

Amigat,
Director CSU
Prof. univ. dr. ing. Laurențiu Bărbulescu

Universitatea "Ștefan cel Mare" din Suceava
Facultatea de Inginerie Electrică și Știința Calculatoarelor
conf. dr. ing. Ovidiu-Andrei SCHIPOR
Sinteză îndeplinire standarde minimale profesor.
Anexa 15 din Ordin 6129/2016

Descriere	Minim	Realizat
A1. Activitatea didactică și profesională	100	120.2
A2. Activitate de cercetare	600	943.0
A3. Recunoașterea și impactul activității	150	500.1
TOTAL (A)	850	1563.4
A1.1.1. Carti de specialitate	1	2
A2.1. Articole ISI	15	28
A2.1. Articole ISI Q1/Q2	3	5
A2.4.1. Granturi cercetare (Director/Responsabil)	2	2
A.3.1.1. Citari carti/ISI	25	144
A.3.1.1. Factor de impact cumulat	10	35.3



Descriere	Punctaj
TOTAL	1563.4
A1. Activitatea didactică și profesională	120.2
A1.1.1. Cărți de autor sau capitole de specialitate la edituri cu ISBN - internaționale	
Schipor, M. D., & Schipor, O. A. (2014). Requirements for Computer Assisted Improvement of Children Behaviour. The Actual Problems of The Theory And Practice of Modern Pre-School Education in Poland, Romania and Ukraine, Lumen Media Publishing, London, 65-78.	6.3
Schipor, O., Geman, O., Chiuchisan, I., & Covasa, M. (2016). From fuzzy expert system to artificial neural network: Application to assisted speech therapy. In Artificial Neural Networks-Models and Applications. IntechOpen.	3.1
A1.1.1. Cărți de autor sau capitole de specialitate la edituri cu ISBN - naționale	
Sisteme Expert Fuzzy - teorie si aplicatii in domeniul terapiei asistate a tulburarilor de pronuntie, autori Ovidiu-Andrei SCHIPOR si Felicia GIZA-BELCIUG, MatrixROM, ISBN 978-606-25-0078-8, 2014	25.0
Interoperabilitatea sistemelor distribuite, aplicatii si studii de caz privind tehnicile de interoperabilitate a sistemelor distribuite, Gîză Belciug Felicia, Turcu Cristina, Pentiu Stefan, Schipor Ovidiu, Matrixrom, 2014, ISBN: 978-606-25-0100-6	12.5
A1.2.1. Materiale didactice / Lucrări didactice publicate la edituri cu ISBN	
Fundamentals of Front-End Web Development - a Study Guide, "Stefan cel Mare" University of Suceava Press, 2022, Schipor Ovidiu-Andrei	40.0
Structuri de date și algoritmi. Ghid de lucrări practice, autori Ștefan-Gheorghe PENTIUC și Ovidiu-Andrei SCHIPOR, Editura Universității Ștefan cel Mare din Suceava, ISBN 978-973-666-685-8, 2021	20.0
Limbajul C, Tehnici de programare eficientă, Matrixrom, 2014, Schipor Ovidiu, Pentiu Stefan, Gîză Belciug Felicia	13.3
A2. Activitate de cercetare	943.0
A2.1. Articole in reviste cotate ISI lucrari in volumele unor manifestari stiintifice indexate ISI	
https://publons.com/researcher/5240603/ovidiu-andrei-schipor/	
Schipor, O. A., & Vatavu, R. D. (2022). GearWheels: A Software Tool to Support User Experiments on Gesture Input with Wearable Devices. International Journal of Human-Computer Interaction, 1-19.	86.3
Vatavu, R. D., Rusu, P. P., Schipor, O. A., & Schipor, M. D. (2021). Preferences of people with visual impairments for augmented and mediated vision: A vignette experiment. Multimedia Tools and Applications, 1-26.	25.6
Schipor, O. A., & Vatavu, R. D. (2021). Empirical results for high-definition video and augmented reality content delivery in hyper-connected cars. Interacting with Computers, 33(1), 3-16.	36.8
Aiordăchioae, A., Schipor, O. A., & Vatavu, R. D. (2020, May). An Inventory of Voice Input Commands for Users with Visual Impairments and Assistive Smartglasses Applications. In 2020 International Conference on Development and Application Systems (DAS) (pp. 146-150). IEEE.	10.8
Schipor, O. A., & Aiordăchioae, A. (2020, May). Engineering Details of a Smartglasses Application for Users with Visual Impairments. In 2020 International Conference on Development and Application Systems (DAS) (pp. 157-161). IEEE.	16.3
Schipor, O. A., Vatavu, R. D., & Wu, W. (2019, October). Integrating Peripheral Interaction Into Augmented Reality Applications. In 2019 IEEE International Symposium on Mixed and Augmented Reality Adjunct (ISMAR-Adjunct) (pp. 358-359). IEEE.	10.8
Popovici, I., Schipor, O. A., & Vatavu, R. D. (2019). Hover: Exploring cognitive maps and mid-air pointing for television control. International Journal of Human-Computer Studies, 129, 95-107.	57.0
Schipor, O. A., Vatavu, R. D., & Vanderdonck, J. (2019). Euphoria: A Scalable, event-driven architecture for designing interactions across heterogeneous devices in smart environments. Information and Software Technology, 109, 43-59.	47.0
Gherman, O., Schipor, O., & Gheran, B. F. (2018, May). VERGE: A system for collecting voice, eye gaze, gesture, and EEG data for experimental studies. In 2018 International Conference on Development and Application Systems (DAS) (pp. 150-155). IEEE.	10.8

Descriere	Punctaj
Schipor, O. A., & Vataavu, R. D. (2018). Invisible, inaudible, and impalpable: users' preferences and memory performance for digital content in thin air. <i>IEEE Pervasive Computing</i> , 17(4), 76-85.	69.7
Mocanu, I., Schpor, O. A., Cramariuc, B., & Rusu, L. (2017). Mobile@ Old: A smart home platform for enhancing the elderly mobility. <i>Advances in Electrical and Computer Engineering</i> , 17(4), 19-26.	12.4
Schipor, O. A., Wu, W., Tsai, W. T., & Vataavu, R. D. (2017). Software architecture design for spatially-indexed media in smart environments. <i>Advances in Electrical and Computer Engineering</i> , 17(2), 17-22.	12.4
Schipor, O., Geman, O., Chiuchisan, I., & Covasa, M. (2016). From fuzzy expert system to artificial neural network: Application to assisted speech therapy. In <i>Artificial Neural Networks-Models and Applications</i> . IntechOpen.	8.1
Schipor, O. A., & Mocanu, I. (2016). Making E-Mobility Suitable for Elderly. In <i>The International Scientific Conference eLearning and Software for Education (Vol. 1, p. 283)</i> . "Carol I" National Defence University.	16.3
Schipor, M. D., & Schpor, O. A. (2015). BUILDING E-PET-COULD EMOTIONS PERSONAL TRAINER BECOME A REALITY?. <i>eLearning & Software for Education</i> , (1).	16.3
Schipor, M. D., & Schpor, O. A. (2014). Motivation and locus of control: relational patterns activated in training for teaching career. <i>Procedia-Social and Behavioral Sciences</i> , 128, 420-425.	16.3
Schipor, O. A. (2014). Improving computer assisted speech therapy through speech based emotion recognition. In <i>Conference proceedings of eLearning and Software for Education «(eLSE) (Vol. 10, No. 01, pp. 101-104)</i> . Carol I National Defence University Publishing House.	32.5
Schipor, O. A., Schpor, D. M., & Crişmariu, E. (2013). Measuring similarities between external and self emotion evaluation in the case of assisted speech therapy of children. <i>Procedia-Social and Behavioral Sciences</i> , 84, 754-758.	10.8
Schipor, O. A., Pentiuc, S. G., & Schpor, M. D. (2012). Automatic assessment of pronunciation quality of children within assisted speech therapy. <i>Electronics and Electrical Engineering</i> , 122(6), 15-18.	18.9
Schipor, O. A., Pentiuc, S. G., & Schpor, M. D. (2012). Toward automatic recognition of children's affective state using physiological parameters and fuzzy model of emotions. <i>Advances in Electrical and Computer Engineering</i> , 12(2), 47-50.	16.6
Schipor, O. A., Pentiuc, S. G., & Schpor, M. D. (2011, May). Towards a multimodal emotion recognition framework to be integrated in a Computer Based Speech Therapy System. In <i>2011 6th Conference on Speech Technology and Human-Computer Dialogue (SpeD) (pp. 1-6)</i> . IEEE.	10.8
Schipor, O. A., Pentiuc, S. G., & Schpor, M. D. (2011). The utilization of feedback and emotion recognition in computer based speech therapy system. <i>Electronics and Electrical Engineering</i> , 109(3), 101-104.	18.9
Schipor, O. A., Schpor, D. M., Crismariu, E., & Pentiuc, S. G. (2011). Finding key emotional states to be recognized in a computer based speech therapy system. <i>Procedia-Social and Behavioral Sciences</i> , 30, 1177-1182.	8.1
Schipor, O. A., Pentiuc, S. G., & Schpor, M. D. (2011). Using a Fuzzy Emotion Model in Computer Assisted Speech Therapy. In <i>Third International Conference on Software, Services and Semantic Technologies S3T 2011 (pp. 189-193)</i> . Springer, Berlin, Heidelberg.	10.8
Danubianu, M., Pentiuc, S. G., Schpor, O. A., & Tobolcea, I. (2010). Advanced Information Technology-support of improved personalized therapy of speech disorders. <i>International Journal of Computers Communications & Control</i> , 5(5), 684-692.	26.0
Pentiuc, S. G., Schpor, O. A., Danubianu, M., Schpor, M. D., & Tobolcea, I. (2010). Speech Therapy Programs for a Computer Aided Therapy System. <i>Elektronika ir Elektrotechnika</i> , 103(7), 87-90.	11.3
Schipor, O. A., Pentiuc, S. G., & Schpor, M. D. (2010). Improving computer based speech therapy using a fuzzy expert system. <i>Computing and Informatics</i> , 29(2), 303-318.	12.9
Pentiuc, S. G., Tobolcea, I., Schpor, O. A., Danubianu, M., & Schpor, D. M. (2010). Translation of the speech therapy programs in the Logomon assisted therapy system. <i>Advances in Electrical and Computer Engineering</i> , 10(2), 48-52.	10.0

Descriere	Punctaj
Schipor, M. D., Pentiuc, S. G., & Schipor, O. A. (2010). End-User Recommendations on LOGOMON-a Computer Based Speech Therapy System for Romanian Language. <i>Advances in Electrical and Computer Engineering</i> , 10(4), 57-60.	16.6
A2.2. Articole in reviste si in volumele unor manifestari stiintifice in alte baze de date internationale recunoscute (BDI)	
Vatavu, RD., Schipor, OA. (2022). Formalizing Digital Proprioception for Devices, Environments, and Users. In: Novais, P., Carneiro, J., Chamoso, P. (eds) <i>Ambient Intelligence – Software and Applications – 12th International Symposium on Ambient Intelligence. ISAmI 2021. Lecture Notes in Networks and Systems</i> , vol 483. (Springer)	10.0
Schipor, O. A., Bilius, L. B., Ungurean, O. C., Șiean, A. I., Andrei, A. T., & Vatavu, R. D. (2022, April). Personalized wearable interactions with WearSkill. In <i>Proceedings of the 19th International Web for All Conference</i> (pp. 1-2). (ACM)	3.3
Schipor, O. A., Bilius, L. B., & Vatavu, R. D. (2022, April). WearSkill: personalized and interchangeable input with wearables for users with motor impairments. In <i>Proceedings of the 19th International Web for All Conference</i> (pp. 1-5). (ACM)	6.7
Schipor, O. A., & Vatavu, R. D. (2021, May). Software Architecture Based on Web Standards for Gesture Input with Smartwatches and Smartglasses. In <i>20th International Conference on Mobile and Ubiquitous Multimedia</i> (pp. 186-188). (ACM)	10.0
Schipor, O. A., Vatavu, R. D., & Wu, W. (2019). Sapiens: Towards software architecture to support peripheral interaction in smart environments. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 3(EICS), 1-24. (ACM)	6.7
Schipor, O. A., & Vatavu, R. D. (2019). Towards Interactions with Augmented Reality Systems in Hyper-Connected Cars. <i>Proceedings of HCI Engineering 2019 (2019), the 2nd Workshop on Charting the Way Towards Methods and Tools for Advanced Interactive Systems (in conjunction with ACM EICS '19)</i> (DBLP)	10.0
Mocanu, I., & Schipor, O. A. (2017). A SERIOUS GAME FOR IMPROVING ELDERLY MOBILITY BASED ON USER EMOTIONAL STATE. <i>Elearning & Software for Education</i> , 2.	
Schipor, D. M., Schipor, O. A., & Pentiuc, Ș. G. (2010). Advantages and Limits of Computer Based Speech Therapy System. <i>Petroleum-Gas University of Ploiesti Bulletin, Educational Sciences Series</i> , 62(2).	
Schipor, O. A., & Schipor, M. D. (2009). The Attitude of the Education Community on the Computer Base Speech Therapy Systems. In <i>Proceedings of Educational Sciences–Dynamic and Perspectives Conference</i> (pp. 330-336).	
Schipor, O. A., Belciug, F. G., Pentiuc, S. G., Belciug, C. E., & Nestor, M. (2009). Software package with exercises for therapy of children with dyslalia. <i>arXiv preprint arXiv:1405.7806..</i> (DBLP)	4.0
Pentiuc, S., Schipor, O., Danubianu, M., & Schipor, M. (2008). Automatic Recognition of Dyslalia Affecting Pre-Schoolers. <i>Ecumict-2008, Gent, Belgium, ISSB</i> , 317-326. (DBLP)	5.0
Schipor, O. A., Pentiuc, S. G., & Schipor, D. M. (2008). Knowledge base of an expert system used for dyslalic children therapy. <i>arXiv preprint arXiv:1406.4882.</i> (DBLP)	6.7
Danubianu, M., Pentiuc, S. G., Schipor, O. A., Nestor, M., & Ungureanu, I. (2008, July). Distributed intelligent system for personalized therapy of speech disorders. In <i>2008 The Third International Multi-Conference on Computing in the Global Information Technology (iccgI 2008)</i> (pp. 166-170). (IEEE)	4.0
Schipor, O., & Nestor, T. (2008). Automat Parsing of Audio Recordings. <i>Testing Children with Dyslalia: Theoretical Background. Testing Children with Dyslalia: Theoretical Background</i> (September 12, 2007). <i>Distributed System, Romania, ISSB/ISBN</i> , 6808, 39-44. (DBLP)	10.0
Belciug, C. E., Schipor, O. A., & Danubianu, M. (2008). Exercises for Children with Dyslalia-Software Infrastructure. <i>arXiv preprint arXiv:1409.1699.</i> (DBLP)	6.7
SCHIPOR, O., & SCHIPOR, D. (2007). Computer Assisted Therapy of Dyslalia. <i>The Knowledge Based Organization</i> , 13, 22-25.	
PENTIUC Stefan-Gheorghe, GIZA Felicia, SCHIPOR Ovidiu (2006), Mobile Agents for Distance Evaluation Procedures. <i>Internet-Education-Science</i> , vol: 5, 10-11 October, 2006, Vinnytsia, Ukraine, pp. 134-138 (DBLP)	6.7

Descriere	Punctaj
GIZA Felicia Florentina, TURCU Cristina Elena, SCHIPOR Ovidiu Andrei, (2006), Using Mobile Agents for Information Retrieval in B2B Systems, Sisteme Distribuite, Vol IV, ISSN 1842-6808, pp. 126-131, (DBLP)	6.7
Schipor, O., & Giza, F. (2005). Vocal Signal Digital Processing. Instrument for Analog to Digital Conversion Study. Distributed Processing, 3, 123-129. (DBLP)	10.0
A2.4.1.2 Granturi/proiecte de cercetare nationale castigate prin competitie - director/responsabil	
Mentinerea sănătății și îmbătrânire activă prin jocuri serioase și inteligență artificială, 97PTE/2022, PN3-P2-1177/30.06.2022, coordonator: Centrul IT pentru Știință și Tehnologie, director: Dorin Stanciu, responsabil USV: Ovidiu-Andrei Schipor, 24 luni.	20.0
Mobile@ Old - Asistent pentru persoane vârstnice bazat pe modele de mobilitate, 315/2014, PN-II-PT-PCCA-2013-4-22410, coordonator: Universitatea Politehnica București, director: Irina Mocanu, responsabil USV: Ovidiu-Andrei Schipor, 2014-2017, 39 luni.	32.5
A2.4.2.1 Granturi/proiecte internationale castigate prin competitie - membru	
Multitouch - Multimodal haptic with touch devices; funded by the European Union's Horizon 2020 research and innovation programme under the Marie Skłodowska-Curie grant agreement n° 860114, Coordonator: Université de Lille, Co-Principal Investigator for USV: Radu-Daniel Vatavu, 2020-2024, 48 months	16.0
PeriphInt - New Interaction Techniques for Smart Environments at the Periphery of User Attention, 3BM/2018, PN-III-P3-3.1-PM-RO-CN-2018-0032, Principal Investigators: Radu-Daniel Vatavu (USV, Romania) and Wenjun Wu (Beihang University, China), 2018-2019, 18 months	6.0
PSI-KYNECTICS: Computational Psychology of Human Movement to Understand Gestures and Body Kinesics; Project no.: 101BM/2017; Principal Investigators: Radu-Daniel Vatavu (University of Suceava, Romania) and Jean Vanderdonck (Université catholique de Louvain, Belgium); Running period: January 2017 - December 2018 (24 months)	8.0
Multimodal Feedback for Supporting Gesture Interaction in Smart Environments, 740/2014, PN II – Bilateral Cooperation, Principal Investigators: Radu-Daniel Vatavu (USV, Romania) and Hannes Kaufmann (Technical University of Vienna, Austria), 2014-2015, 24 months	8.0
Interaction Techniques with Massive Data Clouds in Smart Environments, 47BM/2016, Principal Investigators: Radu-Daniel Vatavu (USV, Romania) and Wenjun Wu (Beihang University, China), 2016-2017, 15 months	5.0
Gesture-based Interactive System for the Development and Educational Support of Children: Applications in Education, Tourism, and Discovery of Patrimony, 588/2012, Joint Research Project Romania-Belgium, Principal Investigators: Radu-Daniel Vatavu (USV, Romania) and Matei Mancaș (Universite de Mons, Belgium), 2012-2014, 24 months	8.0
A2.4.2.2 Granturi/proiecte nationale castigate prin competitie - membru	
Sensorimotor Realities; Project no.: PN-III-P4-ID-PCE-2020-0434; Contract no.: PCE29/2021; Principal Investigator: Radu-Daniel Vatavu; Running period: January 2021 - December 2023 (36 months)	6.0
WearSkill: Motor-Streamlined Interactions with Smart Wearables; Project no.: PN-III-P2-2.1-PED-2019-0352; Contract no.: 276PED/2020; Principal Investigator: Radu-Daniel Vatavu; Running period: August 2020 - August 2022 (24 months)	4.0
Secvențierea genomului SARS-CoV-2 și analiza filogenetică a tulpinilor circulante în România; 12Sol/2020; Proiect finantat prin Planul National CDI III - Programul 2 - Cresterea competitivității economiei românești prin cercetare, dezvoltare și inovare, Subprogramul 2.1 Competitivitate prin cercetare, dezvoltare și inovare; Coordonator: Mihai Covașă, 2020-2021, 18 luni	3.0
Sensory Augmentation for Low-Vision Conditions using Smart Wearables; Project no.: PN-III-P1-1.1-TE-2016-2173; Contract no.: TE141/2018; Principal Investigator: Radu-Daniel Vatavu; Running period: October 2018 - October 2020 (24 months)	4.0
Smart Devices for Efficient Communications and In-Vehicle Augmented Reality Interactive Applications; Project no.: PN-III-P1-1.2-PCCDI-2017-0917 (subproject P2); Contract no.: 21PCCDI/2018; Principal Investigators: Dorin-Mircea Popovici and Radu-Daniel Vatavu (The subproject P2 is part of the large, four-component project CarSafe with Principal Investigator Mihai Dimian.); Running period: Mai 2018 - September 2021 (40 months)	6.7
Centru integrat de cercetare, dezvoltare și inovare pentru Materiale Avansate, Nanotehnologii și Sisteme Distribuite de fabricație și control ^{II} (MANSiD), laboratorul MINTVIZ, 2015-2016, Coordonator științific: Mihai Dimian, 9 luni	1.5

Descriere	Punctaj
MotorSkill: Effective Gesture Interactions with Touch Surfaces for Motor Impairment Conditions; Project no.: PN-III-P2-2.1-PED-2016-0688; Contract no.: 209PED/2017; Principal Investigator: Radu-Daniel Vatavu; Running period: August 2017 - December 2018 (17 months)	2.8
GRIDNORD - Grid pentru dezvoltarea aplicațiilor de recunoașterea formelor și inteligență artificială distribuită, PI I 80/13.09.2007, Coordonator: Ștefan-Gheorghe Pentiu, 24 luni	4.0
Sistem pentru terapia personalizată a tulburărilor de expresie lingvistică - TERAPERS, 56-CEEX II03/27.07.2006, Coordonator: Ștefan-Gheorghe Pentiu, 2006-2009	4.0
Interacțiunea gestuală cu sistemele informatice și robotice-INTEROB, 131-CEEX-II03/02.10.2006, Coordonator: Ștefan-Gheorghe Pentiu, 2006-2009	4.0
Progres și dezvoltare prin cercetare și inovare post - doctorală în inginerie și științe aplicate, POSDRU/89/1.5/S/57083, POSTDOC	6.0
Contract CNCIS 33361/2004, cod CNCIS 272, "Sistem modern de management al fermelor de animale bazat pe utilizarea transponderelor pasive", valoare totală 468.500.000 lei, 2004-2005, Coordonator: Popa Valentin	2.0
PNCDI II Modulul 1 - Proiecte de Cercetare - Dezvoltare Complexe, Sistem informatic integrat pentru identificarea și monitorizarea pacienților, 2007-2010, Coordonator: Cornel Turcu	6.0
Infiintarea laboratorului de incercari pentru dispozitive de identificare in radiofrecventa, de mica distanta (SRD) – SRD-RFID, 119/10.08.2006, Coordonator: Valentin Popa	2.0
Contract 144/28.09.2004, Grant PNCDI Program INFOSOC, "Sistem integrat pentru managementul informațiilor și proceselor la nivel de întreprindere bazat pe utilizarea transponderelor pasive", 2004-2005, Coordonator: Valentin Popa	2.0
CEEX I 03/05.10.2005, INTEGRAREA APLICATIILOR INOVATIVE RFID INTR-O PLATFORMA WEB B2B PENTRU RETELELE DE APROVIZIONARE ALE INTREPRINDERILOR - RASMEN, 2005-2007, Coordonator: Turcu Cristina Elena	4.0
6316/31.07.06, Beneficiar: CNMP, Bucuresti, Romania, Participarea cercetării românești în parteneriate științifice internaționale pentru promovarea modelelor de producții curate - ProMPC, Coordonator: Popa Valentin	2.0
6315/31.07.06, Beneficiar: CNMP, Bucuresti, Romania, Conectarea comunității de cercetare științifică din Nord-Estul României pentru participarea la programele internaționale de cercetare în domeniul informaticii aplicate, Coordonator: Popa Valentin	2.0
6229/27.07.06, Autoritate contractanta: UTI Cluj, Sisteme bazate pe viziune pentru monitorizare si control inteligent - ViSiCoM, Coordonator: Adrian Graur	2.0
6166/26.07.06, Autoritate contractanta: CNMP, Dispozitive cu metastructuri pentru procesarea complexă a semnalelor radio în rețelele de comunicații mobile și prin sateliți - METAPRO, 2006-2008, Coordonator: Valentin Popa	4.0
69 CEEX - II03/28.07.2006, titlul "Sistem de comunicare cu persoane cu handicap neuro-locomotor major - TELPROT, 2006-2008, Coordonator: Valentin Popa	4.0
A3. Recunoașterea și impactul activității	500.1

A3.3.3. Membru în colectivele de redacție sau comitetele științifice ale revistelor, organizator de manifestări științifice naționale și internaționale neindexate 6.0

A3.4.1. Premii în domeniu, internaționale 15.0

premiu WS x 2

comisii de îndrumare?

A3.1.1. Citări în cărți, ISI / BDI 479.1

Schipor, O. A., & Vatavu, R. D. (2021). Empirical results for high-definition video and augmented reality content delivery in hyper-connected cars. *Interacting with Computers*, 33(1), 3-16. 18.0

Bilius, L. B., Vatavu, R. D., & Marquardt, N. (2021, August). Exploring application opportunities for smart vehicles in the continuous interaction space inside and outside the vehicle. In IFIP Conference on Human-Computer Interaction (pp. 140-149). Springer, Cham.

Descriere	Punctaj
Bilius, L. B., Vatavu, R. D., & Marquardt, N. (2021, August). Smart vehicle proxemics: a conceptual framework operationalizing proxemics in the context of outside-the-vehicle interactions. In IFIP Conference on Human-Computer Interaction (pp. 150-171). Springer, Cham.	
Bran, E., Bautu, E., Sburlan, D. F., Puchianu, C. M., & Popovici, D. M. (2021). Ubiquitous Computing: Driving in the Intelligent Environment. Mathematics, 9(21), 2649.	
Bran, E., Bautu, E., Sburlan, D. F., Puchianu, C. M., & Popovici, D. M. (2021). Ubiquitous Computing: Driving in the Intelligent Environment. Mathematics 2021, 9, 2649. Computational Intelligence and Human-Computer Interaction, 17.	
Vatavu, R. D. (2022, April). Designing Interactive Experiences in the Interplay between Ambient Intelligence and Mixed Reality. In CHI Conference on Human Factors in Computing Systems Extended Abstracts (pp. 1-3).	
Aiordăchioae, A., Schipor, O. A., & Vatavu, R. D. (2020, May). An Inventory of Voice Input Commands for Users with Visual Impairments and Assistive Smartglasses Applications. In 2020 International Conference on Development and Application Systems (DAS) (pp. 146-150). IEEE.	14.7
Kim, D., & Choi, Y. (2021). Applications of smart glasses in applied sciences: A systematic review. Applied Sciences, 11(11), 4956.	
Vatavu, R. D., & Vanderdonck, J. (2020, November). Design space and users' preferences for smartglasses graphical menus: A vignette study. In 19th International Conference on Mobile and Ubiquitous Multimedia (pp. 1-12).	
Aiordăchioae, A., Gherasim, D., Maciuc, A. I., Gheran, B. F., & Vatavu, R. D. (2020, November). Addressing inattentive blindness with smart eyewear and vibrotactile feedback on the finger, wrist, and forearm. In 19th International Conference on Mobile and Ubiquitous Multimedia (pp. 329-331).	
Opaschi, O., & Vatavu, R. D. (2020). Uncovering practical security and privacy threats for connected glasses with embedded video cameras. Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies, 4(4), 1-26.	
Nguyen, N. V., Nguyen, V. T., & Dang, T. (2021, June). Color blind: Can you sight?. In The 12th International Conference on Advances in Information Technology (pp. 1-5).	
Dernayka, A., Amorim, M. A., Leroux, R., Bogaert, L., & Farcy, R. (2021). Tom Pouce III, an Electronic White Cane for Blind People: Ability to Detect Obstacles and Mobility Performances. Sensors, 21(20), 6854.	
Salhi, I., Qbadou, M., Gouraguine, S., Mansouri, K., Lytridis, C., & Kaburlasos, V. (2022). Towards Robot-Assisted Therapy for Children With Autism—The Ontological Knowledge Models and Reinforcement Learning-Based Algorithms. Frontiers in Robotics and AI, 9.	
Boddupalli, H., & Manikandan, V. M. (2021, December). A Detailed Review of Recent Advancements in Assistive Technologies for Blind People. In International Conference on Soft Computing and Pattern Recognition (pp. 326-335). Springer, Cham.	
Schipor, O. A., & Aiordăchioae, A. (2020, May). Engineering Details of a Smartglasses Application for Users with Visual Impairments. In 2020 International Conference on Development and Application Systems (DAS) (pp. 157-161). IEEE.	
Kim, D., & Choi, Y. (2021). Applications of smart glasses in applied sciences: A systematic review. Applied Sciences, 11(11), 4956.	
Aiordăchioae, A. (2021, November). An Investigation of Automatic Food Logging for Health Applications Based on Video Camera Glasses. In 2021 International Conference on e-Health and Bioengineering (EHB) (pp. 1-4). IEEE.	
Zhou, Y., Vroon, J., Rusák, Z., & Kortuem, G. (2021). Social Cues for Navigation; a Systematic Review from Pedestrians to Socially Intelligent Agents. Available at SSRN 4003391.	
Schipor, O. A., Vatavu, R. D., & Wu, W. (2019, October). Integrating Peripheral Interaction Into Augmented Reality Applications. In 2019 IEEE International Symposium on Mixed and Augmented Reality Adjunct (ISMAR-Adjunct) (pp. 358-359). IEEE.	1.3
Pamparău, C., & Vatavu, R. D. (2022, June). The User Experience of Journeys in the Realm of Augmented Reality Television. In ACM International Conference on Interactive Media Experiences (pp. 161-174).	

Descriere	Punctaj
<p>Popovici, I., Schipor, O. A., & Vatavu, R. D. (2019). Hover: Exploring cognitive maps and mid-air pointing for television control. International Journal of Human-Computer Studies, 129, 95-107.</p>	14.7
<p>Popovici, I., & Vatavu, R. D. (2019, October). Understanding users' preferences for augmented reality television. In 2019 IEEE International Symposium on Mixed and Augmented Reality (ISMAR) (pp. 269-278). IEEE.</p>	
<p>Ungurean, O. C., & Vatavu, R. D. (2021, June). Coping, Hacking, and DIY: Reframing the Accessibility of Interactions with Television for People with Motor Impairments. In ACM International Conference on Interactive Media Experiences (pp. 37-49).</p>	
<p>Popovici, I. (2020, May). Experimental results on the accuracy of the Myo Armband for short-range pointing tasks. In 2020 International Conference on Development and Application Systems (DAS) (pp. 185-188). IEEE.</p>	
<p>Popovici, I., Vatavu, R. D., Feng, P., & Wu, W. (2021, June). AR-TV and AR-Diànshì: Cultural Differences in Users' Preferences for Augmented Reality Television. In ACM International Conference on Interactive Media Experiences (pp. 50-60).</p>	
<p>Kataria, P. (2021, July). Towards a Semantic Classification of Possible Human-to-Environment Interactions in IoT. In International Conference on Human-Computer Interaction (pp. 135-152). Springer, Cham.</p>	
<p>Mohanty, R. R. (2021). Investigating Precise Control in Spatial Interactions: Proxemics, Kinesthetics, and Analytics (Doctoral dissertation, Texas A&M University).</p>	
<p>Mohanty, R. R., Raina, A. S., Chaudhuri, S., Quek, F., Sueda, S., & Krishnamurthy, V. R. (2022). Spatial Manipulation in Virtual Peripersonal Space: A Study of Motor Strategies. Journal of Computing and Information Science in Engineering, 23(2), 021004.</p>	
<p>Turner, P. (2020). Imaginary Use. In Imagination+ Technology (pp. 103-120). Springer, Cham.</p>	
<p>Schipor, O. A., Vatavu, R. D., & Vanderdonckt, J. (2019). Euphoria: A Scalable, event-driven architecture for designing interactions across heterogeneous devices in smart environments. Information and Software Technology, 109, 43-59.</p>	
<p>Aiordăchioae, A., Vatavu, R. D., & Popovici, D. M. (2019, June). A design space for vehicular lifelogging to support creation of digital content in connected cars. In Proceedings of the ACM SIGCHI Symposium on Engineering Interactive Computing Systems (pp. 1-6).</p>	
<p>Aiordăchioae, A., & Vatavu, R. D. (2019). Life-tags: a smartglasses-based system for recording and abstracting life with tag clouds. Proceedings of the ACM on human-computer interaction, 3(EICS), 1-22.</p>	
<p>Popovici, I., & Vatavu, R. D. (2019, June). Towards visual augmentation of the television watching experience: Manifesto and agenda. In Proceedings of the 2019 ACM International Conference on Interactive Experiences for TV and Online Video (pp. 199-204).</p>	

Descriere	Punctaj
Lin, C. C., Liu, W. Y., & Lu, Y. W. (2019). Three-dimensional internet-of-things deployment with optimal management service benefits for smart tourism services in forest recreation parks. <i>IEEE Access</i> , 7, 182366-182380.	
Bilius, L. B., & Vatavu, R. D. (2020, June). A synopsis of input modalities for in-vehicle infotainment and consumption of interactive media. In <i>ACM International Conference on Interactive Media Experiences</i> (pp. 195-199).	
Magrofuoco, N., & Vanderdonckt, J. (2019). Gelicit: a cloud platform for distributed gesture elicitation studies. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 3(EICS), 1-41.	
Bautu, E., Puchianu, C. M., Bran, E., Sburlan, D. F., & Popovici, D. M. (2020, May). In-vehicle software system for fostering driver's attentiveness. In <i>2020 International Conference on Development and Application Systems (DAS)</i> (pp. 151-156). IEEE.	
Vatavu, R. D., & Bilius, L. B. (2021, October). GestuRING: A web-based tool for designing gesture input with rings, ring-like, and ring-ready devices. In <i>The 34th Annual ACM Symposium on User Interface Software and Technology</i> (pp. 710-723).	
Bran, E., Bautu, E., Popovici, D. M., Braga, V., & Cojuhari, I. (2019). Cultural Heritage Interactive Dissemination through Natural Interaction.	
Sean, A. I., & Vatavu, R. D. (2021, October). Wearable interactions for users with motor impairments: Systematic review, inventory, and research implications. In <i>The 23rd International ACM SIGACCESS Conference on Computers and Accessibility</i> (pp. 1-15).	
Khan, M. S., Abrar, M. F., Kim, D., Tila, F., Khan, I. A., Shuja, J., & Khan, A. N. (2020). Resource-based direct manipulation: a user-centric visual interface for operational customization of future smart appliances. <i>Telecommunication Systems</i> , 75(3), 291-306.	
Ousmer, M., Sluÿters, A., Magrofuoco, N., Roselli, P., & Vanderdonckt, J. (2020). Recognizing 3D Trajectories as 2D Multi-stroke Gestures. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 4(ISS), 1-21.	
Aiordăchioae, A., Furtună, D., & Vatavu, R. D. (2020, September). Aggregating Life Tags for Opportunistic Crowdsensing with Mobile and Smartglasses Users. In <i>Proceedings of the 6th EAI International Conference on Smart Objects and Technologies for Social Good</i> (pp. 66-71).	
Bran, E., Sburlan, D. F., Popovici, D. M., Puchianu, C. M., & Băutu, E. (2020). In-vehicle Visualization of Data by means of Augmented Reality. <i>Procedia Computer Science</i> , 176, 1487-1496.	
Sburlan, D. F., Bautu, E., Puchianu, C. M., & Popovici, D. M. (2020). Adaptive Interactive Displaying System for In-Vehicle Use. <i>Procedia Computer Science</i> , 176, 195-204.	
Liu, Z., Sampaio, P., Pishchulov, G., Mehandjiev, N., Cisneros-Cabrera, S., Schirrmann, A., ... & Bnouhanna, N. (2022). The architectural design and implementation of a digital platform for Industry 4.0 SME collaboration. <i>Computers in Industry</i> , 138, 103623.	

Descriere	Punctaj
Aiordăchioae, A., Gherasim, D., Maciuc, A. I., Gheran, B. F., & Vatavu, R. D. (2020, November). Addressing inattentive blindness with smart eyewear and vibrotactile feedback on the finger, wrist, and forearm. In 19th International Conference on Mobile and Ubiquitous Multimedia (pp. 329-331).	
Bilius, L. B., Vatavu, R. D., & Marquardt, N. (2021, August). Exploring application opportunities for smart vehicles in the continuous interaction space inside and outside the vehicle. In IFIP Conference on Human-Computer Interaction (pp. 140-149). Springer, Cham.	
Vanderdonckt, J., Khaddam, I., & Vatavu, R. D. (2020, June). The foldinterface editor: a visual tool for designing user interfaces for foldable displays. In Companion Proceedings of the 12th ACM SIGCHI Symposium on Engineering Interactive Computing Systems (pp. 1-6).	
Guinko, F., Traore, Y., & Sta, H. B. (2019, October). Towards a conceptual framework for African smart cities semantic data integration. In 2019 IEEE International Smart Cities Conference (ISC2) (pp. 106-111). IEEE.	
Bilius, L. B., Vatavu, R. D., & Marquardt, N. (2021, August). Smart vehicle proxemics: a conceptual framework operationalizing proxemics in the context of outside-the-vehicle interactions. In IFIP Conference on Human-Computer Interaction (pp. 150-171). Springer, Cham.	
BILIUS, L. B. (2020, May). A Smartwatch-based User Interface for In-Vehicle Interactions. In 2020 International Conference on Development and Application Systems (DAS) (pp. 169-172). IEEE.	
Bran, E., Bautu, E., Sburlan, D. F., Puchianu, C. M., & Popovici, D. M. (2021). Ubiquitous Computing: Driving in the Intelligent Environment. Mathematics, 9(21), 2649.	
Erazo, A. B., & Medina, J. L. P. (2020). Algorithmic Efficiency of Stroke Gesture Recognizers: a Comparative Analysis. International Journal on Advanced Science, Engineering and Information Technology, 10(2), 438-446.	
Puchianu, C. M., & Bautu, E. (2020). Conceptual and ontological modeling of in-vehicle life-logging software systems. Procedia Computer Science, 176, 2635-2644.	
Kumar, S., & Kumar, S. S. (2021). A model for predicting cation selectivity and permeability in AMPA and NMDA receptors based on receptor subunit composition. Frontiers in synaptic neuroscience, 13.	
Grolaux, D., Vanderdonckt, J., Nguyen, T. D., & Khaddam, I. (2020). SketchADoodle: Touch-Surface Multi-Stroke Gesture Handling by Bézier Curves. Proceedings of the ACM on Human-Computer Interaction, 4(EICS), 1-30.	
Bran, E., Bautu, E., Sburlan, D. F., Puchianu, C. M., & Popovici, D. M. (2021). Ubiquitous Computing: Driving in the Intelligent Environment. Mathematics 2021, 9, 2649. Computational Intelligence and Human-Computer Interaction, 17.	
Usui, H., Wilberz, J., d'Aspremont Lynden, T., Nothomb, B., Vanderdonckt, J., Janssen, F., ... & Roselli, P. Opportunity study for the implementation of gesture recognition technology in the hospital environment Commercialization through a university spin-off.	