INFORMAŢII PERSONALE

Nume / Prenume	VATAVU RADU-DANIEL		
Adresă	13 Universității, Suceava 720229		
Telefon / E-mail	radu.vatavu@usm.ro		
Website	https://raduvatavu.usv.ro		
Profil Google Scholar	https://scholar.google.ro/citations?user=XGKU1AUAAAAJ		
Data naşterii	17/02/1981	Naţionalitate	Română

EXPERIENŢA PROFESIONALĂ

Perioada	2016 - prezent
Funcţia sau postul ocupat	Profesor universitar
Numele şi adresa angajatorului	Facultatea de Inginerie Electrică şi Ştiinţa Calculatoarelor Universitatea Ştefan cel Mare din Suceava

Perioada	2014 - 2016
Funcţia sau postul ocupat	Conferențiar universitar
Numele şi adresa angajatorului	Facultatea de Inginerie Electrică şi Ştiinţa Calculatoarelor Universitatea Ştefan cel Mare din Suceava

Perioada	2009 - 2014
Funcţia sau postul ocupat	Șef lucrări
Numele şi adresa angajatorului	Facultatea de Inginerie Electrică şi Ştiinţa Calculatoarelor Universitatea Ştefan cel Mare din Suceava

Perioada	2008 - 2009
Funcţia sau postul ocupat	Asistent universitar
Numele şi adresa angajatorului	Facultatea de Inginerie Electrică şi Ştiinţa Calculatoarelor Universitatea Ştefan cel Mare din Suceava

EDUCAȚIE ȘI FORMARE

Perioada	2015
Calificarea / diploma obținută	Abilitare conducere doctorat în domeniul Calculatoare si Tehnologia Informației
Denumirea şi adresa organizaţiei de educaţie / formare	Universitatea Tehnică din Cluj-Napoca

Perioada	2004-2008
Calificarea / diploma obținută	Doctor în Ştiinţa Calculatoarelor și Docteur en Informatique
Denumirea şi adresa organizaţiei de educaţie / formare	Universite des Sciences et Technologies de Lille, Franța și Universitatea Ştefan cel Mare din Suceava

Perioada	1999 – 2004
Calificarea / diploma obținută	Inginer Calculatoare
Denumirea şi adresa organizaţiei de educaţie / formare	Facultatea de Inginerie Electrică şi Ştiinţa Calculatoarelor, Universitatea Ştefan cel Mare din Suceava

Perioada	1999 - 2003
Calificarea / diploma obținută	Economist
Denumirea şi adresa organizaţiei de educaţie	Facultatea de Ştiinţe Economice şi Administraţie Publică, Universitatea Ştefan cel Mare din Suceava

INFORMATII SUPLIMENTARE

Publicaţii	Cărți și capitole de cărți publicate la edituri internaționale	8
	Cărți și capitole de cărți publicate la edituri naționale	-
	Lucrări ştiinţifice publicate în reviste cotate ISI	47
	Lucrări ştiinţifice publicate în reviste şi volume de conferinţă indexate ISI (ne-cotate ISI)	
	Lucrări ştiinţifice publicate în reviste şi volume de conferinţă indexate în baze de date internaţionale (altele decât ISI)	138
	Alte lucrări ştiinţifice publicate în reviste şi volume de conferinţă (neraportate la categoriile anterioare)	

Contracte de cercetare şi transfer tehnologic	Câştigate prin competiţie internaţională	1
	Câştigate prin competiţie naţională	14
	Cu terţi	

Publicaţii şi brevete premiate	Premii acordate de organizaţii internaţionale	21
	Premii acordate de organizaţii naţionale	2
	Premii acordate de organizaţii cu caracter regional sau local, terţi	
Alte distincţii	Distincţii acordate de organizaţii internaţionale	
	Distincţii acordate de organizaţii naţionale	
	Distincţii acordate de organizaţii cu caracter regional sau local, terţi	

Anexe: Liste de lucrări, proiecte, premii şi distincţii.

Data: 15 ianuarie 2026

Radu-Daniel VATAVU – Anexa CV

LUCRĂRI ȘTIINȚIFICE

Lucrări științifice publicate în reviste

J01. Mehdi Ousmer, Jean Vanderdonckt, Laura-Bianca Bilius, **Radu-Daniel Vatavu,** Mihail Terenti. (2025). Paired Sketching of Distributed User Interfaces: Workflow, Protocol, Software Support, and Experiment. *Proc. of the ACM on Human-Computer Interaction* 9(4), Article EICS018 (June 2025), 31 pages. doi:10.1145/3735499

J02. Mihail Terenti, **Radu-Daniel Vatavu.** (2025). Wear+Touch: An Exploration of Wearables for Vibrotactile Feedback During Touchscreen Input. *International Journal of Human-Computer Interaction* 41(10), 5973–5991. Taylor & Francis. doi:10.1080/10447318.2024.2372145 **Q1,** IF: 4.9, 5-Year IF: 5.5 (JCR 2024)

J03. Mihail Terenti, Cristian Pamparău, **Radu-Daniel Vatavu**. (2024). The User Experience of Distal Arm-Level Vibrotactile Feedback for Interactions with Virtual versus Physical Displays. *Virtual Reality* 28, Article no. 84, 21 pages, Springer. doi:10.1007/s10055-024-00977-2 **Q1,** IF=5.0, 5-Year IF=6.6 (JCR 2024)

J04. Adrian Aiordăchioae, Cristian Pamparău, **Radu-Daniel Vatavu**. (2024). Lifelogging Meets Alternate and Cross-Realities: An Investigation into Broadcasting Personal Visual Realities to Remote Audiences. *Multimedia Tools and Applications* 83, 46707-46730, Springer. doi:10.1007/s11042-021-11310-3
Q2, IF: 3.0, 5-Year IF: 2.9 (JCR 2023)

J05. **Radu-Daniel Vatavu**, Petruta-Paraschiva Rusu, Ovidiu-Andrei Schipor, Maria-Doina Schipor. (2024). Preferences of People with Visual Impairments for Augmented and Mediated Vision: A Vignette Experiment. *Multimedia Tools and Applications* 83, 46531-46556. Springer. doi:10.1007/s11042-021-11498-4
Q2, IF: 3.0, 5-Year IF: 2.9 (JCR 2023)

J06. Santiago Villarreal-Narvaez, Arthur Sluÿters, Jean Vanderdonckt, **Radu-Daniel Vatavu**. (2024). Brave New GES World: A Systematic Literature Review of Gestures and Referents in Gesture Elicitation Studies. *ACM Computing Surveys* 56(5), Article no. 128, 55 pages, ACM. doi:10.1145/3636458 **Q1,** IF: 28, 5-Year IF: 26.3 (JCR 2024)

J07. Alexandru-Ionuț Șiean, Cristian Pamparău, Arthur Sluÿters, **Radu-Daniel Vatavu**, Jean Vanderdonckt. (2023). Flexible Gesture Input with Radars: Systematic Literature Review and Taxonomy of Radar Sensing Integration in Ambient Intelligence Environments. *Journal of Ambient Intelligence and Humanized Computing* 14, 7967–7981, Springer. doi:10.1007/s12652-023-04606-9

J08. Arthur Sluÿters, Sébastien Lambot, Jean Vanderdonckt, **Radu-Daniel Vatavu**. (2023). RadarSense: Accurate Recognition of Mid-Air Hand Gestures with Radar Sensing and Few Training Examples. *ACM Transactions on Interactive Intelligent Systems* 13(3), 16:1-16:45, ACM. doi:10.1145/3589645 **Q2,** IF: 3.6, 5-Year IF: 3.8 (JCR 2023)

J09. Cristian Pamparău, Ovidiu-Andrei Schipor, Alexandru Dancu, **Radu-Daniel Vatavu**. (2023). SAPIENS in XR: Operationalizing Interaction-Attention in Extended Reality. *Virtual Reality* (27), 1765-1781, Springer. doi:10.1007/s10055-023-00776-1 **Q1,** IF=4.4, 5-Year IF=5.4 (JCR 2023)

J10. Laura-Bianca Bilius, Ștefan-Gheorghe Pentiuc, **Radu-Daniel Vatavu**. (2023). TIGER: A Tucker-based Instrument for Gesture Recognition with Inertial Sensors. *Pattern Recognition Letters* 165, 84-90, Elsevier. doi:10.1016/j.patrec.2022.11.028 **Q2,** IF: 3.9, 5-Year IF: 4.2 (JCR 2023)

J11. Ovidiu-Andrei Schipor, **Radu-Daniel Vatavu**. (2023). GearWheels: A Software Tool to Support User Experiments on Gesture Input with Wearable Devices. *International Journal of Human-Computer Interaction* 39(18), 3527-3545, Taylor & Francis. doi:10.1080/10447318.2022.2098907 **Q1,** IF: 3.4, 5-Year IF: 4.5 (JCR 2023)

J12. Mihail Terenti, **Radu-Daniel Vatavu**. (2023). VIREO: Web-based Graphical Authoring of Vibrotactile Feedback for Interactions with Mobile and Wearable Devices. *International Journal of Human-Computer Interaction* 39(20), 4162-4180, Taylor & Francis. doi:10.1080/10447318.2022.2109584 **Q1,** IF: 3.4, 5-Year IF: 4.5 (JCR 2023)

J13. Ovidiu-Ciprian Ungurean, **Radu-Daniel Vatavu.** (2022). "I Gave up Wearing Rings:" Insights on the Perceptions and Preferences of Wheelchair Users for Interactions with Wearables. *IEEE Pervasive Computing* 21(3). IEEE, USA, 92-101. doi:10.1109/MPRV.2022.3155952 IF: 1.6, 5-Year IF: 4.2 (JCR 2022)

BEST PAPER AWARD

J14. Adrian Aiordăchioae, **Radu-Daniel Vatavu**. (2022). LifeTags++: A Multi-User, Multi-Device, and Multi-Perspective System for Recording and Abstracting Visual Life with Tag Clouds. *Romanian Journal of Information Science and Technology* 25(1), 80-91. doi:www.romjist.ro/contents-88 **Q2,** IF: 3.5, 5-Year IF: 1.8 (JCR 2022)

J15. **Radu-Daniel Vatavu**, Jacob O. Wobbrock. (2022). Clarifying Agreement Calculations and Analysis for End-User Elicitation Studies. *ACM Transactions on Computer-Human Interaction* 29(1). ACM, 5:1-5:70. doi:10.1145/3476101 **Q2,** IF:3.7, 5-Year IF: 4.6 (JCR 2022)

J16. Arthur Sluÿters, Jean Vanderdonckt, **Radu-Daniel Vatavu**. (2021). Engineering Slidable Graphical User Interfaces with Slime. *Proc. of the ACM on Human-Computer Interaction* 5 (EICS), 200:1-200:29, ACM. doi:10.1145/3457147

J17. Jean Vanderdonckt, **Radu-Daniel Vatavu**. (2021). Extensible, Extendable, Expandable, Extractable: The 4E Design Approach for Reconfigurable Displays. *International Journal of Human-Computer Interaction*, Taylor & Francis. doi:10.1080/10447318.2021.1908666 **Q1,** IF: 4.920, 5-Year IF: 4.503 (JCR 2021)

J18. Cristian Pamparău, **Radu-Daniel Vatavu**. (2021). FlexiSee: Flexible Configuration, Customization, and Control of Mediated and Augmented Vision for Users of Smart Eyewear Devices. *Multimedia Tools and Applications* 80, 30943-30968, Springer. doi:10.1007/s11042-020-10164-5 **Q2,** IF: 2.577, 5-Year IF: 2.396 (JCR 2021)

J19. Ovidiu-Andrei Schipor, **Radu-Daniel Vatavu.** (2021). Empirical Results for High-definition Video and Augmented Reality Content Delivery in Hyper-connected Cars. *Interacting with Computers* 33 (1), 3-16, Oxford University Press, the British Computer Society. doi:10.1093/iwcomp/iwaa025 IF: 1.623, 5-Year IF: 1.532 (JCR 2021)

J20. Laura-Bianca Bilius, **Radu-Daniel Vatavu**. (2021). A Multistudy Investigation of Drivers and Passengers' Gesture and Voice Input Preferences for In-Vehicle Interactions. *Journal of Intelligent Transportation Systems* 25(2), 197-220. Taylor & Francis. doi:10.1080/15472450.2020.1846127 **Q2,** IF: 3.839, 5-Year IF: 4.318 (JCR 2021)

J21. Octav Opaschi, **Radu-Daniel Vatavu**. (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), Article no. 167, 26 pages, ACM. doi:10.1145/3432700

J22. Luis A. Leiva, **Radu-Daniel Vatavu**, Daniel Martín-Albo, Réjean Plamondon. (2020). Omnis Praedictio: Estimating the Full Spectrum of Human Performance with Stroke Gestures. *International Journal of Human-Computer Studies* 142, 102466, Elsevier. doi:10.1016/j.ijhcs.2020.102466 **Q1,** IF: 3.632, 5-Year IF: 3.848 (JCR 2020)

J23. **Radu-Daniel Vatavu**. (2020). Connecting Research from Assistive Vision and Smart Eyewear Computing with Crisis Management and Mitigation Systems: A Position Paper. *Romanian Journal of Information Science and Technology* 23(S), 29-39. doi:www.romjist.ro/contents-80 IF: 0.643, 5-Year IF: 0.590 (JCR 2020)

J24. Irina Popovici, Ovidiu-Andrei Schipor, **Radu-Daniel Vatavu**. (2019). Hover: Exploring Cognitive Maps and Mid-Air Pointing for Television Control. *International Journal of Human-Computer Studies* 129, 95-107, Elsevier. doi:10.1016/j.ijhcs.2019.03.012 **Q1,** IF: 3.163, 5-Year IF: 3.383 (JCR 2019)

J25. Víctor Manuel López Jaquero, **Radu-Daniel Vatavu**, Jose Ignacio Panach, Oscar Pastor, Jean Vanderdonckt. (2019). A Newcomer's Guide to EICS, the Engineering Interactive Computing Systems Community. *Proceedings of the ACM on Human-Computer Interaction* 3(EICS), 1:1-1:9, ACM. doi:10.1145/3300960

J26. Ovidiu-Andrei Schipor, **Radu-Daniel Vatavu**, Wenjun Wu. (2019). SAPIENS: Towards Software Architecture to Support Peripheral Interaction in Smart Environments. *Proceedings of the ACM on Human-Computer Interaction* 3(EICS), Article no. 11, 24 pages, ACM. doi:10.1145/3331153

J27. Adrian Aiordăchioae, **Radu-Daniel Vatavu**. (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), Article no. 15, 22 pages, ACM. doi:10.1145/3331157

J28. Jean Vanderdonckt, Mathieu Zen, **Radu-Daniel Vatavu**. (2019). AB4Web: An On-Line A/B Tester for Comparing User Interface Design Alternatives. *Proceedings of the ACM on Human-Computer Interaction* 3(EICS), Article no. 18, 28 pages, ACM. doi:101145.3331160

HONORABLE MENTION AWARD

J29. Ovidiu-Andrei Schipor, **Radu-Daniel Vatavu**, Jean Vanderdonckt. (2019). Euphoria: A Scalable, Event-driven Architecture for Designing Interactions across Heterogeneous Devices in Smart Environments. *Inf. and Software Technology* 109, 43-59, Elsevier. doi:10.1016/j.infsof.2019.01.006 **Q2,** IF: 2.726, 5-Year IF: 3.130 (JCR 2019)

J30. Ovidiu-Andrei Schipor, **Radu-Daniel Vatavu**. (2018). Invisible, Inaudible, and Impalpable: Users' Preferences and Memory Performance for Digital Content in Thin Air. *IEEE Pervasive Computing* 17(4), 76-85, IEEE. doi:10.1109/MPRV.2018.2873856 **Q1,** IF: 3.813, 5-Year IF: 4.123 (JCR 2018)

J31. **Radu-Daniel Vatavu**, Bogdan-Florin Gheran, Maria-Doina Schipor. (2018). The Impact of Low Vision on Touch Gesture Articulation on Mobile Devices. *IEEE Pervasive Computing* 17(1), 27-37, IEEE. doi:10.1109/MPRV.2018.011591059 **Q1,** IF: 3.813, 5-Year IF: 4.123 (JCR 2018)

J32. **Radu-Daniel Vatavu**. (2017). Characterizing Gesture Knowledge Transfer across Multiple Contexts of Use. *Journal on Multimodal User Interfaces* 11(4), 301-314, Springer. doi:10.1007/s12193-017-0247-x IF: 1.140, 5-Year IF: 0.872 (JCR 2017)

J33. **Radu-Daniel Vatavu**. (2017). Smart-Pockets: Body-Deictic Gestures for Fast Access to Personal Data during Ambient Interactions. *International Journal of Human-Computer Studies* 103, 1-21, Elsevier. doi:10.1016/j.ijhcs.2017.01.005 **Q1,** IF: 2.300, 5-Year IF: 2.224 (JCR 2017)

2017 "RESEARCH of EXCELLENCE" AWARD from **UEFISCDI, ROMANIA**

2019 "MIHAI DRĂGANESCU" AWARD of the **ROMANIAN ACADEMY**

J34. **Radu-Daniel Vatavu**. (2017). Beyond Features for Recognition: Human-Readable Measures to Understand Users' Whole-Body Gesture Performance. *International Journal of Human-Computer Interaction* 33(9), 713-730, Taylor & Francis. doi: 10.1080/10447318.2017.1278897 IF: 1.259, 5-Year IF: 1.579 (JCR 2017)

J35. **Radu-Daniel Vatavu**. (2017). Visual Impairments and Mobile Touchscreen Interaction: State-of-the-Art, Causes of Visual Impairment, and Design Guidelines. *International Journal of Human-Computer Interaction* 33(6), 486-509, Taylor & Francis. doi:10.1080/10447318.2017.1279827 IF: 1.259, 5-Year IF: 1.579 (JCR 2017)

J36. Yihua Lou, Wenjun Wu, **Radu-Daniel Vatavu**, Wei-Tek Tsai. (2017). Personalized Gesture Interactions for Cyber-Physical Smart-Home Environments. *Science China Information Sciences* 60(7), 072104:1–15, Science China Press & Springer. doi: 10.1007/s11432-015-1014-7 **Q2,** IF: 2.188, 5-Year IF: 1.329 (JCR 2017)

J37. Ovidiu-Andrei Schipor, Wenjun Wu, Wei-Tek Tsai, **Radu-Daniel Vatavu**. (2017). Software Architecture Design for Spatially-Indexed Media in Smart Environments. *Advances in Electrical and Computer Engineering* 17(2), 17-22. doi: 10.4316/AECE.2017.02003 IF: 0.699, 5-Year IF: 0.674 (JCR 2017)

J38. **Radu-Daniel Vatavu**, Matei Mancaș. (2015). Evaluating Visual Attention for Multi-Screen Television: Measures, Toolkit, and Experimental Findings. *Personal and Ubiquitous Computing* 19(5-6), 781-801, Springer. doi:10.1007/s00779-015-0862-z **Q2,** IF: 1.498, 5-Year IF: 1.708 (JCR 2015)

J39. Ionuț-Alexandru Zaiți, Ștefan-Gheorghe Pentiuc, **Radu-Daniel Vatavu**. (2015). On Free-Hand TV Control: Experimental Results on User-Elicited Gestures with Leap Motion. *Personal and Ubiquitous Computing* 19(5-6), 821-838, Springer. doi:10.1007/s00779-015-0863-y **Q2,** IF: 1.498, 5-Year IF: 1.708 (JCR 2015)

J40. **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. *International Journal of Human-Computer Studies* 74, 54-76, Elsevier. doi:10.1016/j.ijhcs.2014.10.007 **Q1,** IF: 1.476, 5-Year IF: 2.097 (JCR 2015)

J41. **Radu-Daniel Vatavu**, Ionut-Alexandru Zaiți. (2013). Automatic Recognition of Object Size and Shape via User-Dependent Measurements of the Grasping Hand. *International Journal of Human-Computer Studies* 71(5), 590-607, Elsevier. doi:10.1016/j.ijhcs.2013.01.002 **Q1,** IF: 1.165, 5-Year IF: 1.942 (JCR 2013)

J42. **Radu-Daniel Vatavu.** (2013). The Impact of Motion Dimensionality and Bit Cardinality on the Design of 3D Gesture Recognizers. *International Journal of Human-Computer Studies* 71(4), 387-409, Elsevier. doi:10.1016/j.ijhcs.2012.11.005 **Q1,** IF: 1.165, 5-Year IF: 1.942 (JCR 2013)

J43. **Radu-Daniel Vatavu.** (2013). A Comparative Study of User-Defined Handheld vs. Freehand Gestures for Home Entertainment Environments. *Journal of Ambient Intelligence and Smart Environments* 5(2), 187-211, IOS Press. doi:10.3233/AIS-130200 **Q2,** IF: 1.082, 5-Year IF: 1.252 (JCR 2013)

J44. Bogdan Pogorelc, Artur Lugmayr, Bjorn Stockleben, **Radu-Daniel Vatavu**, Nina Tahmasebi, Estefania Serral, Emilija Stojmenova, Bojan Imperl, Thomas Risse, Gideon Zenz, Matjaz Gams. (2013). Ambient Bloom: New Business, Content, Design and Models to Increase the Semantic Ambient Media Experience. *Multimedia Tools and Applications,* 66(1), 7-32, Springer. doi:10.1007/s11042-012-1228-4 **Q2,** IF: 1.058, 5-Year IF: 1.039 (JCR 2013)

J45. **Radu-Daniel Vatavu**. (2013). On Designing Interactivity Awareness for Ambient Displays. *Multimedia Tools and Applications*, 66(1), 59-80, Springer. doi:10.1007/s11042-012-1140-y **Q2,** IF: 1.058, 5-Year IF: 1.039 (JCR 2013)

J46. **Radu-Daniel Vatavu**. (2012). Nomadic Gestures: A Technique for Reusing Gesture Commands for Frequent Ambient Interactions. *Journal of Ambient Intelligence and Smart Environments*, 4(2), 79-93, IOS Press. doi:10.3233/AIS-2012-0137 **Q2,** IF: 1.298, 5-Year IF: 1.640 (JCR 2012)

J47. **Radu-Daniel Vatavu**. (2012). Point & Click Mediated Interactions for Large Home Entertainment Displays. *Multimedia Tools and Applications* 59, 113-128, Springer. doi:10.1007/s11042-010-0698-5 **Q2,** IF: 1.014, 5-Year IF: 0.932 (JCR 2012)

J48. Bogdan Pogorelc, **Radu-Daniel Vatavu**, Artur Lugmayr, Bjorn Stockleben, Thomas Risse, Juha Kaario, Estefania Constanza Lomonaco, Matjaz Gams. (2012). Semantic Ambient Media: From Ambient Advertising to Ambient-Assisted Living. *Multimedia Tools and Applications* 58(2), 399-425, Springer. doi:10.1007/s11042-011-0917-8 **Q2,** IF: 1.014, 5-Year IF: 0.932 (JCR 2012)

J49. **Radu-Daniel Vatavu**. (2012). Presence Bubbles: Supporting and Enhancing Human-Human Interaction with Ambient Media. *Multimedia Tools and Applications* 58(2), 371-383, Springer. doi:10.1007/s11042-010-0674-0 **Q2,** IF: 1.014, 5-Year IF: 0.932 (JCR 2012)

J50. Remus-Cătălin Prodan, Ștefan-Gheorghe Pentiuc, **Radu-Daniel Vatavu**. (2012). An Efficient Solution for Hand Gesture Recognition from Video Sequence. *Advances in Electrical and Computer Engineering* 12(3), 85-88. doi:10.4316/AECE.2012.03013 IF: 0.552, 5-Year IF: 0.479 (JCR 2012)

J51. Cristian Andy Tănase, **Radu-Daniel Vatavu**, Ştefan-Gheorghe Pentiuc, Adrian Graur. (2008). Detecting and Tracking Multiple Users in the Proximity of Interactive Tabletops. *Advances in Electrical and Computer Engineering* 8(2), 61-64. doi:10.4316/AECE.2008.02011 IF: 0.509 (JCR 2009)

J52. **Radu-Daniel Vatavu**, Stefan-Gheorghe Pentiuc, Laurent Grisoni, Christophe Chaillou. (2008). Modeling Shapes for Pattern Recognition: A Simple Low-Cost Spline-based Approach. *Advances in Electrical and Computer Engineering* 8(1), 67-71. doi:10.4316/AECE.2008.01012 IF: 0.509 (JCR 2009)

J53. **Radu-Daniel Vatavu**, Stefan-Gheorghe Pentiuc. (2008). Multi-Level Representation of Gesture as Command for Human-Computer Interaction. *Computing and Informatics* 27(6). Slovak Academy of Sciences, 837-851. doi:www.cai.sk/ojs/index.php/cai/article/viewArticle/16 IF: 0.492, 5-Year IF: 0.421 (JCR 2008)

J54. Adriana Băcilă, Xavier Decoopman, **Radu-Daniel Vatavu**, G. Mesmacque, M. Vodă, V.A. Şerban. (2007). Computer Simulation of Fatigue Crack Propagation under Random Loading Conditions. *International Journal of Fatigue* 29(9-11), 1772-1780, Elsevier. doi:10.1016/j.ijfatigue.2007.02.026 **Q1,** IF: 1.117, 5-Year IF: 1.501 (JCR 2007)

J55. Radu-Daniel Vatavu, Stefan-Gheorghe Pentiuc, Christophe Chaillou. (2005). On Natural Gestures for Interacting in Virtual Environments. Advances in Electrical and Computer Engineering 5(2), 72-79. http://www.aece.ro/abstractplus.php?year=2005&number=2&article=10

J56. Radu-Daniel Vatavu, Laurent Grisoni, Samuel Degrande, Cristophe Chaillou, Ștefan-Gheorghe Pentiuc. (2005). Adaptive Skin Color Detection in Unconstrained Environments using 2D Histogram Partitioning. Advances in Electrical and Computer Engineering 5(1), 101-105. http://www.aece.ro/abstractplus.php?year=2005&number=1&article=17

Lucrări științifice publicate în volumele conferințelor indexate BDI

C01. Jean Vanderdonckt, **Radu-Daniel Vatavu**. (2025). Context is Key for Reproducibility of Empirical Studies in Human-Computer Interaction. In *Proceedings of the 3rd International Conference on Reproducibility and Replicability (REP '25)*. ACM, New York, NY, USA, 10 pages

C02. Alexandra-Elena Guriţă, **Radu-Daniel Vatavu**. (2025). Good Accessibility, Handcuffed Creativity: AI-Generated UIs Between Accessibility Guidelines and Practitioners' Expectations. In *Proceedings of DIS '25, the ACM Designing Interactive Systems Conference* ACM, New York, NY, USA, 13 pages. doi:10.1145/3639701.XXX AR: 176/726=24.2% | **ARC A**

C03. Jean Vanderdonckt, **Radu-Daniel Vatavu,** Julie Manon, Romain Maddox, Michael Saint-Guillain, Philippe Lefevre, and Jessica J. Marquez. (2025). UX, but on Mars: Exploring User Experience in Extreme Environments with Insights from a Mars Analog Mission. In *Proceedings of DIS '25, the ACM Designing Interactive Systems Conference*. ACM, New York, NY, USA, 16 pages. doi:10.1145/3639701.XXX AR: 176/726=24.2% | **ARC A**

C04. Hippolyte Hilgers, Jean Vanderdonckt, **Radu-Daniel Vatavu**. (2025). Human-AI Interaction in Space: Insights from a Mars Analog Mission with the Harmony Large Language Model. *Proceedings of the 4th International Conference on Human-Computer Interaction for Space Exploration (SpaceCHI 4.0)*. Article no. 123, 1-20.

C05. **Radu-Daniel Vatavu**. (2025). Non-Natural Interaction Design. In *Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (CHI '25)*. ACM, New York, NY, USA, Article 435, 1–16. doi:10.1145/3706598.3713459 AR: 1249/5020=24.9% | **ARC A***

C06. **Radu-Daniel Vatavu,** Bogdan-Florin Gheran. (2025). Intermanual Deictics: Uncovering Users' Gesture Preferences for Opposite-Arm Referential Input, from Fingers to Shoulder. In *Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (CHI '25)*. ACM, New York, NY, USA, Article 283, 1–16. doi:10.1145/3706598.3713474 AR: 1249/5020=24.9% | **ARC A***

C07. Mihail Terenti, **Radu-Daniel Vatavu**. (2025). Distal-Haptic Touchscreens: Understanding the User Experience of Vibrotactile Feedback Decoupled from the Touch Point. In *Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (CHI '25)*. ACM, New York, NY, USA, Article 500, 1–19. doi:10.1145/3706598.3713555 AR: 1249/5020=24.9% | **ARC A***

C08. Alexandra-Elena Guriţă, **Radu-Daniel Vatavu**. (2025). When LLM-Generated Code Perpetuates User Interface Accessibility Barriers, How Can We Break the Cycle?. In *Proceedings of W4A '25, the 22nd International Web for All Conference*. ACM, New York, NY, 11 pages. doi:10.1145/3744257.3744266

C09. Mihail Terenti, Laura-Bianca Bilius, Ovidiu-Ciprian Ungurean, **Radu-Daniel Vatavu**. 2025. Empowering Accessible Gesture Input Design with Gesture-A11Y. In *Proceedings of W4A '25, the 22nd International Web for All Conference*. ACM, New York, NY, USA, 6 pages. doi:10.1145/3744257.3744267

BEST COMMUNICATION PAPER CANDIDATE

C10. Mihail Terenti, Laura-Bianca Bilius, Ovidiu-Ciprian Ungurean, **Radu-Daniel Vatavu**. (2025). Gesture-A11Y: A Large-Scale Hub for Accessible Gesture Input. *Proceedings of W4A '25, the 22nd International Web for All Conference*. ACM, New York, NY, 3 pages. doi:10.1145/3744257.3744280

ACCESSIBILITY CHALLENGE JUDGES AWARD

C11. Alexandra-Elena Guriţă, **Radu-Daniel Vatavu**. (2025). Insights and Implications of Evaluating Accessibility Compliance in AI-Generated Web Interfaces. *In Companion Proceedings of the ACM Web Conference 2025 (WWW Companion '25)*, 996-1000. ACM, New York, NY, USA. doi:10.1145/3701716.3715552 **ARC A***

C12. **Radu-Daniel Vatavu.** (2024). AI as Modality in Human Augmentation: Toward New Forms of Multimodal Interaction with AI-Embodied Modalities. *Proceedings of ICMI '24, the 26th International Conference on Multimodal Interaction*, 591-595. ACM. doi:10.1145/3678957.3678958 AR: 1/9=11.1% | **ARC B**

1ST PLACE BLUE SKY PAPER AWARD (the Blue Sky track emphasizes innovative, high-risk controversial ideas)

C13. Laura-Bianca Bilius, Ovidiu-Andrei Schipor, **Radu-Daniel Vatavu**. (2024). The Age-Reward Perspective: A Systematic Review of Reward Mechanisms in Serious Games for Older People. *Proceedings of IMX '24, the ACM International Conference on Interactive Media Experiences,* 168-181. ACM. doi:10.1145/3639701.3656327 AR: 26/66=39.4%

C14. Laura-Bianca Bilius, Alexandru-Tudor Andrei, **Radu-Daniel Vatavu.** (2024). From Smart Buildings to Smart Vehicles: Mobile User Interfaces for Multi-Environment Interactions. *Proceedings of DAS '24, the 17th International Conference on Development and Application Systems*, 152-155. IEEE. doi:10.1109/DAS61944.2024.10541208

C15. Alexandru-Tudor Andrei, Laura-Bianca Bilius, **Radu-Daniel Vatavu**. (2024). Take a Seat, Make a Gesture: Charting User Preferences for On-Chair and From-Chair Gesture Input. *Proceedings of CHI '24, the CHI Conference on Human Factors in Computing Systems*, Article no. 555, 17 pages. ACM. doi:10.1145/3613904.3642028 AR: 1058/4028=26.3% | **ARC A***

C16. Adrian-Vasile Catană, **Radu-Daniel Vatavu.** (2024). Fingerhinter Takes Center Stage: User Experience Insights from Informal Encounters with a Finger-Augmentation Device. *Proceedings of AIxVR '24, the 6th IEEE International Conference on Artificial Intelligence and eXtended and Virtual Reality*, 265-269, IEEE. doi:10.1109/AIxVR59861.2024.00044

C17. **Radu-Daniel Vatavu.** (2023). From Natural to Non-Natural Interaction: Embracing Interaction Design Beyond the Accepted Convention of Natural. *Proceedings of ICMI '23, the 25th ACM International Conference on Multimodal Interaction*, 684-688, ACM. doi:10.1145/3577190.3616122 AR: 1/16=6.3% | **ARC B**

1ST PLACE BLUE SKY PAPER AWARD (the Blue Sky track emphasizes innovative, high-risk controversial ideas)

C18. Milad Jamalzadeh, Yosra Rekik, Laurent Grisoni, **Radu-Daniel Vatavu**, Gualtiero Volpe, Alexandru Dancu. (2023). Effects of Moving Speed and Phone Location on Eyes-Free Gesture Input with Mobile Devices. *Proceedings of INTERACT '23, the 19th IFIP International Conference on Human–Computer Interaction*, 469-478, Springer. doi:10.1007/978-3-031-42280-5_30 AR: 18/58=31.0% | **ARC B**

C19. **Radu-Daniel Vatavu**. (2023). Leveraging Sensorimotor Realities for Assistive Technology Design Bridging Smart Environments and Virtual Worlds. *Proc. of PETRA '23, the 16th Int. Conf. on Pervasive Technologies Related to Assistive Environments*, 247-253, ACM. doi:10.1145/3594806.3594834 AR: 79/153=51.6%

C20. Alexandre Nevsky, Timothy Neate, **Radu-Daniel Vatavu**, Elena Simperl. (2023). Accessibility Research in Digital Audiovisual Media: What Has Been Achieved and What Should Be Done Next? *Proceedings of IMX '23, the ACM Int. Conf. on Interactive Media Experiences*, 96-114, ACM. doi:10.1145/3573381.3596159 AR: 14/36=38.9%

HONORABLE MENTION AWARD

C21. Adrian-Vasile Catană, **Radu-Daniel Vatavu**. (2023). Fingerhints: Understanding Users' Perceptions of and Preferences for On-Finger Kinesthetic Notifications. *Proceedings of CHI '23, the CHI Conference on Human Factors in Computing Systems*, Article No. 518, ACM. doi:10.1145/3544548.3581022 AR: 879/3182=27.6% | **ARC A***

C22. Laura-Bianca Bilius, Ovidiu-Ciprian Ungurean, **Radu-Daniel Vatavu**. (2023). Understanding Wheelchair Users' Preferences for On-Body, In-Air, and On-Wheelchair Gestures. *Proceedings of CHI '23, the CHI Conference on Human Factors in Computing Systems*, Article No. 78, 16 pages, ACM. doi:10.1145/3544548.3580929 AR: 879/3182=27.6% | **ARC A***

HONORABLE MENTION AWARD

C23. **Radu-Daniel Vatavu**. (2023). iFAD Gestures: Understanding Users' Gesture Input Performance with Index-Finger Augmentation Devices. *Proceedings of CHI '23, the CHI Conference on Human Factors in Computing Systems*, Article No. 576, 17 pages, ACM. doi:10.1145/3544548.3580928 AR: 879/3182=27.6% | **ARC A***

HONORABLE MENTION AWARD

C24. **Radu-Daniel Vatavu**. (2022). Sensorimotor Realities: Formalizing Ability-Mediating Design for Computer-Mediated Reality Environments. *Proceedings of ISMAR '22, the 21st IEEE International Symposium on Mixed and Augmented Reality*, 685-694, IEEE. doi:10.1109/ISMAR55827.2022.00086 AR: 93/441=21.1% | **ARC A***

C25. **Radu-Daniel Vatavu**, Ovidiu-Ciprian Ungurean, Laura-Bianca Bilius. (2022). Interactive Public Displays and Wheelchair Users: Between Direct, Personal and Indirect, Assisted Interaction. *Proceedings of UIST '22, the 35th Annual ACM Symposium on User Interface Software and Technology*, Article No. 45, 17 pages, ACM. doi:10.1145/3526113.3545662 AR: 98/372=26.3% | **ARC A***

C26. Ovidiu-Ciprian Ungurean, **Radu-Daniel Vatavu**. (2022). Ability-Centered Examination of People with Motor Impairments' Interaction with Television Towards More Accessible Smart Home Entertainment Environments. *Proceedings of ISAmI '22, the 13th International Symposium on Ambient Intelligence* (LNNS 603), 32-43, Springer. doi:10.1007/978-3-031-22356-3_4

C27. Cristian Pamparău, **Radu-Daniel Vatavu**. (2022). The User Experience of Journeys in the Realm of Augmented Reality Television. *Proceedings of IMX '22, the ACM International Conference on Interactive Media Experiences*, 161-174, ACM. doi:10.1145/3505284.3529969 AR: 19/47=40.4%

C28. **Radu-Daniel Vatavu.** (2022). Possi(A)bilities: Augmented Reality Experiences of Possible Motor Abilities Enabled by a Video-Projected Virtual Hand. *Proceedings of ISEA '22, the 27th International Symposium on Electronic Art*, 825-828. doi:10.7238/ISEA2022.Proceedings AR: 308/1100=28.0%

C29. Bogdan-Florin Gheran, Santiago Villarreal-Narvaez, **Radu-Daniel Vatavu,** Jean Vanderdonckt. (2022). RepliGES and GEStory: Visual Tools for Systematizing and Consolidating Knowledge on User-Defined Gestures. *Proceedings of AVI '22, the International Conference on Advanced Visual Interfaces*, Article no. 5, 9 pages, ACM. doi:10.1145/3531073.3531112 AR: 15/62=24.2% (LONG PAPERS) | **ARC B**

C30. Bogdan Popoveniuc, **Radu-Daniel Vatavu**. (2022). Transhumanism as a Philosophical and Cultural Framework for Extended Reality Applied to Human Augmentation. *Proceedings of AH '22, the 13th Augmented Human International Conference*, Article 6, 8 pages, ACM. doi:10.1145/3532525.3532528

C31. Ovidiu-Andrei Schipor, Laura-Bianca Bilius, **Radu-Daniel Vatavu**. (2022). WearSkill: Personalized and Interchangeable Input with Wearables for Users with Motor Impairments. *Proceedings of W4A '22, the 19th Web for All Conference*, Article no. 10, 5 pages, ACM. doi:10.1145/3493612.3520455

C32. **Radu-Daniel Vatavu**, Ovidiu-Ciprian Ungurean. (2022). Gesture Input Articulation with Upper-Body Wearables for Users with Upper-Body Motor Impairments. *Proc. of CHI '22, the ACM Conference on Human Factors in Computing Systems*, Article no. 2, 16 pages, ACM. doi:10.1145/3491102.3501964 AR: 637/2579=24.7% | **ARC A***

C33. **Radu-Daniel Vatavu**, Ovidiu-Andrei Schipor. (2021). Formalizing Digital Proprioception for Devices, Environments, and Users. *Proceedings of ISAmI '21, the 12th International Symposium on Ambient Intelligence* (LNNS 483), 1-10, Springer. doi:10.1007/978-3-031-06894-2_1

C34. Ovidiu-Ciprian Ungurean, **Radu-Daniel Vatavu**. (2021). Users with Motor Impairments' Preferences for Smart Wearables to Access and Interact with Ambient Intelligence Applications and Services. *Proc. of ISAmI '21, the 12th Int. Symposium on Ambient Intelligence* (LNNS 483), 11-21, Springer. doi:10.1007/978-3-031-06894-2_2

BEST APPLICATION PAPER AWARD

C35. Alexandru-Ionuț Șiean, Laura-Bianca Bilius, **Radu-Daniel Vatavu**. (2021). Assistive Technology in the Synchrony Between Ambient Intelligence and Mixed Reality for People with Motor Disabilities. *Proceedings of ISAmI '21, the 12th International Symposium on Ambient Intelligence* (LNNS 483), 22-33. doi:10.1007/978-3-031-06894-2_3

C36. Alexandru-Ionuț Șiean, **Radu-Daniel Vatavu**. (2021). Wearable Interactions for Users with Motor Impairments: Systematic Review, Inventory, and Research Implications. *Proceedings of ASSETS '21, the 23rd International ACM SIGACCESS Conference on Computers and Accessibility*, Article 7, 15 pages, ACM. doi:10.1145/3441852.3471212 AR: 36/124=29% | **ARC A**

C37. **Radu-Daniel Vatavu**, Laura-Bianca Bilius. (2021). GestuRING: A Web-based Tool for Designing Gesture Input with Rings, Ring-Like, and Ring-Ready Devices. *Proc. of UIST '21, the 34th Annual ACM Symposium on User Interface Software and Technology,* 710-723, ACM. doi:10.1145/3472749.3474780 AR: 95/367=25.9% | **ARC A***

C38. Laura-Bianca Bilius, **Radu-Daniel Vatavu**, Nicolai Marquardt. (2021). Smart Vehicle Proxemics: A Conceptual Framework Operationalizing Proxemics in the Context of Outside-the-Vehicle Interactions. *Proceedings of INTERACT '21, the 18th IFIP TC13 International Conference on Human-Computer Interaction.* LNCS 12933, 150-171, Springer. doi:10.1007/978-3-030-85616-8_11 AR: 105/362=29% | **ARC B**

C39. Laura-Bianca Bilius, **Radu-Daniel Vatavu**, Nicolai Marquardt. (2021). Exploring Application Opportunities for Smart Vehicles in the Continuous Interaction Space Inside and Outside the Vehicle. *Proceedings of INTERACT '21, the 18th IFIP TC13 International Conference on Human-Computer Interaction*. LNCS 129333, 140-140, Springer. doi:10.1007/978-3-030-85616-8_10 AR: 72/240=30% | **ARC B**

C40. Ovidiu-Ciprian Ungurean, **Radu-Daniel Vatavu**. (2021). Coping, Hacking, and DIY: Reframing the Accessibility of Interactions with Television for People with Motor Impairments. *Proceedings of IMX '21, the ACM Int. Conference on Interactive Media Experiences*, 37-49, ACM. doi:10.1145/3452918.3458802 AR: 17/40=42.5%

C41. Irina Popovici, **Radu-Daniel Vatavu**, Pu Feng, Wenjun Wu. (2021). AR-TV and AR-Diànshì: Cultural Differences in Users' Preferences for Augmented Reality Television. *Proceedings of IMX '21, the ACM International Conference on Interactive Media Experiences*, 50–60, ACM. doi:10.1145/3452918.3458801 AR: 17/40=42.5%

BEST PAPER AWARD

C42. Cristian Pamparău, **Radu-Daniel Vatavu**, Andrei R. Costea, Răzvan Jurchiş, Adrian Opre. (2021). MR4ISL: A Mixed Reality System for Psychological Experiments Focused on Social Learning and Social Interactions. *Companion of EICS '21, the 2021 ACM SIGCHI Symposium on Engineering Interactive Computing Systems*, 26–31, ACM. doi:10.1145/3459926.3464762 AR: 6/13=46.1%

C43. **Radu-Daniel Vatavu**, Jean Vanderdonckt. (2020). Design Space and Users' Preferences for Smartglasses Graphical Menus: A Vignette Study. *Proceedings of MUM '20, the 19th International Conference on Mobile and Ubiquitous Multimedia*, 1-12, ACM. doi:10.1145/3428361.3428467 AR: 32/82=39.0%

C44. Adrian Aiordăchioae, Daniel Furtună, **Radu-Daniel Vatavu**. (2020). Aggregating Life Tags for Opportunistic Crowdsensing with Mobile and Smartglasses Users. *Proceedings of GoodTechs '20, the 6th EAI International Conference on Smart Objects and Technologies for Social Good*, 66–71. doi:10.1145/3411170.3411237

C45. Santiago Villarreal, Jean Vanderdonckt, **Radu-Daniel Vatavu**, Jacob O. Wobbrock. (2020). A Systematic Review of Gesture Elicitation Studies: What Can We Learn from 216 Studies? *Proc. of DIS '20, the 15th ACM Int. Conf. on Designing Interactive Systems*, 855-872, ACM. doi:10.1145/3357236.3395511 AR: 139/578=24.0% | **ARC B**

C46. **Radu-Daniel Vatavu**, Pejman Saeghe, Teresa Chambel, Vinoba Vinayagamoorthy, Marian F. Ursu. (2020). Conceptualizing Augmented Reality Television for the Living Room. *Proc. of IMX '20, the ACM International Conference on Interactive Media Experiences*, 14 pages, ACM. doi:10.1145/3391614.3393660 AR: 13/50=26.0%

HONORABLE MENTION AWARD

C47. Jean Vanderdonckt, Iyad Khaddam, **Radu-Daniel Vatavu**. (2020). The Foldinterface Editor: A Visual Tool for Designing User Interfaces for Foldable Displays. *Proceedings of EICS '20, the 12th ACM SIGCHI Symposium on Engineering Interactive Computing Systems*, Article no. 1, 6 pages, ACM. doi:10.1145/3393672.3398490

C48. Jean Vanderdonckt, **Radu-Daniel Vatavu**. (2020). A Pen User Interface for Controlling a Virtual Puppet. *Proceedings of EICS '20, the 12th ACM SIGCHI Symposium on Engineering Interactive Computing Systems*, Article no. 6, 6 pages, ACM. doi:10.1145/3393672.3398637

C49. Adrian Aiordăchioae, Ovidiu-Andrei Schipor, **Radu-Daniel Vatavu**. (2020). An Inventory of Voice Input Commands for Users with Visual Impairments and Assistive Smartglasses Applications. *Proceedings of DAS '20, the 15th International Conference on Development and Application Systems*, 146-150, IEEE. doi:10.1109/DAS49615.2020.9108915

C50. Irina Popovici, **Radu-Daniel Vatavu**. (2019). Understanding Users' Preferences for Augmented Reality Television. *Proceedings of ISMAR '19, the 18th International Symposium on Mixed and Augmented Reality*, 397-406, IEEE. doi:10.1109/ISMAR.2019.00024 AR: 36/163=22.1% | **ARC A***

C51. Petruța-Paraschiva Rusu, Maria-Doina Schipor, **Radu-Daniel Vatavu**. (2019). A Lead-In Study on Well-Being, Visual Functioning, and Desires for Augmented Reality Assisted Vision for People with Visual Impairments. *Proceedings of EHB '19, the 7th IEEE International Conference on e-Health and Bioengineering*, 4 pages, IEEE. doi:10.1109/EHB47216.2019.8970074

C52. Adrian Aiordăchioae, **Radu-Daniel Vatavu**, Dorin Mircea Popovici. (2019). A Design Space for Vehicular LifeLogging to Support Creation of Digital Content in Connected Cars. *Proceedings of EICS '19, the 11th the ACM SIGCHI Symposium on Engineering Interactive Computing Systems.* Article no. 9, 6 pages, ACM. doi:10.1145/3319499.3328234

C53. Nathan Magrofuoco, Jean Vanderdonckt, Paolo Roselli, Jorge-Luis Perez-Medina, **Radu-Daniel Vatavu**. (2019). GestMan: A Cloud System for Managing Stroke Gesture Sets. *Proceedings of EICS '19, the 11th the ACM SIGCHI Symposium on Engineering Interactive Computing Systems*, 7:1-7:6, ACM. doi:10.1145/3319499.3328227

BEST TECH NOTE AWARD

C54. **Radu-Daniel Vatavu**. (2019). The Dissimilarity-Consensus Approach to Agreement Analysis in Gesture Elicitation Studies. *Proceedings of CHI '19, the 37th ACM Conference on Human Factors in Computing Systems*, Article no. 224, 13 pages, ACM. doi:10.1145/3290605.3300454 AR: 703/2958=23.8% | **ARC A***

C55. **Radu-Daniel Vatavu**, Ovidiu-Ciprian Ungurean. (2019). Stroke-Gesture Input for People with Motor Impairments: Empirical Results & Research Roadmap. *Proceedings of CHI '19, the 37th ACM Conference on Human Factors in Computing Systems*, Article no. 215, 14 pages, ACM. doi:10.1145/3290605.3300445 AR: 703/2958=23.8% | **ARC A***

C56. **Radu-Daniel Vatavu**, Lisa Anthony, Jacob O. Wobbrock. (2018). $Q: A Super-Quick, Articulation-Invariant Stroke-Gesture Recognizer for Low-Resource Devices. *Proceedings of MobileHCI '18, the 20th International Conference on Human-Computer Interaction with Mobile Devices and Services*, Article no. 23, 12 pages, ACM. doi:10.1145/3229434.3229465 AR: 50/216=23.1% | **ARC B**

HONORABLE MENTION AWARD

C57. Luis A. Leiva, Daniel Martín-Albo, **Radu-Daniel Vatavu**. (2018). GATO: predicting human performance with multistroke and multitouch gesture input. *Proceedings of MobileHCI '18, the 20th International Conference on Human-Computer Interaction with Mobile Devices and Services*, Article no. 32, 11 pages, ACM. doi:10.1145/3229434.3229478 AR: 50/216=23.1% | **ARC B**

C58. Irina Popovici, **Radu-Daniel Vatavu**. (2018). Perceived Usability, Desirability, and Workload of Mid-Air Gesture Control for Smart TVs. *Proceedings of RoCHI '18, the 15th Romanian International Conference on Human-Computer Interaction*, 91-98. dblp.org/rec/conf/rochi/PopoviciV18 AR: 28/42=66.7%

C59. Bogdan-Florin Gheran, Ovidiu-Ciprian Ungurean, **Radu-Daniel Vatavu**. (2018). Toward Smart Rings as Assistive Devices for People with Motor Impairments: A Position Paper. *Proceedings of RoCHI '18, the 15th Romanian Int. Conference on Human-Computer Interaction*, 99-106. dblp.org/rec/conf/rochi/GheranUV18 AR: 28/42=66.7%

C60. Bogdan-Florin Gheran, Jean Vanderdonckt, **Radu-Daniel Vatavu**. (2018). Gestures for Smart Rings: Empirical Results, Insights, and Design Implications. *Proceedings of DIS '18, the 2018 Designing Interactive Systems Conference*, 623-635, ACM. doi:10.1145/3196709.3196741 AR: 107/487=22.0% | **ARC B**

C61. Luis A. Leiva, Daniel Martín-Albo, Réjean Plamondon, **Radu-Daniel Vatavu**. (2018). KeyTime: Super-Accurate Prediction of Stroke Gesture Production Times. *Proc. of CHI '18, the 36th ACM Conference on Human Factors in Computing Systems*, Article 239, 12 pages. doi:10.1145/3173574.3173813 AR: 666/2592=25.7% | **ARC A***

C62. Luis A. Leiva, Daniel Martín-Albo, **Radu-Daniel Vatavu**. (2017). Synthesizing Stroke Gestures Across User Populations: A Case for Users with Visual Impairments. *Proc. of CHI '17, the 35th ACM Conference on Human Factors in Computing Systems*, 4182-4193, ACM. doi:10.1145/3025453.3025906 AR: 606/2424=25% | **ARC A***

C63. **Radu-Daniel Vatavu**. (2017). Improving Gesture Recognition Accuracy on Touch Screens for Users with Low Vision. In *Proceedings of CHI '17, the 35th ACM Conference on Human Factors in Computing Systems*, 4182-4193, ACM. doi:10.1145/3025453.3025941 AR: 606/2424=25% | **ARC CORE A***

C64. Maria Doina Schipor, **Radu-Daniel Vatavu**. (2017). Neurobiological and Neurocognitive Models of Vision for Touch Input on Mobile Devices. *Proceedings of EHB '17, the 6th IEEE International Conference on e-Health and Bioengineering*, 353-356, IEEE. doi:10.1109/EHB.2017.7995434

C65. Maria Doina Schipor, **Radu-Daniel Vatavu**. (2017). Coping Strategies of People with Low Vision for Touch Input: A Lead-in Study. *Proceedings of EHB '17, the 6th IEEE International Conference on e-Health and Bioengineering*, 357-360, IEEE. doi:10.1109/EHB.2017.7995435

C66. **Radu-Daniel Vatavu**, Annette Mossel, Christian Schönauer. (2016). Digital Vibrons: Understanding Users' Perceptions of Interacting with Invisible, Zero-Weight Matter. *Proceedings of MobileHCI '16, the 18th International Conference on Human-Computer Interaction with Mobile Devices and Services*, 217-226, ACM. doi:10.1145/2935334.2935364 AR: 57/238=23.9% | **ARC B**

C67. **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*, 3390-3402, ACM. doi:10.1145/2858036.2858228 AR: 565/2435=23.2% | **ARC A***

C68. 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, 1934-1946, ACM. doi:10.1145/2858036.2858390 AR: 565/2435=23% | **ARC A***

BEST PAPER AWARD

C69. **Radu-Daniel Vatavu**, Lisa Anthony, Quincy Brown. (2015). Child or Adult? Inferring Smartphone Users' Age Group from Touch Measurements Alone. *Proc. of INTERACT'15, the 15th IFIP TC.13 International Conference on Human-Computer Interaction*, 1-9, Springer. doi:10.1007/978-3-319-22723-8_1 AR: 85/286=29.7% | **ARC A**

C70. 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*, 165-172, Springer. doi:10.1007/978-3-319-22723-8_14 AR: 85/286=29.7% | **ARC A**

C71. **Radu-Daniel Vatavu**. (2015). Audience Silhouettes: Peripheral Awareness of Synchronous Audience Kinesics for Social Television. *Proceedings of TVX'15, the 2nd ACM Int. Conf. on Interactive Experiences for TV and Online Video*, 13-22, ACM. doi:10.1145/2745197.2745207 AR: 12/50=24.0%

BEST PAPER AWARD

C72. **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*, 1325-1334, ACM. doi:10.1145/2702123.2702223 AR: 495/2150=23.0% | **ARC A***

HONORABLE MENTION AWARD

C73. **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*, 172-179, ACM. doi:10.1145/2663204.2663256 AR: 49/127=38.6% | **ARC B**

C74. 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*, 232-239, ACM. doi:10.1145/2663204.2663273 AR: 49/127=38.6% | **ARC B**

C75. **Radu-Daniel Vatavu**, Matei Mancaș. (2014). Visual Attention Measures for Multi-Screen TV. *Proceedings of TVX'14, the ACM International Conference on Interactive Experiences for TV and Online Video*, 111-118, ACM. doi:10.1145/2602299.2602305 AR: 20/80=25.0%

C76. **Radu-Daniel Vatavu**, Ionut-Alexandru Zaiți. (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*, 131-138, ACM. doi:10.1145/2602299.2602316 AR: 20/80=25.0%

C77. 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*, 201-208, ACM. doi:10.1145/2598153.2598167 AR: 47/164=28.7% | **ARC B**

C78. **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*, 279-286, ACM. doi:10.1145/2522848.2522875 AR: 50/133=38% | **ARC B**

C79. **Radu-Daniel Vatavu**, Matei Mancaș. (2013). Interactive TV Potpourris: An Overview of Designing Multi-screen TV Installations for Home Entertainment. *Proceedings of INTETAIN'13, 5th Int. ICST Conference on Intelligent Technologies for Interactive Entertainment.* LNICS 124, 49-54, Springer. doi:10.1007/978-3-319-03892-6_6

C80. **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*, 143-152, ACM. doi:10.1145/2465958.2465972 AR: 21/58=36%

C81. Ionuț-Alexandru Zaiți, **Radu-Daniel Vatavu**, Ștefan-Gheorghe Pentiuc. (2013). Exploring Hand Posture for Smart Mobile Devices. *Proc. of SouthCHI'13, the 1st International Conference on Human Factors in Computing and Informatics*. LNCS 7946, 721-731, Springer. doi:10.1007/978-3-642-39062-3_52 AR:57/169=34%

C82. 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*, 87-94, Canadian Information Processing Society. doi:2532129.2532145 AR: 16/42=38% (HCI TRACK) | **ARC B**

C83. **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*, 277-280, ACM. doi:10.1145/2470654.2470692 AR: 392/1963=20.0% | **ARC A***

C84. **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 AmI'12, the International Joint Conference on Ambient Intelligence.* LNCS 7683, 161-176, Springer. doi:10.1007/978-3-642-34898-3_11 AR: 18/47=38% (LONG PAPERS)

C85. **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*, 273-280, ACM. doi:10.1145/2388676.2388732 AR: 15/74=20% (LONG PAPERS) | **ARC B**

OUTSTANDING PAPER AWARD

C86. 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, 1184-1189, IEEE. doi:10.1109/ISIC.2012.6398257 **ARC B**

C87. **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*, 45-48, ACM. doi:10.1145/2325616.2325626 AR:31/91=34.1%

C88. **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*, 328-337, ACM. doi:10.1145/2317956.2318006 AR: 90/449=20.0% | **ARC B**

C89. **Radu-Daniel Vatavu**. (2012). 1F: One Accessory Feature Design for Gesture Recognizers. *Proceedings of IUI'12, the 17th International Conference on Intelligent User Interfaces*, 297-300, ACM. doi:10.1145/2166966.2167022 AR: 49/212=23.1% | **ARC A**

C90. **Radu-Daniel Vatavu**. (2011). The Effect of Sampling Rate on the Performance of Template-based Gesture Recognizers. In *Proceedings of ICMI'11, the 13th International Conference on Multimodal Interaction*, 271-278, ACM. doi:10.1145/2070481.2070531 ACC. RATE: 47/120=39.2% | **ARC B**

C91. **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*. LNCS 6947, 89-106, Springer. doi:10.1007/978-3-642-23771-3_9 AR: 111/402=27.6% | **ARC A**

C92. **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 92, 157-164, Springer. doi:10.1007/978-3-642-19937-0_20

C93. **Radu-Daniel Vatavu**, Laurent Grisoni, Ştefan-Gheorghe Pentiuc. (2010). Multiscale Detection of Gesture Patterns in Continuous Motion Trajectories. *Proceedings of GW'09, the 8th International Gesture Workshop*, LNCS 5934, 85-97, Springer. doi:10.1007/978-3-642-12553-9_8

C94. **Radu-Daniel Vatavu**, Laurent Grisoni, Ştefan-Gheorghe Pentiuc. (2009). Gesture Recognition Based on Elastic Deformation Energies. *Proceedings of GW'07, the 7th Int. Gesture Workshop*, LNCS 5085, 1-12, Springer. doi:10.1007/978-3-540-92865-2_1 AR: 31/53=58%

C95. **Radu-Daniel Vatavu**, Ştefan-Gheorghe Pentiuc. (2008). Interactive Coffee Tables: Interfacing TV within an Intuitive, Fun and Shared Experience. *Proceedings of EuroITV'08, the 6th European Interactive TV Conference*, LNCS 5066, 183-187, Springer. doi:10.1007/978-3-540-69478-6_24 AR: 42/156=27%

C96. **Radu-Daniel Vatavu**, Ştefan-Gheorghe Pentiuc, 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*, 477-482. https://aece.ro/abstractplus.php?year=2006&number=2&article=12

C97. Mihail Terenti, Ovidiu-Ciprian Ungurean, **Radu-Daniel Vatavu**. (2025). Design Explorations in Distal Haptics for Touchscreen Input and Users with Upper-Body Motor Impairments. *Proceedings of C&C '25, the ACM Creativity & Cognition Conference*, 5 pages. ACM. doi:10.1145/3698061.3734398 AR: 25/43=58.1%

C98. Arthur Sluÿters, Jean Vanderdonckt, Paolo Roselli, **Radu-Daniel Vatavu**. (2025). Congruent and Hierarchical Gesture Set Design. *Proc. of the Designing Interactive Systems Conference (DIS '25 Companion)*, 8 pages. ACM. doi:10.1145/3715668.3736383 AR: 50/164=30.5% | **ARC A**

C99. Alexandra-Elena Guriţă, **Radu-Daniel Vatavu**. 2025. Breaking Bad (Design): Challenging AI User Interface Accessibility Guardrails. In *Proceedings of the Extended Abstracts of the CHI Conference on Human Factors in Computing Systems (CHI EA '25)*. ACM, New York, NY, USA, Article 624, 1–7. doi:10.1145/3706599.3716220 AR: 32/100=32.0% | **ARC A***

C100. Jean Vanderdonckt, **Radu-Daniel Vatavu,** Arthur Sluÿters. (2024). Engineering Touchscreen Input for 3-Way Displays: Taxonomy, Datasets, and Classification. *Proc. EICS Companion '24, the 16th ACM SIGCHI Symposium on Engineering Interactive Computing Systems*, 57-65. ACM. doi:10.1145/3660515.3661331 AR: 9/25=36.0%

C101. Laura-Bianca Bilius, **Radu-Daniel Vatavu,** Jean Vanderdonckt. (2024). Expanding V2X with V2DUIs: Distributed User Interfaces for Media Consumption in the Vehicle-to-Everything Era. *Proceedings of IMX '24, the ACM International Conference on Interactive Media Experiences*, 394-401. ACM. doi:10.1145/3639701.3663643

C102. **Radu-Daniel Vatavu**, Laura-Bianca Bilius, Alexandru-Tudor Andrei, Mihail Terenti, Adrian-Vasile Catana, Alexandru-Ionut Siean. (2024). ChairMX: On-Chair Input for Interactive Media Consumption Experiences for Everyone, Everywhere. *Proceedings of IMX '24, the ACM International Conference on Interactive Media Experiences*, 447-451. ACM. doi:10.1145/3639701.3661090

C103. Mihail Terenti, Matthieu Rupin, Baptiste Reynal, Laurent Grisoni, **Radu-Daniel Vatavu**. (2024). The Eclectic User Experience of Combined On-Screen and On-Wrist Vibrotactile Feedback in Touchscreen Input. *Proceedings of CHI '24 EA, the Extended Abstracts of the CHI Conference on Human Factors in Computing Systems*, Article no. 315, 7 pages, ACM. doi:10.1145/3613905.3650835 AR: 391/1154=33.9% | **ARC A***

C104. Mihail Terenti, Maria Casado-Palacios, Monica Gori, **Radu-Daniel Vatavu.** (2024). What Is the User Experience of Eyes-Free Touch Input with Vibrotactile Feedback Decoupled from the Touchscreen? *Proceedings of CHI '24 EA, the Extended Abstracts of the CHI Conference on Human Factors in Computing Systems*, Article no. 372, 8 pages, ACM. doi:10.1145/3613905.3650804 AR: 391/1154=33.9% | **ARC A***

C105. Jean Vanderdonckt, **Radu-Daniel Vatavu,** Julie Manon, Michael Saint-Guillain, Philippe Lefevre, Jessica J. Marquez. (2024). Might as Well Be on Mars: Insights on the Extraterrestrial Applicability of Interaction Design Frameworks from Earth. *Proceedings of CHI '24 EA, the Extended Abstracts of the CHI Conference on Human Factors in Computing Systems*, Article no. 239, 8 pages. ACM. doi:10.1145/3613905.3650807 AR: 391/1154=33.9% | **ARC A***

C106. Adrian Aiordăchioae, **Radu-Daniel Vatavu**. (2024). Lifelogging in Mixed Reality. *Proceedings of CHI '24 EA, the Extended Abstracts of the CHI Conference on Human Factors in Computing Systems*, Article no. 226, 8 pages, ACM. doi:10.1145/3613905.3650897 AR: 391/1154=33.9% | **ARC A***

C107. Laura-Bianca Bilius, Ovidiu-Ciprian Ungurean, **Radu-Daniel Vatavu**. (2023). An Expressivity-Complexity Tradeoff?: User-Defined Gestures from the Wheelchair Space are Mostly Deictic. *Proceedings of CHI '23 EA, the CHI Conference on Human Factors in Computing Systems Extended Abstracts*, Article No. 35, 8 pages, ACM. doi:10.1145/3544549.3585695 AR: 327/967=33.8% | **ARC A***

C108. Bogdan-Florin Gheran, **Radu-Daniel Vatavu**, Jean Vanderdonckt. (2023). New Insights into User-Defined Smart Ring Gestures with Implications for Gesture Elicitation Studies. *Proceedings of CHI '23 EA, the CHI Conference on Human Factors in Computing Systems Extended Abstracts*, Article No. 216, 8 pages, ACM. doi:10.1145/3544549.3585590 AR: 327/967=33.8% | **ARC A***

C109. Laura-Bianca Bilius, **Radu-Daniel Vatavu**. (2023). 'I Could Wear It All of the Time, Just Like My Wedding Ring:' Insights into Older People's Perceptions of Smart Rings. *Proceedings of CHI '23 EA, the CHI Conference on Human Factors in Computing Systems Extended Abstracts*, Article no. 165, 8 pages, ACM. doi:10.1145/3544549.3585771 AR: 327/967=33.8% | **ARC A***

C110. Alexandru-Ionuț Șiean, Cristian Pamparău, **Radu-Daniel Vatavu**. (2022). Scenario-based Exploration of Integrating Radar Sensing into Everyday Objects for Free-Hand Television Control. *Proc. of IMX '22, the ACM International Conference on Interactive Media Experiences*, 357-362, ACM. doi:10.1145/3505284.3532982

C111. Santiago Villarreal-Narvaez, Alexandru-Ionuţ Şiean, Arthur Sluÿters, **Radu-Daniel Vatavu**, Jean Vanderdonckt. (2022). Informing Future Gesture Elicitation Studies for Interactive Applications that Use Radar Sensing. *Proceedings of AVI '22, the International Conference on Advanced Visual Interfaces*, Article no. 50, 3 pages, ACM. doi:10.1145/3531073.3534475 **ARC B**

C112. Alexandru-Tudor Andrei, Alexandru-Ionut Siean, **Radu-Daniel Vatavu**. (2022). Tap4Light: Smart Lighting Interactions by Tapping with a Five-Finger Augmentation Device. *Proceedings of AH '22, the 13th Augmented Human International Conference*, Article no. 4, 2 pages, ACM. doi:10.1145/3532525.3532535

C113. **Radu-Daniel Vatavu**. (2022). Are Ambient Intelligence and Augmented Reality Two Sides of the Same Coin? Implications for Human-Computer Interaction. *Proceedings of CHI '22 EA, the CHI Conference on Human Factors in Computing Systems Extended Abstracts*, Article no. 362, 8 pages, ACM. doi:10.1145/3491101.3519710 AR: 258/722=35.7% | **ARC A***

C114. Mihail Terenti, **Radu-Daniel Vatavu**. (2022). Measuring the User Experience of Vibrotactile Feedback on the Finger, Wrist, and Forearm for Touch Input on Large Displays. *Proceedings of CHI '22 EA, the CHI Conference on Human Factors in Computing Systems Extended Abstracts*, Article no. 286, 7 pages, ACM. doi:10.1145/3491101.3519704 AR: 258/722=35.7% | **ARC A***

C115. Ovidiu-Andrei Schipor, Laura-Bianca Bilius, Ovidiu-Ciprian Ungurean, Alexandru-Ionuț Siean, Alexandru-Tudor Andrei, **Radu-Daniel Vatavu.** (2022). Personalized Wearable Interactions with WearSkill. *Proceedings of W4A '22, the 19th Web for All Conference*, Article no. 8, 2 pages, ACM. doi:10.1145/3493612.3520474

ACCESSIBILITY CHALLENGE JUDGES' AWARD

ACCESSIBILITY CHALLENGE DELEGATES' AWARD

C116. David Geerts, **Radu-Daniel Vatavu,** Alisa Burova, Vinoba Vinayagamoorthy, Martez Mott, Michael Crabb, Kathrin Gerling. (2021). Challenges in Designing Inclusive Immersive Technologies. *Proc. of MUM '21, the 20th Int. Conference on Mobile and Ubiquitous Multimedia*, 182-185, ACM. doi:10.1145/3490632.3497751 **ARC B**

C117. Cristian Pamparău, **Radu-Daniel Vatavu**, Andrei R. Costea, Răzvan Jurchiș, Adrian Opre. (2021). XR4ISL: Enabling Psychology Experiments in Extended Reality for Studying the Phenomenon of Implicit Social Learning. *Proceedings of MUM '21, the 20th International Conference on Mobile and Ubiquitous Multimedia*, 195-197, ACM. doi:10.1145/3490632.3497830 **ARC B**

C118. Ovidiu-Andrei Schipor, **Radu-Daniel Vatavu**. (2021). Software Architecture Based on Web Standards for Gesture Input with Smartwatches and Smartglasses. *Proceedings of MUM '21, the 20th International Conference on Mobile and Ubiquitous Multimedia*, 186-188, ACM. doi:10.1145/3490632.3497780 **ARC B**

C119. Mihail Terenti, **Radu-Daniel Vatavu**. (2021). How Do HCI Researchers Describe Their Software Tools? Insights from a Synopsis Survey of Tools for Multimodal Interaction. *Companion Publication of the 2021 International Conference on Multimodal Interaction*, 7-12, ACM. doi:10.1145/3461615.3485431 AR: 7/25=28.0% | **ARC B**

C120. Laura-Bianca Bilius, **Radu-Daniel Vatavu**. (2021). Demonstration of GestuRING, a Web Tool for Ring Gesture Input. *Adjunct Publication of UIST '21, the 34th Annual ACM Symposium on User Interface Software and Technology*, 124-125, ACM. doi:10.1145/3474349.3480199 **ARC A***

C121. **Radu-Daniel Vatavu**. (2021). Accessibility of Interactive Television and Media Experiences: Users with Disabilities Have Been Little Voiced at IMX and TVX. *Proceedings of IMX '21, the ACM International Conference on Interactive Media Experiences*, 218-222, ACM. doi:10.1145/3452918.3465485

C122. Alexandru-Ionuț Șiean, **Radu-Daniel Vatavu**, Jean Vanderdonckt. (2021). Taking That Perfect Aerial Photo: A Synopsis of Interactions for Drone-Based Aerial Photography and Video. *Proceedings of IMX '21, the ACM International Conference on Interactive Media Experiences*, 275-279, ACM. doi:10.1145/3452918.3465484

C123. Cristian Pamparău, **Radu-Daniel Vatavu**. (2020). A Research Agenda Is Needed for Designing for the User Experience of Augmented and Mixed Reality: A Position Paper. *Proceedings of MUM '20, the 19th International Conference on Mobile and Ubiquitous Multimedia*, 323-325, ACM. doi:10.1145/3428361.3432088

C124. Cristian Pamparău, Adrian Aiordachioae, **Radu-Daniel Vatavu**. (2020). From Do You See What I See? to Do You Control What I See? Mediated Vision, From a Distance, for Eyewear Users. *Proc. of MUM '20, the 19th Int. Conference on Mobile and Ubiquitous Multimedia*, 326-328, ACM. doi:10.1145/3428361.3432089

C125. Adrian Aiordăchioae, David Gherasim, Alexandru-Ilie Maciuc, Bogdan-Florin Gheran, **Radu-Daniel Vatavu**. (2020). Addressing Inattentional Blindness with Smart Eyewear and Vibrotactile Feedback on the Finger, Wrist, and Forearm. *Proceedings of MUM '20, the 19th International Conference on Mobile and Ubiquitous Multimedia*, 329–331, ACM. doi:10.1145/3428361.3432080

C126. **Radu-Daniel Vatavu**, Jean Vanderdonckt. (2020). What Gestures Do Users with Visual Impairments Prefer to Interact with Smart Devices? And How Much We Know About It. *Proceedings of DIS '20 Companion, the Companion Publication of the 2020 ACM Conference on Designing Interactive Systems*, 85-90, ACM. doi:10.1145/3393914.3395896 AR: 50/199=25.1% | **ARC B**

C127. Bogdan-Florin Gheran, **Radu-Daniel Vatavu.** (2020). From Controls on the Steering Wheel to Controls on the Finger: Using Smart Rings for In-Vehicle Interactions. *Proceedings of DIS '20 Companion, the Companion Publication of the 2020 ACM Conference on Designing Interactive Systems*, 299-304, ACM. doi:10.1145/3393914.3395851 AR: 50/199=25.1% | **ARC B**

C128. Laura-Bianca Bilius, **Radu-Daniel Vatavu**. (2020). A Synopsis of Input Modalities for In-Vehicle Infotainment and Consumption of Interactive Media. *Proceedings of IMX '20, the ACM International Conference on Interactive Media Experiences*, 195–199, ACM. doi:10.1145/3391614.3399400

C129. Ovidiu-Andrei Schipor, **Radu-Daniel Vatavu**, Wenjun Wu. (2019). Integrating Peripheral Interaction into Augmented Reality Applications. *Proceedings of ISMAR '19 Adjunct, the 18th International Symposium on Mixed and Augmented Reality*, 341-342, IEEE. doi:10.1109/ISMAR-Adjunct.2019.00-12 **ARC A***

C130. Irina Popovici, **Radu-Daniel Vatavu**. (2019). Consolidating the Research Agenda of Augmented Reality Television with Insights from Potential End-Users. *Proceedings of ISMAR '19 Adjunct, the 18th International Symposium on Mixed and Augmented Reality*, 73-74, IEEE. doi:10.1109/ISMAR-Adjunct.2019.00033 **ARC A***

C131. Irina Popovici, **Radu-Daniel Vatavu**. (2019). Towards Visual Augmentation of the Television Watching Experience: Manifesto and Agenda. *Proceedings of TVX '19, the 2019 ACM International Conference on Interactive Experiences for TV and Online Video*, 199-204, ACM. doi:10.1145/3317697.3325121

C132. Irina Popovici, **Radu-Daniel Vatavu**, Wenjun Wu. (2019). TV Channels in Your Pocket! Linking Smart Pockets to Smart TVs. *Proceedings of TVX '19, the 2019 ACM International Conference on Interactive Experiences for TV and Online Video*, 193-198, ACM. doi:10.1145/3317697.3325119

C133. Ovidiu-Ciprian Ungurean, **Radu-Daniel Vatavu**, Luis A. Leiva, Daniel Martín-Albo. (2018). Predicting stroke gesture input performance for users with motor impairments. *Proceedings of MobileHCI '18 Adjunct, the 20th International Conference on Human-Computer Interaction with Mobile Devices and Services,* 23-30, ACM. doi:10.1145/3236112.3236116 **ARC B**

C134. Bogdan-Florin Gheran, **Radu-Daniel Vatavu**, Jean Vanderdonckt. (2018). Ring x2: Designing Gestures for Smart Rings using Temporal Calculus. *DIS '18 Companion, the 2018 ACM Conference Companion Publication on Designing Interactive Systems*, 117-122, ACM. doi:10.1145/3197391.3205422 AR: 50/107=46.7% | **ARC B**

C135. Jean-Yves Lionel Lawson, Jean Vanderdonckt, **Radu-Daniel Vatavu**. (2018). Mass-Computer Interaction for Thousands of Users and Beyond. *Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems*, Paper LBW032, ACM. doi:10.1145/3170427.3188465 AR: 255/641=39.8% | **ARC A***

C136. Ovidiu-Ciprian Ungurean, **Radu-Daniel Vatavu**, Luis A. Leiva, Réjean Plamondon. (2018). Gesture Input for Users with Motor Impairments on Touchscreens: Empirical Results based on the Kinematic Theory. *Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems*, Paper LBW537, 6 pages, ACM. doi:10.1145/3170427.3188619 AR: 255/641=39.8% | **ARC A***

C137. Petru-Vasile Cioată, **Radu-Daniel Vatavu**. (2018). In Tandem: Exploring Interactive Opportunities for Dual Input and Output on Two Smartwatches. *Proceedings of IUI '18 Companion, the 23rd International Conference on Intelligent User Interfaces Companion*, Article no. 60, 2 pages, ACM. doi:10.1145/3180308.3180369 **ARC A**

C138. Dorin-Mircea Popovici, **Radu-Daniel Vatavu**, Mihai Polceanu. (2015). GRASPhere: A Prototype to Augment Indirect Touch with Grasping Gestures. *Proceedings of the 14th International Conference on Mobile and Ubiquitous Multimedia (MUM '15)*, 350-354, ACM. doi: 10.1145/2836041.2841206

Capitole de carte

B01. **Radu-Daniel Vatavu.** (2024). Gesture-based Interaction. In: C. Stephanidis, G. Salvendy (Eds.) *Interaction Techniques and Technologies in Human-Computer Interaction*, Chapter 6, 24 pages, CRC Press, Taylor & Francis. doi:10.1201/9781003490678-6

B02. **Radu-Daniel Vatavu.** (2023). Gesture-based Interaction. In: J. Vanderdonckt, P. Palanque, M. Winckler (Eds.) *Handbook of Computer Interaction*, 47 pages, Springer. doi:10.1007/978-3-319-27648-9_20-1

B03. Luis A. Leiva, Daniel Martín-Albo, **Radu-Daniel Vatavu**, Réjean Plamondon. (2020). Stroke Gesture Synthesis in Human-Computer Interaction. In: R. Plamondon, A. Marcelli, M.A. Ferrer (Eds.) *The Lognormality Principle and its Applications in e-Security, e-Learning and e-Health*, 211-235, Series in Machine Perception and Artificial Intelligence 88, World Scientific Publishing. doi:10.1142/9789811226830_0010

B04. Yosra Rekik, **Radu-Daniel Vatavu**, Laurent. Grisoni. (2016). Spontaneous Gesture Production Patterns on Multi-touch Interactive Surfaces. In: C. Anslow, P. Campos, J. Jorge (Eds.) *Collaboration Meets Interactive Spaces*, 33-46, Springer. doi:10.1007/978-3-319-45853-3_3

B05. **Radu-Daniel Vatavu**, Ovidiu-Ciprian Ungurean, Ştefan-Gheorghe Pentiuc. (2011). Body Gestures for Office Desk Scenarios. In D. England (Ed.), *Whole Body Interaction,* 163-172, Springer Human-Computer Interaction Series. doi:10.1007/978-0-85729-433-3_13

B06. **Radu-Daniel Vatavu**. (2011). The Understanding of Meaningful Events in Gesture-Based Interaction. In J. Zhang, L. Shao, L. Zhang, G.A. Jones (Eds.), *Intelligent Video Event Analysis and Understanding*, 1-19, Springer Studies in Computational Intelligence 332, Springer. doi:10.1007/978-3-642-17554-1_1

B07. **Radu-Daniel Vatavu**. (2010). Creativity in Interactive TV: Personalize, Share, and Invent Interfaces. In A. Marcus, A. Cereijo Roibas, R. Sala (Eds.), *Mobile TV: Customizing Content and Experience*, 121-139, Springer Human-Computer Interaction Series. doi:10.1007/978-1-84882-701-1_12

B08. **Radu-Daniel Vatavu**. (2009). Interfaces That Should Feel Right: Natural Interaction with Multimedia Information. In M. Grgic et al. (Eds.), *Recent Advances in Multimedia Signal Processing and Communications*, 145-170, Springer Studies in Computational Intelligence 231. doi:10.1007/978-3-642-02900-4_7

PROIECTE DE CERCETARE

Sensorimotor Realities (Jan. 2021 – Dec. 2023, PI)

- Funded by UEFISCDI, Romania (PNIII P4, “Fundamental and frontier research, Exploratory research projects”, PCE29/2021) with a budget of approx. 250,000€ to conceptualize, design, and implement Sensorimotor Realities, a new type of physical-virtual reality
- Funding rate 23.2% (244/1053). The project was **ranked 9th place** in the area of Computer Science, and received the **Excellent** post-implementation rating for the quality of scientific results
- http://www.eed.usv.ro/mintviz/projects/SensorimotorRealities

Radar-based Sensing Algorithms, Techniques, and Applications for Novel Interactions with Computing Systems (2021 – 2022, Co-PI with Jean Vanderdonckt, Université catholique de Louvain)

- Funded by UEFISCDI, Romania (PNIII P3, “European and International Cooperation”) and Wallonie Bruxelles International, Belgium with a budget of approx. 10,000€ to explore applications of radar-based gesture input
- Funding rate 79.2% (19/24). The project was ranked **1st place** out of 24 submitted applications
- http://www.eed.usv.ro/mintviz/projects/RadarSense

Increasing the Institutional Capacity of the Machine Intelligence and Information Visualization Research Laboratory for Excellent Science in Interactive Technologies (Jan. 2021 – Dec. 2022, PI)

- Funded by UEFISCDI, Romania (PNIII P3, “Awarding participation in Horizon 2020”, 12/2021) with a budget of approx. 16,000€ to consolidate and increase the research capacity of the MintViz lab
- Funding rate 77.4% (48/62)
- http://www.eed.usv.ro/mintviz/projects/MintVizAwardingParticipationH2020

WearSkill: Motor-Streamlined Interactions with Smart Wearables (Aug. 2022 – Aug. 2022, PI)

- Funded by UEFISCDI, Romania (PNIII P2, “Demonstrative Experimental Project”, 276PED/2020) with a budget of approx. 125,000€ to develop new interactive technology for increasing the accessibility of smart wearables
- Funding rate 14.8% (316/2140). The project was ranked **3rd place** in the area of ICT, Space, and Security
- http://www.eed.usv.ro/mintviz/projects/WearSkill

Transdiagnostic Mechanisms for Mental Disorders: A Mixed Reality System for the Assessment of Implicit Social Learning (Aug. 2022 – Aug. 2022, Co-PI with Prof. Adrian Opre)

- Funded by UEFISCDI, Romania (PNIII P2, “Demonstrative Experimental Project”, 347PED/2020) with a budget of approx. 125,000€ to develop a Mixed Reality experimental model for exploring Implicit Social Learning
- Funding rate 14.8% (316/2140 submitted). The project was ranked 13rd place in the area of Health
- http://www.eed.usv.ro/mintviz/projects/ISELMIR

Multimodal Haptic with Touch Devices (March 2020 – Feb. 2024, Co-PI for University of Suceava)

- Project coordinated by Université de Lille, France with partners Université catholique de Louvain, IIT, Universita Degli Studi di Genova, Go Touch VR, Verbund Katholischer Kliniken Dusseldorf, and Hap2U
- Funded in the H2020 programme under MSCA-ITN-2019 (Innovative Training Networks, GA 860114), with a budget of approx. 1,500,000€, of which approx. 210,000€ for the University of Suceava with the goal to provide high-level training in the field of multimodal haptics to a new generation of Early Stage Researchers
- Funding rate 7.7% (103/1346)
- https://cordis.europa.eu/project/id/860114; https://multitouch-itn.eu/project

Sensory Augmentation for Low-Vision Conditions using Smart Wearables (Oct.2018-Oct.2020, PI)

- Funded by UEFISCDI, Romania (PNIII P1, “Young Independent Research Teams”, TE141/2018) with a budget of approx. 100,000€ to design smartglasses/HMD interactive technology for enhancing visual perception
- Funding rate 12.5% (142/1131). The project was ranked **7th place** in the area of Mathematics and Informatics, and received the **“A”** post-implementation rating for the quality of scientific results
- http://www.eed.usv.ro/mintviz/projects/Senses++

Efficient Communications based on Smart Devices for In-Car Augmented Reality Interactive Applications (May 2018 – Sep. 2021, Co-PI with Prof. Dorin Mircea Popovici)

- Funded by UEFISCDI, Romania (PNIII P1, “Complex Consortium Projects”, 21PCCDI/2018) with a budget of approx. 225,000€ to design interactive technology for in-vehicle AR. The project was part of the multi-project "Hybrid Light Visible Communication Platform and Augmented Reality for the Development of Intelligent Systems for Active Assistance and Safety of Vehicles" with PI Prof. Mihai Dimian, University of Suceava
- Funding rate 22.9% (87/380)
- http://www.eed.usv.ro/mintviz/projects/CarSafe

New Interaction Techniques for Smart Environments at the Periphery of User Attention (July 2018 – Dec. 2019, Co-PI with Wenjun Wu, Beihang University, Beijing)

- Funded by UEFISCDI, Romania (PNIII P3, “European and International Cooperation”, 3BM/2018) and the Ministry of Science and Technology, China with a budget of approx. 8,200€ to cover scientific mobilities between the partners with the goal to design peripheral interaction techniques for smart environments
- Funding rate 33.7% (29/86). The project was ranked **3rd place** out of 86 applications
- http://www.eed.usv.ro/mintviz/projects/PeriphInt

MotorSkill: Effective Gesture Interactions with Touch Surfaces for Motor Impairment Conditions (Aug. 2017 – Dec. 2018, PI)

- Funded by UEFISCDI, Romania (PNIII P2, “Demonstrative Experimental Project”, 209PED/2017) with a budget of approx. 103,000€ to design touch gesture input techniques for users with motor impairments

- Funding rate 12.1% (252/2074). The project was ranked 36th place in the area of ICT, Space, and Security, and received the **"A"** post-implementation rating for the quality of scientific results
- http://www.eed.usv.ro/mintviz/projects/MotorSkill

Computational Psychology of Human Movement to Understand Gestures and Body Kinesics (Jan. 2017 – Dec. 2018, Co-PI with Jean Vanderdonckt, Université catholique de Louvain)

- Funded by UEFISCDI, Romania (PNIII P3, "European and International Cooperation", 101BM/2017) and Wallonie Bruxelles International, Belgium with a total budget of approx. 9,500€ to cover scientific mobilities between the partners to develop new methodology and a software tool for whole-body gesture analysis
- Funding rate 55.1% (16/29). The project was ranked 7th place out of 29 applications
- http://www.eed.usv.ro/mintviz/projects/PSYKINESICS

Interaction Techniques with Massive Data Clouds in Smart Environments (Oct. 2016 – Dec. 2017, Co-PI with Wenjun Wu, Beihang University)

- Funded by UEFISCDI, Romania (PNIII P3, "European and International Cooperation", 47BM/2016) and the Ministry of Science and Technology, China with a budget of approx. 8,200€ to cover scientific mobilities between partners to develop interaction techniques and data visualizations for smart environments
- Funding rate 30.4% (28/92). The project was ranked 5th place out of 29 applications
- http://www.eed.usv.ro/mintviz/projects/InteractCloud

Gesture Interfaces for Visually-Impairing Interaction Contexts (Oct. 2015 – Sep. 2017, PI)

- Funded by UEFISCDI, Romania (PNII "Young Independent Research Teams", 47/2015) with a budget of approx. 120,000€ to design efficient gesture input for contexts of use involving visual impairments
- Funding rate 13.1% (386/2961). The project was ranked **10th place** in the area of Mathematics and Informatics, and received the **"A+"** post-implementation rating for the quality of scientific results
- http://www.eed.usv.ro/mintviz/projects/GIVISIMP

Multimodal Feedback for Supporting Gesture Interaction in Smart Environments (Jan. 2014 - Dec. 2015, Co-PI with Hannes Kaufmann, Technical University of Vienna)

- Funded by UEFISCDI, Romania & OeAD, Austria (PNII "European and International Cooperation", contract no. 740/2014) with a budget of approx. 7,000€ to design and implement feedback modalities during gesture input
- Funding rate 51.2% (21/41). The project was ranked 4th place out of 21 applications
- http://www.eed.usv.ro/mintviz/projects/LifeStage

Gesture-based Interactive System for the Development and Educational Support of Children: Applications in Education, Tourism, and Discovery of Patrimony (Sep. 2012 – Sep. 2014, Co-PI with Matei Mancaș, University of Mons)

- Funded by UEFISCDI, Romania & Wallonie Bruxelles International, Belgium (PNII "European and International Cooperation", contract no. 588/2012) with a budget of approx. 5,000€ for scientific mobilities
- http://www.eed.usv.ro/mintviz/projects/InteractEDU

PREMII ȘI DISTINCȚII

Accessibility Challenge Judges Award, W4A 2025

At the International Web for All Conference – W4A '25 (Sydney, Australia) for the paper "Gesture-A11Y: A Large-Scale Hub for Accessible Gesture Input" doi:10.1145/3744257.3744280

Best Communication Paper Candidate, W4A 2025

At the International Web for All Conference – W4A '25 (Sydney, Australia) for the paper "Empowering Accessible Gesture Input Design with Gesture-A11Y" doi:10.1145/3744257.3744267

1st Place Blue Sky Paper Award, ICMI 2024

At the ACM International Conference on Multimodal Interaction – ICMI '24 (San Jose, Costa Rica) for the paper "AI as Modality in Human Augmentation: Toward New Forms of Multimodal Interaction with AI-Embodied Modalities" doi:10.1145/3678957.3678958

The 2022 Best Paper Award, IEEE Pervasive Computing, awarded in 2023

For the paper "'I Gave up Wearing Rings:' Insights on the Perceptions and Preferences of Wheelchair Users for Interactions with Wearables" doi:10.1109/MPRV.2022.3155952

1st Place Blue Sky Paper Award, ICMI 2023

At the ACM International Conference on Multimodal Interaction – ICMI '23 (Paris, France) for the paper "From Natural to Non-Natural Interaction: Embracing Interaction Design Beyond the Accepted Convention of Natural" doi:10.1145/3577190.3616122

Honorable Mention Award, IMX 2023

At the ACM International Conference on Interactive Media Experiences – IMX '23 (Nantes, France) for the paper "Accessibility Research in Digital Audiovisual Media: What Has Been Achieved and What Should Be Done Next?" doi:10.1145/3573381.3596159

Honorable Mention Award, CHI 2023

At the ACM CHI Conference on Human Factors in Computing Systems – CHI '23 (Hamburg, Germany) for the paper "iFAD Gestures: Understanding Users' Gesture Input Performance with Index-Finger Augmentation Devices" doi:10.1145/3544548.3580928

Honorable Mention Award, CHI 2023

At the ACM CHI Conference on Human Factors in Computing systems – CHI '23 (Hamburg, Germany) for the paper "Understanding Wheelchair Users' Preferences for On-Body, In-Air, and On-Wheelchair Gestures" co-authored with Laura-Bianca Bilius and Ovidiu-Ciprian Ungurean. doi:10.1145/3544548.3580929

Ten-Year Technical Impact Award, ICMI 2022

At the 24th ACM International Conference on Multimodal Interaction – ICMI '22 (Bengaluru, India) for the paper "Gestures as Point Clouds: A $P Recognizer for User Interface Prototypes" co-authored with Lisa Anthony and Jacob O. Wobbrock. doi:10.1145/2388676.2388732

Accessibility Challenge Judges' Award, W4A 2022

At the 19th Web for All Conference – W4A '22 (Lyon, France/virtual event) for the paper "Personalized Wearable Interactions with WearSkill" co-authored with Ovidiu-Andrei Schipor, Laura-Bianca Bilius, Ovidiu-Ciprian Ungurean, Alexandru-Ionuț Șiean, and Alexandru-Tudor Andrei. doi:10.1145/3493612.3520474

Accessibility Challenge Delegates' Award, W4A 2022

At the 19th Web for All Conference – W4A '22 (Lyon, France/virtual event, April 2022) for the paper "Personalized Wearable Interactions with WearSkill" co-authored with Ovidiu-Andrei Schipor, Laura-Bianca Bilius, Ovidiu-Ciprian Ungurean, Alexandru-Ionuț Șiean, and Alexandru-Tudor Andrei. doi:10.1145/3493612.3520474

Best Application Paper Award, ISAmI 2021

At the International Symposium on Ambient Intelligence – ISAmI '21 (Salamanca, Spain) for the paper "Users with Motor Impairments' Preferences for Smart Wearables to Access and Interact with Ambient Intelligence Applications and Services" co-authored with Ovidiu-Ciprian Ungurean. doi:10.1007/978-3-031-06894-2_2

Best Paper Award, IMX 2021

At the ACM International Conference on Interactive Media – IMX '21 (Virtual Event) for the paper "AR-TV and AR-Diànshì: Cultural Differences in Users' Preferences for Augmented Reality Television" co-authored with Irina Popovici, Pu Feng, and Wenjun Wu. doi:10.1145/3452918.3458801

Honorable Mention Award, IMX 2020

At the ACM International Conference on Interactive Media – IMX '20 (Virtual Event) for the paper "Conceptualizing Augmented Reality Television for the Living Room" co-authored with Pejman Saeghe, Teresa Chambel, Vinoba Vinayagamoorthy, and Marian Florin Ursu. doi:10.1145/3391614.3393660

"Mihai Drăganescu" Award of the Romanian Academy, 2019

For the paper "Smart-Pockets: Body-Deictic Gestures for Fast Access to Personal Data during Ambient Interactions". doi:10.1016/j.ijhcs.2017.01.005.

Honorable Mention Award, EICS 2019

At the 11th ACM SIGCHI Symposium on Engineering Interactive Computing Systems – EICS '19 (Valencia, Spain) for the paper "AB4Web: An On-Line A/B Tester for Comparing User Interface Design Alternatives" co-authored with Jean Vanderdonckt and Mathieu Zen. doi:10.1145/3331160

Best Tech Note Award, EICS 2019

At the 11th ACM SIGCHI Symposium on Engineering Interactive Computing Systems – EICS '19 (Valencia, Spain) for the paper *"GestMan: A Cloud System for Managing Stroke Gesture Sets"* co-authored with Nathan Magrofuoco, Jean Vanderdonckt, Paolo Roselli, and Jorge-Luis Perez-Medina. doi:10.1145/3319499.3328227

Honorable Mention Award, MobileHCI 2018

At the 20th ACM Int. Conf. on Human-Computer Interaction with Mobile Devices and Services - MobileHCI'18 (Barcelona, Spain) for the paper "$Q: A Super-Quick, Articulation-Invariant Stroke-Gesture Recognizer for Low-Resource Devices" co-authored with Lisa Anthony and Jacob O. Wobbrock. doi:10.1145/3229434.3229465

Best Paper Award, CHI 2016

At the 34th ACM SIGCHI Conference on Human Factors in Computing Systems – CHI'16 (San Jose, CA, USA) for the paper "Smart Touch: Improving Touch Accuracy for People with Motor Impairments with Template Matching" co-authored with Martez E. Mott, Shaun K. Kane, Jacob O. Wobbrock. doi:10.1145/2858036.2858390

Best Paper Award, TVX 2015

At the ACM International Conference on Interactive Experiences for TV and Online Video – TVX '15 (Brussels, Belgium) for the paper "Audience Silhouettes: Peripheral Awareness of Synchronous Audience Kinesics for Social Television". doi:10.1145/2745197.2745207

"Best of CHI" Honorable Mention Award, CHI 2015

At the 33rd ACM SIGCHI Conference on Human Factors in Computing Systems – CHI'15 (Seoul, South Korea) for the paper "Formalizing Agreement Analysis for Elicitation Studies: New Measures, Significance Test, and Toolkit" co-authored with Jacob O. Wobbrock. doi:10.1145/2702123.2702223

Outstanding Paper Award, ICMI 2012

At the ACM International Conference on Multimodal Interaction - ICMI'12 (Santa Monica, CA, USA) for the paper "Gestures as Point Clouds: A $P Recognizer for User Interface Prototypes" co-authored with Lisa Anthony and Jacob O. Wobbrock. doi:10.1145/2388676.2388732

"Professor Bologna" Award, 2010

Awarded by the National Association of Students, Romania for teaching merits

Data: 15 ianuarie 2026