Size and Shape via User-Dependent Measurements of the Grasping Hand. <i>International Journal of Human-Computer Studies</i> 71(5). Elsevier, 590-607. doi:10.1016/j.ijhcs.2013.01.002 5. Radu-Daniel Vatavu. (2013). The Impact of Motion Dimensionality and Bit Cardinality on the Design of 3D Gesture Recognizers. <i>International Journal of Human-Computer Studies</i> 71(4). Elsevier, 387-409. doi:10.1016/j.ijhcs.2012.11.005

PROIECTE DE CERCETARE	<ol style="list-style-type: none"> 1. Interfețe gestuale pentru contexte interactive deficitare vizual (PNII RU TE) 2. Feedback multimodal pentru suportul interacțiunilor bazate pe gesturi în medii inteligente (PNII, Cooperari bilaterale – Austria) 3. Sistem interactiv bazat pe comenzi gestuale pentru dezvoltarea și susținerea educațională a copiilor de vârstă școlară: aplicații în educație, turism și descoperirea patrimoniului (PNII Cooperari bilaterale – Belgia)
MEMBRU ÎN COMITETE ȘTIINȚIFICE (reviste, congrese, simpozioane)	<p>3DUI, the IEEE Symposium on 3D User Interfaces: 2009, 2010</p> <p>CHI, the Annual SIGCHI Conference on Human Factors in Computing Systems: 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016</p> <p>CSCW, the ACM Conference on Computer Supported Cooperative Work and Social Computing: 2014</p> <p>DIS, the ACM Designing Interactive Systems Conference: 2010, 2012, 2014</p> <p>EICS, the Symposium on Engineering Interactive Computing Systems: 2010, 2011, 2012, 2013, 2014, 2015</p> <p>GI, the Graphics Interface Conference: 2007, 2013, 2014</p> <p>HRI, the ACM/IEEE International Conference on Human-Robot Interaction: 2012, 2013</p> <p>ICMI, the ACM International Conference on Multimodal Interfaces: 2008, 2009, 2011, 2012, 2013, 2014, 2015</p> <p>INTERACT, the IFIP TC13 Conference on Human-Computer Interaction: 2009, 2011, 2013, 2015</p> <p>INTETAIN, the International Conference on Intelligent Technologies for Interactive Entertainment: 2013, 2014, 2015</p> <p>ISAmI, the International Symposium on Ambient Intelligence: 2012, 2013, 2014, 2015</p> <p>ISEA, the 21st International Symposium on Electronic Art: 2015</p> <p>ISWC, the Annual IEEE International Symposium on Wearable Computers: 2009</p> <p>ITS, the ACM Interactive Tabletops and Surfaces Conference: 2013, 2014</p> <p>IUI, the ACM International Conference on Intelligent User Interfaces: 2010, 2012, 2013, 2015</p> <p>MobileHCI, the ACM International Conference on Human-Computer Interaction with Mobile Devices and Services: 2008, 2009, 2010, 2012, 2013, 2014, 2015</p> <p>MOCO, the International Workshop on Movement and Computing: 2014, 2015</p> <p>MUM, the International Conference on Mobile and Ubiquitous Multimedia: 2013</p> <p>SUI, the ACM Symposium on Spatial User Interaction: 2013</p> <p>TEI, the International Conference on Tangible, Embedded and Embodied Interaction: 2012, 2013</p> <p>TVX 2014, the ACM International Conference on Interactive Experiences for TV and Online Video: 2014, 2015</p> <p>UIST, the ACM Symposium on User Interface Software and Technology: 2012, 2013, 2014</p> <p>VR, the IEEE Virtual Reality Conference: 2010</p> <p>VSMM, the Int. Conference on Virtual Systems and Multimedia: 2009</p>

APARTENENȚA LA ORGANIZAȚII ȘI ASOCIAȚII PROFESIONALE

1. Association for Computing Machinery

SPECIALIZĂRI ÎN STRĂINĂTATE

1. Doctorat în cotutelă cu Universitatea din Lille, Franța (2004 – 2008)
2. Cercetător INRIA invitat, Franța (Iunie - Iulie 2011)
3. Conferențiar invitat, Université Lille 1, Franța (Mai 2011)
4. Între 2011 – 2013 am efectuat multiple vizite scurte de cercetare la Universitatea din Mons, Belgia (Oct. 2012, Apr. 2013, Iul. 2013, Oct. 2013) în cadrul laboratorului TCTS (<http://tcts.fpms.ac.be/>), timp în care am efectuat activități de cercetare în domeniul dezvoltării de interfețe gestuale pentru copii. Între 2014 – 2015 am efectuat vizite scurte de cercetare la Universitatea Tehnică din Viena (Apr. 2014, Sept. 2015) în cadrul Interactive Media Systems Group

PARTICIPĂRI LA CONFERINȚE NAȚIONALE ȘI INTERNAȚIONALE REPREZENTATIVE

1. Radu-Daniel Vatavu, Jacob O. Wobbrock. (2016). Between-subjects elicitation studies: Formalization and tool support. *Proceedings of CHI '16, the 34th ACM Conference on Human Factors in Computing Systems*. New York: ACM Press. To appear. [ACC. RATE: 538/2300=23.4%]
2. Martez E. Mott, Radu-Daniel Vatavu, Shaun K. Kane, Jacob O. Wobbrock. (2016). Smart Touch: Improving Touch Accuracy for People with Motor Impairments with Template Matching. *Proceedings of CHI '16, the 34th ACM Conference on Human Factors in Computing Systems*. New York: ACM Press. To appear. [ACC. RATE: 538/2300=23.4%] **BEST PAPER AWARD**
3. Radu-Daniel Vatavu, Lisa Anthony, Quincy Brown. (2015). Child or Adult? Inferring Smartphone Users' Age Group from Touch Measurements Alone. *Proceedings of INTERACT'15, the 15th IFIP TC.13 International Conference on Human-Computer Interaction*. Springer, 1-9. doi:10.1007/978-3-319-22723-8_1 [ACC. RATE: 85/286=30%]
4. Christian Schönauer, Annette Mossel, Ionut-Alexandru Zaiti, Radu-Daniel Vatavu. (2015). Touch, Movement & Vibration: User Perception of Vibrotactile Feedback for Touch and Mid-Air Gestures. *Proceedings of INTERACT'15, the 15th IFIP TC.13 International Conference on Human-Computer Interaction*. Springer, 165-172. doi:10.1007/978-3-319-22723-8_14 [ACC. RATE: 85/286=30%]
5. Radu-Daniel Vatavu. (2015). Audience Silhouettes: Peripheral Awareness of Synchronous Audience Kinesics for Social Television. *Proceedings of TVX'15, the 2nd ACM International Conference on Interactive Experiences for TV and Online Video*. New York: ACM Press, 13-22. doi:10.1145/2745197.2745207 [ACC. RATE: 12/50=24%] **BEST PAPER AWARD**
6. Radu-Daniel Vatavu, Jacob O. Wobbrock. (2015). Formalizing Agreement Analysis for Elicitation Studies: New Measures, Significance Test, and Toolkit. *Proceedings of CHI'15, the 33rd ACM SIGCHI Conference on Human Factors in Computing Systems*. New York: ACM Press, 1325-1334. doi:10.1145/2702123.2702223 [ACC. RATE: 495/2150=23%] **HONORABLE MENTION AWARD**
7. Radu-Daniel Vatavu, Lisa Anthony, Jacob O. Wobbrock. (2014). Gesture Heatmaps: Understanding Gesture Performance with Colorful Visualizations. *Proceedings of ICMI'14, the 16th ACM International Conference on Multimodal Interaction*. New York: ACM Press, 172-179. doi:10.1145/2663204.2663256 [ACC. RATE: 49/127=39%]
8. Yosra Rekik, Radu-Daniel Vatavu, Laurent Grisoni. (2014). Understanding Users' Perceived Difficulty of Multi-Touch Gesture Articulation. *Proceedings of ICMI'14, the 16th ACM International Conference on Multimodal Interaction*. New York: ACM Press, 232-239. doi:10.1145/2663204.2663273 [ACC. RATE: 49/127=39%]
9. Radu-Daniel Vatavu, Matei Mancias. (2014). Visual Attention Measures for Multi-Screen TV. *Proceedings of TVX'14, the ACM International Conference on Interactive Experiences for TV and Online Video*. New York: ACM Press, 111-118. doi:10.1145/2602299.2602305 [ACC. RATE: 20/80=25%]
10. Radu-Daniel Vatavu, Ionut-Alexandru Zaiti. (2014). Leap Gestures for TV: Insights from an Elicitation Study. *Proceedings of TVX'14, the ACM International Conference on Interactive Experiences for TV and Online Video*. New York: ACM Press, 131-138 doi:10.1145/2602299.2602316 [ACC. RATE: 20/80=25%]
11. Yosra Rekik, Radu-Daniel Vatavu, Laurent Grisoni. (2014). Match-Up & Conquer: A Two-Step Technique for Recognizing Unconstrained Bimanual and Multi-Finger Touch Input. *Proceedings of AVI'14, the 12th International Working Conference on Advanced Visual Interfaces*. New York: ACM Press, 201-208 [ACC. RATE: 47/164=28%]
12. Radu-Daniel Vatavu, Lisa Anthony, Jacob O. Wobbrock. (2013). Relative Accuracy Measures for Stroke Gestures. *Proceedings of ICMI'13, the 15th ACM International Conference on Multimodal Interaction*. New York: ACM Press, 279-286. doi:10.1145/2522848.2522875 [ACC. RATE: 50/133=38%]
13. Radu-Daniel Vatavu, Matei Mancias. (2013). Interactive TV Potpourris: An Overview of Designing Multi-screen TV Installations for Home Entertainment. *Proceedings of INTETAIN'13, 5th International ICST Conference on Intelligent Technologies for Interactive Entertainment*. Lecture Notes of the Institute for Computer Sciences vol. 124. Springer International Publishing, 49-54. doi:10.1007/978-3-319-03892-6_6

14. Radu-Daniel Vatavu. (2013). There's a World outside Your TV: Exploring Interactions beyond the Physical TV Screen. *Proceedings of EuroITV'13, the 11th European Conference on Interactive TV and Video*. New York: ACM Press, 143-152. doi:10.1145/2465958.2465972 [ACC. RATE: 21/58=36%]
15. Ionuț-Alexandru Zaiți, Radu-Daniel Vatavu, Ștefan-Gheorghe Pentiuc. (2013). Exploring Hand Posture for Smart Mobile Devices. *Proceedings of SouthCHI'13, the 1st International Conference on Human Factors in Computing and Informatics*. Lecture Notes in Computer Science vol. 7946. Berlin: Springer, 721-731. doi:10.1007/978-3-642-39062-3_52 [ACC. RATE: 57/169=34%]
16. Lisa Anthony, Radu-Daniel Vatavu, Jacob O. Wobbrock. (2013). Understanding the Consistency of Users' Pen and Finger Stroke Gesture Articulation. *Proceedings of GI'13, the 39th Graphics Interface Conference*. Toronto, Ontario: Canadian Information Processing Society, 87-94. doi:2532129.2532145 [ACC. RATE: 16/42=38% (HCI TRACK)]
17. Radu-Daniel Vatavu, Géry Casiez, Laurent Grisoni. (2013). Small, Medium, or Large?: Estimating the User-Perceived Scale of Stroke Gestures. *Proceedings of CHI'13, the 31st ACM SIGCHI Conference on Human Factors in Computing Systems*. New York: ACM Press, 277-280. doi:10.1145/2470654.2470692 [ACC. RATE: 392/1963=20%]
18. Radu-Daniel Vatavu, Cătălin Marian Chera, Wei-Tek Tsai. (2012). Gesture Profile for Web Services: An Event-driven Architecture to Support Gestural Interfaces for Smart Environments. *Proceedings of Aml'12, the International Joint Conference on Ambient Intelligence*. Lecture Notes in Computer Science vol. 7683. Berlin: Springer, 161-176. doi:10.1007/978-3-642-34898-3_11 [ACC. RATE: 18/47=38% (LONG PAPERS)]
19. Radu-Daniel Vatavu, Lisa Anthony, Jacob O. Wobbrock. (2012). Gestures as Point Clouds: A \$P Recognizer for User Interface Prototypes. *Proceedings of ICMI'12, the 14th ACM International Conference on Multimodal Interaction*. New York: ACM Press, 273-280. doi:10.1145/2388676.2388732 [ACC. RATE: 15/74=20% (LONG PAPERS)] **OUTSTANDING PAPER AWARD**
20. Cătălin Marian Chera, Wei-Tek Tsai, Radu-Daniel Vatavu. (2012). Gesture Ontology for Informing Service-Oriented Architectures. *Proceedings of ISIC'12, the IEEE International Symposium on Intelligent Control*. Washington, D.C.: IEEE Computer Society, 1184-1189. doi:10.1109/ISIC.2012.6398257
21. Radu-Daniel Vatavu. (2012). User-Defined Gestures for Free-Hand TV Control. *Proceedings of EuroITV'2012, the 10th European Conference on Interactive TV and Video*. New York: ACM Press, 45-48. doi:10.1145/2325616.2325626 [ACC. RATE: 31/91=34%]
22. Radu-Daniel Vatavu. (2012). Small Gestures Go a Long Way: How Many Bits per Gesture Do Recognizers Actually Need? *Proceedings of DIS'12, the 9th ACM International Conference on Designing Interactive Systems*. New York: ACM Press, 328-337. doi:10.1145/2317956.2318006 [ACC. RATE: 90/449=20%]
23. Radu-Daniel Vatavu. (2012). 1F: One Accessory Feature Design for Gesture Recognizers. *Proceedings of IUI'12, the 17th International Conference on Intelligent User Interfaces*. New York: ACM Press, 297-300. doi:10.1145/2166966.2167022 [ACC. RATE: 49/212=23%]
24. Radu-Daniel Vatavu. (2011). The Effect of Sampling Rate on the Performance of Template-based Gesture Recognizers. *Proceedings of ICMI'11, the 13th International Conference on Multimodal Interaction*. New York: ACM Press, 271-278. doi:10.1145/2070481.2070531 [ACC. RATE: 47/120=39%]
25. Radu-Daniel Vatavu, Daniel Vogel, Géry Casiez, Laurent Grisoni. (2011). Estimating the Perceived Difficulty of Pen Gestures. *Proceedings of INTERACT'11, the 13th IFIP TC13 Conference on Human-Computer Interaction*. Lecture Notes in Computer Science vol. 6947. Berlin: Springer, 89-106. doi:10.1007/978-3-642-23771-3_9 [ACC. RATE: 111/402=27%]
26. Radu-Daniel Vatavu. (2011). Reusable Gestures for Interacting with Ambient Displays in Unfamiliar Environments. *Proceedings of ISAmI'11, the 2nd International Symposium on Ambient Intelligence*. Advances in Intelligent and Soft Computing vol. 92. Berlin: Springer, 157-164. doi:10.1007/978-3-642-19937-0_20
27. Radu-Daniel Vatavu, Laurent Grisoni, Ștefan-Gheorghe Pentiuc. (2010). Multiscale Detection of Gesture Patterns in Continuous Motion Trajectories. *Proceedings of GW'09, the 8th International Gesture Workshop*. Lecture Notes in Computer Science vol. 5934. Berlin: Springer, 85-97. doi:10.1007/978-3-642-12553-9_8

28. Radu-Daniel Vatavu, Laurent Grisoni, Ștefan-Gheorghe Pentiu. (2009). Gesture Recognition Based on Elastic Deformation Energies. *Proceedings of GW'07, the 7th International Gesture Workshop*. Lecture Notes in Computer Science vol. 5085. Berlin: Springer, 1-12. doi:10.1007/978-3-540-92865-2_1 [ACC. RATE: 31/53=58%]
29. Radu-Daniel Vatavu, Ștefan-Gheorghe Pentiu. (2008). Interactive Coffee Tables: Interfacing TV within an Intuitive, Fun and Shared Experience. *Proceedings of EuroITV'08, the 6th European Interactive TV Conference*. Lecture Notes in Computer Science vol. 5066. Berlin: Springer, 183-187. doi:10.1007/978-3-540-69478-6_24 [ACC. RATE: 42/156=27%]
30. Radu-Daniel Vatavu, Ștefan-Gheorghe Pentiu, Christophe Chaillou, Laurent Grisoni, Samuel Degrande. (2006). Visual Recognition of Hand Postures for Interacting with Virtual Environments. *Proceedings of DAS'06, the 8th International Conference on Development and Application Systems*. Suceava, 477-482

LIMBI STRĂINE

Limba engleză	• Citire	Nivel: foarte bine
	• Scriere	Nivel: foarte bine
	• Conversație	Nivel: foarte bine
Limba franceză	• Citire	Nivel: bine
	• Scriere	Nivel: bine
	• Conversație	Nivel: bine

Data:

Semnătura