Lista de lucrări

a) Lista a 10 lucrări relevante

1. 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, 84. DOI https://doi.org/10.1007/s10055-024-00977-2.

2. Mihail Terenti, Matthieu Rupin, Baptiste Reynal, Laurent Grisoni, and Radu-Daniel Vatavu. 2024. The Eclectic User Experience of Combined On-Screen and On-Wrist Vibrotactile Feedback in Touchscreen Input. In Extended Abstracts of the 2024 CHI Conference on Human Factors in Computing Systems (CHI EA '24). Association for Computing Machinery, New York, NY, USA, Article 315, 1–7. DOI https://doi.org/10.1145/3613905.3650835.

3. Mihail Terenti, Maria Casado-Palacios, Monica Gori, and Radu-Daniel Vatavu. 2024. What Is the User Experience of Eyes-Free Touch Input with Vibrotactile Feedback Decoupled from the Touchscreen? In Extended Abstracts of the 2024 CHI Conference on Human Factors in Computing Systems (CHI EA '24). Association for Computing Machinery, New York, NY, USA, Article 372, 1–8. DOI https://doi.org/10.1145/3613905.3650804.

4. Mihail Terenti, Radu-Daniel Vatavu. 2022. VIREO: Web-based Graphical Authoring of Vibrotactile Feedback for Interactions with Mobile and Wearable Devices. International Journal of Human–Computer Interaction, 1-19. DOI https://doi.org/10.1080/10447318.2022.2109584.

5. 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. In Extended Abstracts of the 2022 CHI Conference on Human Factors in Computing Systems (New Orleans, LA, USA), 7 pages. DOI https://doi.org/10.1145/3491101.3519704.

6. Mihail Terenti, Radu-Daniel Vatavu. 2021. How Do HCI Researchers Describe Their Software Tools? Insights From a Synopsis Survey of Tools for Multimodal Interaction. In Companion Publication of the 2021 International Conference on Multimodal Interaction (Montreal, QC, Canada), 7–12. DOI https://doi.org/10.1145/3461615.3485431.

b) Teza sau tezele de doctorat
    -

c) Brevete de invenţie şi alte titluri de proprietate industrială
    -

d) Cărţi şi capitole în cărţi
    -

e) Articole/studii în extenso, publicate în reviste din fluxul ştiinţific internaţional principal

1. 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, 84. DOI https://doi.org/10.1007/s10055-024-00977-2.

2. Mihail Terenti, Radu-Daniel Vatavu. 2022. VIREO: Web-based Graphical Authoring of Vibrotactile Feedback for Interactions with Mobile and Wearable Devices. International Journal of Human–Computer Interaction, 1-19. DOI https://doi.org/10.1080/10447318.2022.2109584.

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Terenti

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f) Publicaţii în extenso, apărute în lucrări ale principalelor conferinţe internaţionale de specialitate

1. Mihail Terenti, Matthieu Rupin, Baptiste Reynal, Laurent Grisoni, and Radu-Daniel Vatavu. 2024. The Eclectic User Experience of Combined On-Screen and On-Wrist Vibrotactile Feedback in Touchscreen Input. In Extended Abstracts of the 2024 CHI Conference on Human Factors in Computing Systems (CHI EA '24). Association for Computing Machinery, New York, NY, USA, Article 315, 1–7. DOI https://doi.org/10.1145/3613905.3650835.

2. Mihail Terenti, Maria Casado-Palacios, Monica Gori, and Radu-Daniel Vatavu. 2024. What Is the User Experience of Eyes-Free Touch Input with Vibrotactile Feedback Decoupled from the Touchscreen? In Extended Abstracts of the 2024 CHI Conference on Human Factors in Computing Systems (CHI EA '24). Association for Computing Machinery, New York, NY, USA, Article 372, 1–8. DOI https://doi.org/10.1145/3613905.3650804.

3. 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. In Proceedings of IMX '24, the ACM International Conference on Interactive Media Experiences (Stockholm, Sweden). DOI: https://doi.org/10.1145/3639701.3661090.

4. 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. In Extended Abstracts of the 2022 CHI Conference on Human Factors in Computing Systems (New Orleans, LA, USA), 7 pages. DOI https://doi.org/10.1145/3491101.3519704.

5. Mihail Terenti, Radu-Daniel Vatavu. 2021. How Do HCI Researchers Describe Their Software Tools? Insights From a Synopsis Survey of Tools for Multimodal Interaction. In Companion Publication of the 2021 International Conference on Multimodal Interaction (Montreal, QC, Canada), 7–12. DOI https://doi.org/10.1145/3461615.3485431.

g) Alte lucrări şi contribuţii ştiinţifice sau, după caz, din domeniul creaţiei artistice

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