

Fișa de verificare

Numele și prenumele candidatului: **VATAVU Radu-Daniel**Denumirea postului didactic: **profesor, Poziția 4****Standarde minimale pentru ocuparea prin concurs a posturilor vacante ale universității:**

Nr. crt.	Denumire standard	Documentele care dovedesc îndeplinirea standardelor
1.	Doctor	Copie diploma de doctor
2.	Media examenului de finalizare a studiilor	10 / Copie diploma de inginer

Punctaj pentru performanțe didactice și cercetare științifică - conferențiar universitar și profesor universitar (cf. Ordin METCS nr. 6560/2012 modificat de Ordin MEN 4204/2013)

Nr crt	Denumire standard	Documentele care dovedesc îndeplinirea standardelor	Punctaj minim	Punctaj realizat
1	Activitatea didactică și profesională (A1)	(1) A1 - Activitatea didactică și profesională (1 pag.) (2) Anexa A1 - Captura ecran capitole cărți Springer și copii pagini descriere CIP ISBN manuale (4 pag.)	100	120
2	Activitatea de cercetare (A2)	(1) A2 - Activitatea de cercetare (9 pag.) (2) Anexa A2 - Lista articole ISI (6 pag.) (3) Anexa A2 - Lista articole ACM DL (10 pag.) (4) Anexa A2 - Lista articole SpringerLink (9 pag.) (5) Anexa A2 - Lista articole DBLP (6 pag.) (6) Anexa A2 - Copii prima pagina contracte si burse cercetare (7 pag.) (7) Anexa A2 - Captura ecran Management Committee COST IC1307 (2 pag.)	500	1080.97
3	Recunoașterea și impactul activității (A3)	(1) A3 - Recunoașterea și impactul activității (31 pag.) (2) Anexa A3 - Copii documente profesor invitat (2 pag.)	100	1073.80
Condiții minimale profesor universitar pe subcategoriile				
			Punctaj minim	Punctaj realizat
4	A1.1.1-A1.1.2 Cărți și capitole în cărți de specialitate	Reies din documentele de mai sus aferente criteriilor A1, A2, A3	4	4
5	A1.2.1-A1.2.2 Material didactic / Lucrări didactice		2	2
6	A2.1 Articole in reviste cotate și în volumele unor manifestări științifice indexate ISI proceedings		12	29
7	A2.4.1 Granturi / proiecte câștigate prin competiție (Director/ responsabil)		2	5
8	A3.1.1 - A3.1.2 Numar de citări in carti, reviste și volume ale unor manifestări științifice ISI sau BDI		20	186
9	Factor de impact cumulat pentru publicații		6	23.633

TOTAL PUNCTAJ (A1+A2+A3): 2274.77 puncteÎntocmit,
VATAVU Radu-Daniel


Data,

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Radu-Daniel Vatavu

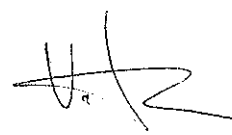
1. Activitatea didactică și profesională (A1)

Nr. crt.	A.1.1.1 - Cărți și capitole în cărți de specialitate în edituri recunoscute – internaționale	Indicatori (kpi)
1	Radu-Daniel Vatavu. 2010. Interfaces That Should Feel Right: Natural Interaction with Multimedia Information. In M. Grgic, K. Delac, M. Ghanbari (Eds.), <i>Recent Advances in Multimedia Signal Processing and Communications</i> . Springer Studies in Computational Intelligence, vol. 231/2009, Springer Berlin / Heidelberg, 145-170 http://dx.doi.org/10.1007/978-3-642-02900-4_7	25
2	Radu-Daniel Vatavu. 2010. Creativity in Interactive TV: Personalize, Share, and Invent Interfaces. In A. Marcus, A. Cereijo Roibas, R. Sala (Eds.), <i>Mobile TV: Customizing Content and Experience</i> , Springer Human-Computer Interaction Series, Springer London, 121-139 http://dx.doi.org/10.1007/978-1-84882-701-1_12	25
3	Radu-Daniel Vatavu. 2011. The Understanding of Meaningful Events in Gesture-Based Interaction. In J. Zhang, L. Shao, L. Zhang and G.A. Jones (Eds.), <i>Intelligent Video Event Analysis and Understanding</i> . Springer Studies in Computational Intelligence, vol. 332, Springer Berlin / Heidelberg, 1-19 http://dx.doi.org/10.1007/978-3-642-17554-1_1	25
4	Radu-Daniel Vatavu, Ovidiu-Ciprian Ungurean, Stefan-Gheorghe Pentiu. 2011. Body Gestures for Office Desk Scenarios. In D. England (Ed.) <i>Whole Body Interaction</i> . Springer Human-Computer Interaction Series, Springer, 163-172 http://dx.doi.org/10.1007/978-0-85729-433-3_13	25
Total A1.1.1		100

Nr. crt.	A.1.2.1 - Manuale didactice	Indicatori (kpi)
1	Radu-Daniel Vatavu. 2013. <i>Ghid practic pentru analiza și proiectarea algoritmilor. Aplicații în C#</i> . Editura MatrixRom, București, ISBN 978-973-755-993-7, 220 pagini	10
2	Ștefan-Gheorghe Pentiu, Radu-Daniel Vatavu. 2009. <i>Algoritmi și metode de programare în Java</i> . Editura Universității Suceava, ISBN 978-973-666-323-9, 294 pagini	10
Total A1.2.1		20

[link captura ecran capitole carti Springer si descrieri CIP/ISBN manuale didactice]

Total A1 **120**


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2. Activitatea de cercetare (A2)


Nr. crt.	A2.1 - Articole în reviste cotate și în volumele unor manifestări științifice indexate ISI proceedings	Factor impact	Nr. autori	Indicatori (kpi)
1	Ionut-Alexandru Zaiti, Stefan-Gheorghe Pentiu, Radu-Daniel Vatavu. 2015. On Free-Hand TV Control: Experimental Results on User-Elicited Gestures with Leap Motion. <i>Personal and Ubiquitous Computing 19</i> (5-6). London: Springer, 821-838. DOI=10.1007/s00779-015-0863-y http://dx.doi.org/10.1007/s00779-015-0863-y	1.518	3	18.45
2	Radu-Daniel Vatavu, Matei Mancas. 2015. Evaluating Visual Attention for Multi-Screen Television: Measures, Toolkit, and Experimental Findings. <i>Personal and Ubiquitous Computing 19</i> (5-6). London: Springer, 781-801. DOI=10.1007/s00779-015-0862-z http://dx.doi.org/10.1007/s00779-015-0862-z	1.518	2	27.68
3	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. In <i>Proceedings of INTERACT'15, the 15th IFIP TC.13 International Conference on Human-Computer Interaction</i> (Bamberg, Germany, September 2015). Springer LNCS, 165-172. DOI=10.1007/978-3-319-22723-8_14 http://dx.doi.org/10.1007/978-3-319-22723-8_14	0.25	4	7.50
4	Radu-Daniel Vatavu, Lisa Anthony, Quincy Brown. 2015. Child or Adult? Inferring Smartphone Users' Age Group from Touch Measurements Alone. In <i>Proceedings of INTERACT'15, the 15th IFIP TC.13 International Conference on Human-Computer Interaction</i> (Bamberg, Germany, September 2015). Springer LNCS, 1-9. DOI=10.1007/978-3-319-22723-8_1 http://dx.doi.org/10.1007/978-3-319-22723-8_1	0.25	3	10.00
5	Radu-Daniel Vatavu, Gabriel Cramariuc, Doina Maria Schipor. 2015. Touch Interaction for Children Aged 3 to 6 Years: Experimental Findings and Relationship to Motor Skills. <i>International Journal of Human-Computer Studies 74</i> . Elsevier, 54-76. DOI=10.1016/j.ijhcs.2014.10.007 http://dx.doi.org/10.1016/j.ijhcs.2014.10.007	1.293	3	16.95
6	Radu-Daniel Vatavu, Ionuț Alexandru Zaiți. 2013. Automatic recognition of object size and shape via user-dependent measurements of the grasping hand. <i>International Journal of Human-Computer Studies 71</i> , 5 (May 2013), 590-607. DOI=10.1016/j.ijhcs.2013.01.002 http://dx.doi.org/10.1016/j.ijhcs.2013.01.002	1.293	2	25.43
7	Radu-Daniel Vatavu. 2013. The impact of motion dimensionality and bit cardinality on the design of 3D gesture recognizers. <i>International Journal of Human-Computer Studies 71</i> , 4 (April 2013), 387-409. DOI=10.1016/j.ijhcs.2012.11.005 http://dx.doi.org/10.1016/j.ijhcs.2012.11.005	1.293	1	50.86

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8	Bogdan Pogorelc, Artur Lugmayr, Björn Stockleben, Radu-Daniel Vatavu, Nina Tahmasebi, Estefanía Serral, Emilija Stojmenova, Bojan Imperl, Thomas Risse, Gideon Zenz, and Matjaž Gams. 2013. Ambient bloom: new business, content, design and models to increase the semantic ambient media experience. <i>Multimedia Tools and Applications</i> 66, 1 (September 2013), 7-32. DOI=10.1007/s11042-012-1228-4 http://dx.doi.org/10.1007/s11042-012-1228-4	1.346	11	4.72
9	Radu-Daniel Vatavu. 2013. A Comparative Study of User-Defined Handheld vs. Freehand Gestures for Home Entertainment Environments. <i>Journal of Ambient Intelligence and Smart Environments</i> 5(2). IOS Press, 187-211 http://dx.doi.org/10.3233/AIS-130200	1.063	1	46.26
10	Radu-Daniel Vatavu. 2013. On designing interactivity awareness for ambient displays. <i>Multimedia Tools and Applications</i> 66, 1 (September 2013), 59-80. DOI=10.1007/s11042-012-1140-y http://dx.doi.org/10.1007/s11042-012-1140-y	1.346	1	51.92
11	Radu-Daniel Vatavu. 2012. Nomadic Gestures: A Technique for Reusing Gesture Commands for Frequent Ambient Interactions. <i>Journal of Ambient Intelligence and Smart Environments</i> 4 (2). IOS Press, 79-93. DOI= 10.3233/AIS-2012-0137 http://dx.doi.org/10.3233/AIS-2012-0137	1.063	1	46.26
12	Bogdan Pogorelc, Radu-Daniel Vatavu, Artur Lugmayr, Björn Stockleben, Thomas Risse, Juha Kaario, Estefania Constanza Lomonaco, and Matjaž Gams. 2012. Semantic ambient media: From ambient advertising to ambient-assisted living. <i>Multimedia Tools and Applications</i> 58, 2 (May 2012), 399-425. DOI=10.1007/s11042-011-0917-8 http://dx.doi.org/10.1007/s11042-011-0917-8	1.346	8	6.49
13	Radu-Daniel Vatavu. 2012. Point & click mediated interactions for large home entertainment displays. <i>Multimedia Tools and Applications</i> 59, 1 (July 2012), 113-128. DOI=10.1007/s11042-010-0698-5 http://dx.doi.org/10.1007/s11042-010-0698-5	1.346	1	51.92
14	Radu-Daniel Vatavu. 2012. Presence bubbles: supporting and enhancing human-human interaction with ambient media. <i>Multimedia Tools and Applications</i> 58 (2), 371-383. DOI=10.1007/s11042-010-0674-0 http://dx.doi.org/10.1007/s11042-010-0674-0	1.346	1	51.92
15	Radu-Daniel Vatavu, Stefan-Gheorghe Pentiu. 2008. Multi-Level Representation of Gesture as Command for Human-Computer Interaction. <i>Computing and Informatics</i> 27 (6). Slovak Academy of Sciences, 837-851 WOS:000263340200001 http://www.cai.sk/ojs/index.php/cai/article/viewArticle/16	0.504	2	17.54
16	Vatavu, R. D., Pentiu, S. G., Grisoni, L., Chaillou, C. 2008. Modeling Shapes for Pattern Recognition: A Simple Low-Cost Spline-based Approach. <i>Advances in Electrical and Computer Engineering</i> , 8 (1) 67-71, 2008, DOI=10.4316/AECE.2008.01012 http://dx.doi.org/10.4316/AECE.2008.01012	0.529	4	8.90


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17	Adriana Bacila, Xavier Decoopman, Radu-Daniel Vatavu, G. Mesmacque, V.A. Serban, M. Voda. 2007. Computer Simulation of Fatigue Crack Propagation under Random Loading Conditions <i>International Journal of Fatigue</i> , 29 (9-11). Elsevier, 1772-1780 http://dx.doi.org/10.1016/j.ijfatigue.2007.02.026	2.275	6	11.75
18	Tanase, C. A., Vatavu, R. D., Pentiuic, S. G., Graur, A. 2008. Detecting and Tracking Multiple Users in the Proximity of Interactive Tabletops. <i>Advances in Electrical and Computer Engineering</i> , 8 (2), 61-64, DOI=10.4316/AECE.2008.02011 http://dx.doi.org/10.4316/AECE.2008.02011	0.529	4	8.90
19	Prodan, R.-C., Pentiuic, S.-G., Vatavu, R.-D. 2012. An Efficient Solution for Hand Gesture Recognition from Video Sequence. <i>Advances in Electrical and Computer Engineering</i> , 12 (3), 85-88, DOI=10.4316/AECE.2012.03013 http://dx.doi.org/10.4316/AECE.2012.03013	0.529	3	11.86
20	Radu-Daniel Vatavu, Lisa Anthony, and Jacob O. Wobbrock. 2012. Gestures as point clouds: a Φ recognizer for user interface prototypes. In <i>Proceedings of the 14th ACM international conference on Multimodal interaction (ICMI '12)</i> . ACM, New York, NY, USA, 273-280. DOI=10.1145/2388676.2388732 WOS:000321926300046 http://doi.acm.org/10.1145/2388676.2388732	0.25	3	10.00
21	Catalin Chera, Wei-Tek Tsai, Radu-Daniel Vatavu. 2012. Gesture Ontology for Informing Service-oriented Architecture. In <i>Proceedings of the 2012 IEEE Multi-Conference on Systems and Control (IEEE MSC '12)</i> . WOS:000316571900027 http://dx.doi.org/10.1109/ISIC.2012.6398257	0.25	3	10.00
22	Radu-Daniel Vatavu, Ionuț Alexandru Zaiți. 2012. An Investigation of Extrinsic-Oriented Ambient Exploration for Gaming Applications. In <i>Proceedinas of the Aml 2011 Workshops</i> . WOS:000312116000042 http://dx.doi.org/10.1007/978-3-642-31479-7_42	0.25	2	15.00
23	Radu-Daniel Vatavu. 2011. Reusable Gestures for Interacting with Ambient Displays in Unfamiliar Environments. In <i>Proceedings of the 2nd Int. Symposium on Ambient Intelligence - ISAmI'2011</i> (Salamanca, Spain, April 2011). <i>Advances in Intelligent and Soft Computing</i> , vol. 92, Springer Berlin / Heidelberg, 157-164 WOS:000291365300020 http://dx.doi.org/10.1007/978-3-642-19937-0_20	0.25	1	30.00
24	Radu-Daniel Vatavu, Laurent Grisoni, Stefan-Gheorghe Pentiuic. 2010. Multiscale Detection of Gesture Patterns in Continuous Motion Trajectories. In S. Kopp, I. Wachsmuth (Eds.), <i>Gesture in Embodied Communication and Human-Computer Interaction</i> , LNCS 5934, Springer Berlin / Heidelberg, 85-97 WOS:000277843800008 http://dx.doi.org/10.1007/978-3-642-12553-9_8	0.25	3	10.00
25	Radu-Daniel Vatavu, Laurent Grisoni, Stefan-Gheorghe Pentiuic. 2009. Gesture Recognition Based on Elastic Deformation Energies In M.S. Dias, S. Gibet, M.M. Wanderley, R. Bastos (Eds.), <i>Gesture-Based Human-Computer Interaction and Simulation</i> . LNCS 5085, Springer Berlin / Heidelberg, 1-12 WOS:000263514500001 http://dx.doi.org/10.1007/978-3-540-92865-2_1	0.25	3	10.00


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26	Radu-Daniel Vatavu, Ovidiu-Ciprian Ungurean, Stefan-Gheorghe Pentiu. 2009. Facilitating Selection and Travel Tasks in Virtual Environments using a Motion Sensitive Hand-Held Device. In <i>Proceedings of the IEEE 5th Int. Conf. on Intelligent Computer Communication and Processing</i> , 329-334 WOS:000277143300055 http://dx.doi.org/10.1109/ICCP.2009.5284743	0.25	3	10.00
27	Radu-Daniel Vatavu, Stefan-Gheorghe Pentiu. 2008. Interactive Coffee Tables: Interfacing TV within an Intuitive, Fun and Shared Experience. In <i>Proceedings of the 6th European Interactive TV Conference - EuroITV 2008</i> (Salzburg, Austria, July 2008). LNCS 5066, Springer Berlin / Heidelberg, 183-187 WOS:000259295000024 http://dx.doi.org/10.1007/978-3-540-69478-6_24	0.25	2	15.00
28	Radu-Daniel Vatavu, Ștefan-Gheorghe Pentiu. 2006. Interacting with Gestures: An Intelligent Virtual Environment. In <i>Proceedings of the 1st International Conference on Virtual Learning</i> , 291-297 WOS:000289381500034	0.25	2	15.00
29	Radu-Daniel Vatavu, Ștefan-Gheorghe Pentiu. 2006. Motion and color cues for hands detection in video based gesture recognition. <i>International Journal of Computers, Communications & Control</i> 1 (S), 465-469 WOS:000203014800078	0.746	2	19.96
Total A2.1				620.27

[[link captura ecran lista articole ISI Web of Science](#)]



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Nr. crt.	A2.2 - Articole în reviste și volumele unor manifestări științifice indexate în alte baze de date internaționale (BDI)	BDI	Nr. autori	Indicatori (kpi)
1	Radu-Daniel Vatavu. (2015). Audience Silhouettes: Peripheral Awareness of Synchronous Audience Kinesics for Social Television In <i>Proceedings of TVX'15, the 2nd ACM International Conference on Interactive Experiences for TV and Online Video</i> (Brussels, Belgium, June 2015). New York: ACM Press, 13-22 http://dx.doi.org/10.1145/2745197.2745207	ACM DL, DBLP	1	20.00
2	Dorin-Mircea Popovici, Radu-Daniel Vatavu, and Mihael Polceanu. 2015. GRASPhere: a prototype to augment indirect touch with grasping gestures. In <i>Proc. of the 14th International Conference on Mobile and Ubiquitous Multimedia (MUM '15)</i> . ACM, New York, NY, USA, 350-354 http://dx.doi.org/10.1145/2836041.2841206	ACM DL, DBLP	3	6.67
3	Radu-Daniel Vatavu. 2015. Gesture Interfaces, Ambient Intelligence, and Augmented Reality for the Interactive TV. In <i>Proceedings of the ACM International Conference on Interactive Experiences for TV and Online Video (TVX '15)</i> . ACM, New York, NY, USA, 197-198 http://dx.doi.org/10.1145/2745197.2745698	ACM DL, DBLP	1	20.00
4	Radu-Daniel Vatavu and Jacob O. Wobbrock. 2015. Formalizing Agreement Analysis for Elicitation Studies: New Measures, Significance Test, and Toolkit. In <i>Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems (CHI '15)</i> . ACM, New York, NY, http://dx.doi.org/10.1145/2702123.2702223	ACM DL, DBLP	2	10.00
5	Radu-Daniel Vatavu, Lisa Anthony, and Jacob O. Wobbrock. 2014. Gesture Heatmaps: Understanding Gesture Performance with Colorful Visualizations. In <i>Proceedings of the 16th International Conference on Multimodal Interaction (ICMI '14)</i> . ACM, New York, NY, USA, 172-179 http://dx.doi.org/10.1145/2663204.2663256	ACM DL, DBLP	3	6.67
6	Yosra Rekik, Radu-Daniel Vatavu, and Laurent Grisoni. 2014. Understanding Users' Perceived Difficulty of Multi-Touch Gesture Articulation. In <i>Proceedings of the 16th International Conference on Multimodal Interaction (ICMI '14)</i> . ACM, New York, NY, USA, 232-239 http://dx.doi.org/10.1145/2663204.2663273	ACM DL, DBLP	3	6.67
7	Radu-Daniel Vatavu and Matei Mancas. 2014. Visual attention measures for multi-screen TV. In <i>Proceedings of the 2014 ACM international conference on Interactive experiences for TV and online video (TVX '14)</i> . ACM, New York, NY, USA, 111-118 http://dx.doi.org/10.1145/2602299.2602305	ACM DL, DBLP	2	10.00
8	Radu-Daniel Vatavu and Ionut-Alexandru Zaiti. 2014. Leap gestures for TV: insights from an elicitation study. In <i>Proceedings of the 2014 ACM international conference on Interactive experiences for TV and online video (TVX '14)</i> . ACM, New York, NY, USA, 131-138 http://dx.doi.org/10.1145/2602299.2602316	ACM DL, DBLP	2	10.00

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9	Yosra Rekik, Radu-Daniel Vatavu, and Laurent Grisoni. 2014. Match-up & conquer: a two-step technique for recognizing unconstrained bimanual and multi-finger touch input. In <i>Proceedings of the 2014 International Working Conference on Advanced Visual Interfaces (AVI '14)</i> . ACM, New York http://dx.doi.org/10.1145/2598153.2598167	ACM DL, DBLP	3	6.67
10	Radu-Daniel Vatavu, Lisa Anthony, Jacob O. Wobbrock. (2013). Relative Accuracy Measures for Stroke Gestures. <i>Proceedings of ICMI'13, the 15th ACM International Conference on Multimodal Interaction</i> . New York: ACM Press, 279-286 http://dx.doi.org/10.1145/2522848.2522875	ACM DL, DBLP	3	6.67
11	Radu-Daniel Vatavu, Matei Mancaş. (2013). Interactive TV Potpourris: An Overview of Designing Multi-screen TV Installations for Home Entertainment. <i>Proceedings of INTETAIN'13, 5th International ICST Conference on Intelligent Technologies for Interactive Entertainment</i> . Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering vol. 124. Springer, 49-54 http://dx.doi.org/10.1007/978-3-319-03892-6_6	SpringerLink, DBLP	2	10.00
12	Radu-Daniel Vatavu. 2013. There's a World outside Your TV: Exploring Interactions beyond the Physical TV Screen. In <i>Proc. of the 11th European Conference on Interactive TV and Video - EuroITV'13 (Como, Italy, June 2013)</i> . ACM Press, 143-152 http://dx.doi.org/10.1145/2465958.2465972	ACM DL, DBLP	1	20.00
13	Radu-Daniel Vatavu. 2013. Designing gestural interfaces for the interactive TV. In <i>Proc. of the 11th European Conference on Interactive TV and Video (EuroITV '13)</i> . ACM, New York, NY, USA, 167-168 http://dx.doi.org/10.1145/2465958.2465981	ACM DL, DBLP	1	20.00
14	Ionut-Alexandru Zaiti, Radu-Daniel Vatavu, Stefan-Gheorghe Pentiu. 2013. Exploring Hand Posture for Smart Mobile Devices. In <i>Proc. of the 1st International Conference on Human Factors in Computing and Informatics - SouthCHI'13 (Maribor, Slovenia, July 2013)</i> . LNCS 7946, 721-731 http://dx.doi.org/10.1007/978-3-642-39062-3_52	SpringerLink, DBLP	3	6.67
15	Lisa Anthony, Radu-Daniel Vatavu, Jacob O. Wobbrock. 2013. Understanding the Consistency of Users' Pen and Finger Stroke Gesture Articulation. In <i>Proc. of the 39th Graphics Interface Conference - GI'13 (Regina, Saskatchewan, Canada, May 2013)</i> . Toronto, Ontario: Canadian Information Processing Society, pp. 87-94 http://dl.acm.org/citation.cfm?id=2532129.2532145	ACM DL, DBLP	3	6.67
16	Radu-Daniel Vatavu, Géry Casiez, Laurent Grisoni. 2013. Small, Medium, or Large? Estimating the User-Perceived Scale of Stroke Gestures. In <i>Proc. of the 31st ACM SIGCHI Conference on Human Factors in Computing Systems - CHI'13 (Paris, France, April 2013)</i> . ACM Press, pp. 277-280 http://doi.acm.org/10.1145/2470654.2470692	ACM DL, DBLP	3	6.67

17	Radu-Daniel Vatavu, Catalin Marian Chera, Wei-Tek Tsai. 2012. Gesture Profile for Web Services: An Event-driven Architecture to Support Gestural Interfaces for Smart Environments In <i>Proc. of the International Joint Conference on Ambient Intelligence - Ami'12</i> (Pisa, Italy, Nov. 2012). In F. Paterno et al. (Eds.): LNAI 7683. Springer-Verlag Berlin Heidelberg, pp. 161-176 http://dx.doi.org/10.1007/978-3-642-34898-3_11	SpringerL ink, DBLP	3	6.67
18	Radu-Daniel Vatavu. 2012. User-Defined Gestures for Free-Hand TV Control. In <i>Proc. of the 10th European Conference on Interactive TV and Video - EuroTV'12</i> (Berlin, Germany, July 2012). ACM Press, pp. 45-48 http://doi.acm.org/10.1145/2325616.2325626	ACM DL, DBLP	1	20.00
19	Radu-Daniel Vatavu. 2012. Small Gestures Go a Long Way: How Many Bits per Gesture Do Recognizers Actually Need? In <i>Proc. of the 9th ACM International Conference on Designing Interactive Systems - DIS'12</i> (NewCastle, UK, June 2012). ACM Press, pp. 328-337 http://dx.doi.org/10.1145/2317956.2318006	ACM DL, DBLP	1	20.00
20	Radu-Daniel Vatavu. 2012. 1F: One Accessory Feature Design for Gesture Recognizers. In <i>Proc. of the 17th International Conference on Intelligent User Interfaces - IUI'2012</i> (Lisbon, Portugal, Feb. 2012). ACM Press, pp. 297-300 http://dx.doi.org/10.1145/2166966.2167022	ACM DL, DBLP	1	20.00
21	Radu-Daniel Vatavu. 2011. The Effect of Sampling Rate on the Performance of Template-based Gesture Recognizers In <i>Proc. of the 13th International Conference on Multimodal Interaction - ICMi'2011</i> (Alicante, Spain, Nov. 2011). ACM Press, pp. 271-278 http://dx.doi.org/10.1145/2070481.2070531	ACM DL, DBLP	1	20.00
22	Radu-Daniel Vatavu, Daniel Vogel, Géry Casiez, Laurent Grisoni. 2011. Estimating the Perceived Difficulty of Pen Gestures In <i>Proc. of the 13th IFIP TC13 Conference on Human-Computer Interaction - INTERACT'2011</i> (Lisbon, Portugal, Sep. 2011). LNCS 6947. Springer, pp. 89-106 http://dx.doi.org/10.1007/978-3-642-23771-3_9	SpringerL ink, ACM DL, DBLP	4	5.00
23	Radu Daniel Vatavu. 2010. Augmented photoware interfaces for affective human-human interactions. In <i>Proceedings of the 3rd international workshop on Affective interaction in natural environments (AFFINE '10)</i> . ACM, New York, NY, USA, 93-96. DOI=10.1145/1877826.1877849 http://doi.acm.org/10.1145/1877826.1877849	ACM DL	1	20.00
24	Radu-Daniel Vatavu, Stefan-Gheorghe Pentiu, Tudor Ioan Cerlinca. 2007. Bringing Context into Play: Supporting Game Interaction through Real-Time Context Acquisition In <i>Proc. of Workshop on Multimodal Interfaces in Semantic Interaction at ICMi 2007</i> (Nagoya, Japan, Nov. 2007). ACM Press. pp. 3-8 http://doi.acm.org/10.1145/1330572.1330573	ACM DL	3	6.67

25	Tudor Ioan Cerlinca, Stefan Gheorghe Pentiu, Radu Daniel Vatavu, and Marius Cristian Cerlinca. 2007. Hand posture recognition for human-robot interaction. In <i>Proceedings of the 2007 workshop on Multimodal interfaces in semantic interaction (WMISI '07)</i> . ACM, New York, NY, USA, 47-50. DOI=10.1145/1330572.1330580 http://doi.acm.org/10.1145/1330572.1330580	ACM DL	4	5.00
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Total A2.2 296.70

[\[link pagina autor ACM DL\]](#)

[\[link captura ecran liste articole ACM DL\]](#)

[\[link pagina autor SpringerLink\]](#)

[\[link captura ecran lista articole SpringerLink\]](#)

[\[link pagina autor DBLP\]](#)

[\[link captura ecran lista articole DBLP\]](#)

Nr. crt.	A2.4.1.1 - Granturi / proiecte câștigate prin competiție. Director / responsabil - internaționale	Indicatori (kpi)
1	<i>Feedback multimodal pentru suportul interacțiunilor bazate pe gesturi în medii inteligente</i> . Contract nr. 740/2014, PN II Capacități - Modulul III - Cooperări bilaterale - Austria, Ianuarie 2014 - Decembrie 2015	2 ani x 20p = 40
2	<i>Sistem interactiv bazat pe comenzi gestuale pentru dezvoltarea și susținerea educațională a copiilor de vârstă școlară: aplicații în educație, turism, și descoperirea patrimoniului</i> . Contract nr. 588/2012, PN II Capacități - Modulul III - Cooperări bilaterale - Belgia, Septembrie 2012 - Septembrie 2014	2 ani x 20p = 40
3	Bourse d'excellence postdoctorale WBI Bruxelles, Ref 7305/AMG/VDL/IN.WBI/2009/05914, Oct. - Nov. 2009 (câștigată, neurmată din motive personale)	0
4	Bourse AUF de Formation a la Recherche, Ref P6-411/3089, 2005-2006, 2006-2007	2 ani x 20p = 40

Total A2.4.1.1 120.00

Nr. crt.	A2.4.1.2 - Granturi / proiecte câștigate prin competiție. Director / responsabil - naționale	Indicatori (kpi)
1	Interfețe gestuale pentru contexte interactive deficitare vizual (PN-II-RU-TE-2014-4-1187), PNII Resurse Umane – Tinere Echipe, Octombrie 2015 - Septembrie 2017	2 ani x 10p = 20

Total A2.4.1.2 20.00

[\[link copii prima pagina contracte si burse de cercetare\]](#)

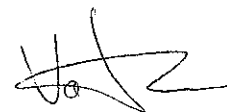
Nr. crt.	A2.4.2.1 - Granturi / proiecte câștigate prin competiție. Membru în echipă - internaționale	Indicatori (kpi)
1	Membru în cadrul Management Committee pentru ICT COST Action IC1307, the European Network on Integrating Vision and Language (iV&L Net): Combining Computer Vision and Language Processing For Advanced Search, Retrieval, Annotation and Description of Visual Data, 2014 - 2018 http://www.cost.eu/COST_Actions/ict/IC1307?management	4 ani x 4 = 16

Total A2.4.2.1 16.00

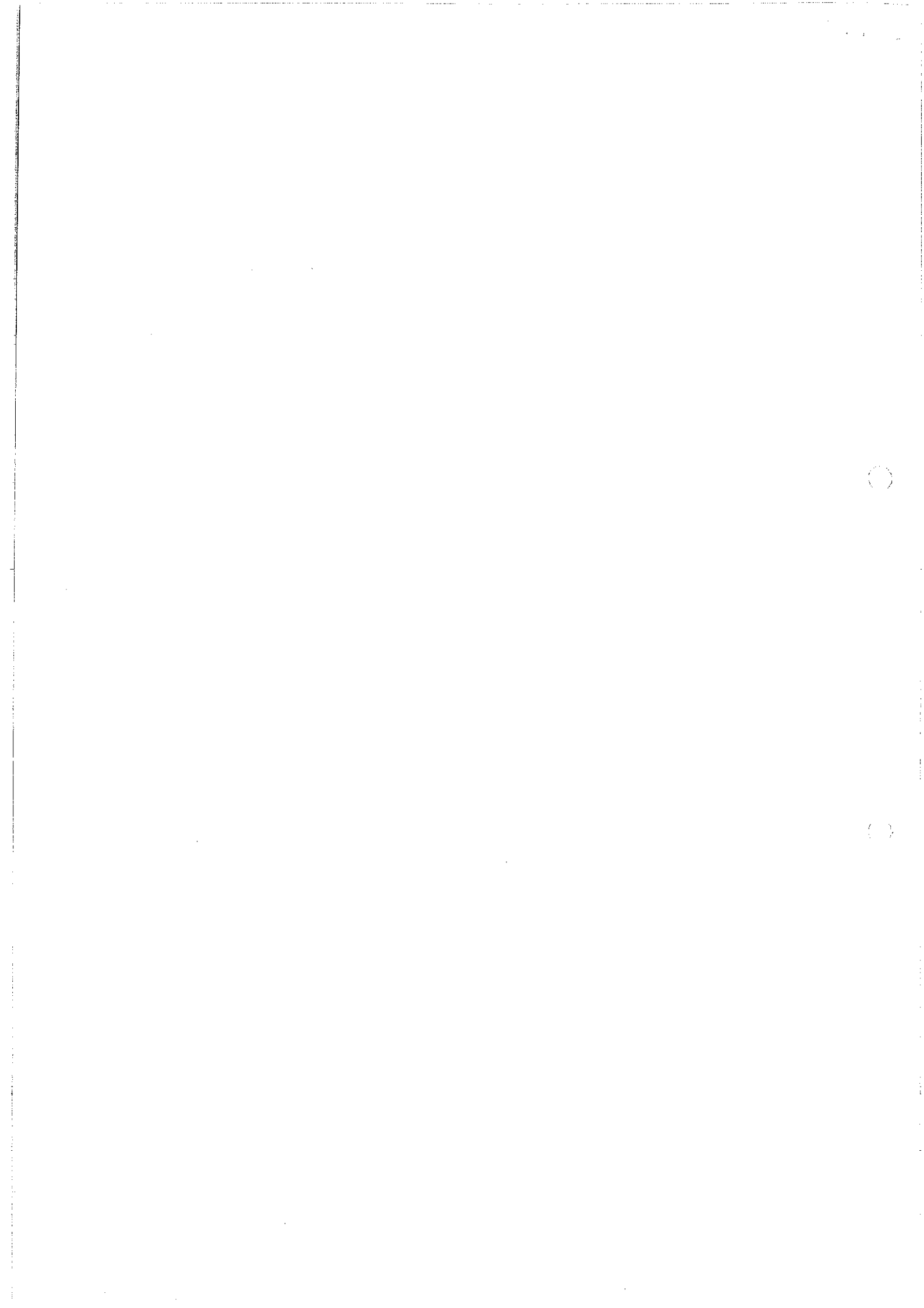
07.01.2016

Nr. crt.	A2.4.2.2 - Granturi / proiecte câștigate prin competiție. Membru în echipă - naționale	Indicatori (kpi)
1	Interacțiunea gestuală cu sistemele informatice și robotice. Contract nr. 131-CEEX-1103/02.10.2006, director Ștefan-Gheorghe Pentiuc, 2006 - 2008 https://www.eed.usv.ro/interob/en/html/usv.html	2 ani x 2p = 4
2	Sistem pentru terapia personalizată a tulburărilor de expresie lingvistică. Contract nr. 56-CEEX 1103/27.07.2006, director Ștefan-Gheorghe Pentiuc, 2006 - 2008 https://www.eed.usv.ro/terapers/html/usv.html	2 ani x 2p = 4
Total A2.4.2.2		8.00

Total A2 1080.97




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3. Recunoașterea și impactul activității (A3)

Nr. crt.	A3.1.1 / A3.1.2 - Citări în cărți, reviste și volume ale unor manifestări științifice	cărți / ISI sau BDI	Punctaj	Nr. autori	Indicatori (kpi)
<p>Radu-Daniel Vatavu, Laurent Grisoni, Stefan-Gheorghe Pentiu. 2009. <i>Gesture Recognition Based on Elastic Deformation Energies</i>. LNCS 5085, Springer Berlin / Heidelberg, 1-12 WOS:000263514500001 http://dx.doi.org/10.1007/978-3-540-92865-2_1</p>					
1	Ekaterini Stergiopoulou, Kyriakos Sgouropoulos, Nikos Nikolaou, Nikos Papamarkos Corresponding author contact information, Nikos Mitianoudis. 2014. Real time hand detection in a complex background. <i>Engineering Applications of Artificial Intelligence</i> , 35, 54-70. http://dx.doi.org/10.1016/j.engappai.2014.06.006	ISI	8	3	2.67
2	Batool, A.; Rauf, S.; Zia, T.; Siddiqui, T.; Shamsi, J.A.; Syed, T.Q.; Khan, A.U., Facilitating gesture-based actions for a Smart Home concept. <i>Proc. of the 2014 International Conference on Open Source Systems and Technologies (ICOSST)</i> , 6-12. http://dx.doi.org/10.1109/ICOSST.2014.7029313	BDI: IEEE Explore	4	3	1.33
3	Abílio Costa, João Paulo Pereira, SketchyDynamics: A Sketch-Based Library for the Development of Physics Simulation Applications. <i>Advances in Intelligent Systems and Computing Volume 206</i> , 2013, pp 1105-1116 http://dx.doi.org/10.1007/978-3-642-36981-0_105	carte	8	3	2.67
4	Amir Sadeghipour, Louis-Philippe Morency, Stefan Kopp: Gesture-based Object Recognition using Histograms of Guiding Strokes. In <i>Proceedings British Machine Vision Conference 2012</i> , pp. 44.1--44.11 http://dx.doi.org/10.5244/C.26.44	BDI: DBLP	4	3	1.33
<p>Radu-Daniel Vatavu, Stefan-Gheorghe Pentiu. 2008. <i>Interactive Coffee Tables: Interfacing TV within an Intuitive, Fun and Shared Experience</i>. In <i>Proceedings of the 6th European Interactive TV Conference - EuroTV 2008 (Salzburg, Austria, July 2008)</i>. LNCS 5066, Springer Berlin / Heidelberg, 183-187 http://dx.doi.org/10.1007/978-3-540-69478-6_24</p>					
5	Louise Barkhuus, Goranka Zoric, Arvid Engström, Javier Ruiz-Hidalgo, Nico Verzijp. 2014. New interaction modes for rich panoramic live video experiences. <i>Behaviour & Information Technology</i> , 33 (8), 859-869. http://dx.doi.org/10.1080/0144929X.2014.914975	ISI	8	2	4.00
6	Regina Bernhaupt, Michael M. Pirker, Astrid Weiss, David Wilfinger, and Manfred Tscheligi. 2011. Security, privacy, and personalization: Informing next-generation interaction concepts for interactive TV systems. <i>Computers in Entertainment</i> 9, 3, Article 17 (November 2011), 33 pages. http://doi.acm.org/10.1145/2027456.2027463	BDI: ACM DL	4	2	2.00


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7	Dong-Bach Vo, Gilles Bailly, Eric Lecolinet, and Yves Guiard. 2011. Un espace de caractérisation de la télécommande dans le contexte de la télévision interactive. In <i>23rd French Speaking Conference on Human-Computer Interaction (IHM '11)</i> . ACM, New York, NY, USA, , Article 17 , 8 pages. http://doi.acm.org/10.1145/2044354.2044375	BDI: ACM DL	4	2	2.00
8	Regina Bernhaupt, Astrid Weiss, Michael Pirker, David Wilfinger, and Manfred Tscheligi. 2010. Ethnographic insights on security, privacy, and personalization aspects of user interaction in interactive TV. In <i>Proceedings of the 8th international interactive conference on Interactive TV&Video (EuroITV '10)</i> . ACM, New York, NY, USA, 187-196. http://doi.acm.org/10.1145/1809777.1809817	BDI: ACM DL	4	2	2.00
Radu-Daniel Vatavu, Stefan-Gheorghe Pentiuc, Christophe Chaillou. 2005. On Natural Gestures for Interacting in Virtual Environments. <i>Advances in Electrical and Computer Engineering</i>, 5 (12), pp. 72-79 http://www.aece.ro/abstractplus.php?year=2005&number=2&article=10					
9	Farzin Farhadi-Niaki, S. Ali Etemad, Ali Arya. 2013. Design and Usability Analysis of Gesture-Based Control for Common Desktop Tasks. <i>Lecture Notes in Computer Science Volume 8007</i> , 2013, pp 215-224 http://dx.doi.org/10.1007/978-3-642-39330-3_23	carte	8	3	2.67
10	Wöhler N, Großekathöfer U, Dierker A, Hanheide M, Kopp S, Hermann T. 2010. In <i>Proceedings of the International Conference on Pattern Recognition</i> . IEEE Computer Society: 3814–3817 http://dx.doi.org/10.1109/ICPR.2010.929	BDI: IEEEExpl ore	4	3	1.33
11	Ungurean, C. O. 2008. User Head Movement Recognition and Interpretation System for Computer Interaction. <i>Advances in Electrical and Computer Engineering</i> , vol. 8, no. 1, pp. 62-66, 2008, WOS:000259903500011 http://dx.doi.org/10.4316/AECE.2008.01011	ISI	8	3	2.67
Tudor Ioan Cerlinca, Stefan Gheorghe Pentiuc, Radu Daniel Vatavu, and Marius Cristian Cerlinca. 2007. Hand posture recognition for human-robot interaction. In <i>Proceedings of the 2007 workshop on Multimodal interfaces in semantic interaction (WMISI '07)</i>. ACM, New York, NY, USA, 47-50. http://doi.acm.org/10.1145/1330572.1330580					
12	Viktor Seib, Guido Schmidt, Michael Kusenbach, Dietrich Paulus. 2015. Fourier Features For Person Detection in Depth Data. <i>Computer Analysis of Images and Patterns. Lecture Notes in Computer Science, Volume 9256</i> , pp 824-836. http://dx.doi.org/10.1007/978-3-319-23192-1_69	carte	8	4	2.00
13	Tomi Heimonen, Jaakko Hakulinen, Markku Turunen, Jussi P. P. Jokinen, Tuuli Keskinen, Roope Raisamo. 2013. Designing Gesture-Based Control for Factory Automation. <i>Lecture Notes in Computer Science Volume 8118</i> , 2013, pp 202-209 http://dx.doi.org/10.1007/978-3-642-40480-1_13	carte	8	4	2.00

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14	Seyed Eghbal Ghobadi, Omar Edmond Loepprich, Oliver Lottner, Klaus Hartmann, Wolfgang Weihs, Otmar Loffeld. 2010. 2D/3D Image Data Analysis for Object Tracking and Classification. <i>Lecture Notes in Electrical Engineering Volume 48</i> , 2010, pp 1-13 http://dx.doi.org/10.1007/978-90-481-3177-8_1	carte	8	4	2.00
15	L Sha, G Wang, A Yao, X Lin. 2009. Hand posture recognition in video using multiple cues. <i>IEEE International Conference on Multimedia and Expo WOS:000277357000217</i> http://dx.doi.org/10.1109/ICME.2009.5202637	ISI	8	4	2.00
16	Seyed Eghbal Ghobadi, Omar Edmond Loepprich, Farid Ahmadov, Jens Bernshausen, Klaus Hartmann, Otmar Loffeld. 2008. Real Time Hand Based Robot Control Using 2D/3D Images. <i>Lecture Notes in Computer Science Volume 5359</i> , 2008, pp 307-316 http://dx.doi.org/10.1007/978-3-540-89646-3_30	carte	8	4	2.00
Vatavu, R. D., Pentiu, S., Chaillou, C., Grisoni, L., and Degrande, S. Visual Recognition of Hand Postures for Interacting with Virtual Environments. <i>Advances in Electrical and Computer Engineering</i> 6, 13 (2006), 55-58					
17	Wendy H. Chun and Tobias Höllerer. 2013. Real-time hand interaction for augmented reality on mobile phones. In <i>Proceedings of the 2013 international conference on Intelligent user interfaces (IUI '13)</i> . ACM, New York, NY, USA, 307-314. http://doi.acm.org/10.1145/2449396.2449435	BDI: ACM DL	4	5	0.80
Radu-Daniel Vatavu. 2012. User-Defined Gestures for Free-Hand TV Control. In Proc. of the 10th European Conference on Interactive TV and Video - EuroITV'12 (Berlin, Germany, July 2012). ACM Press, pp. 45-48 http://doi.acm.org/10.1145/2325616.2325626					
18	Haiwei Dong, Nadia Figueroa, and Abdulmotaleb El Saddik. 2015. An Elicitation Study on Gesture Attitudes and Preferences Towards an Interactive Hand-Gesture Vocabulary. In <i>Proceedings of the 23rd Annual ACM Conference on Multimedia Conference (MM '15)</i> . ACM, New York, NY, USA, 999-1002. DOI= http://dx.doi.org/10.1145/2733373.2806385	BDI: ACM DL	4	1	4.00
19	Ji-Sun Kim, Denis Gračanin, Taeyoung Yang, and Francis Quek. 2015. Action-Transferred Navigation Technique Design Approach Supporting Human Spatial Learning. <i>ACM Transactions on Computer-Human Interactions</i> 22, 6, Article 30 (September 2015), 42 pages. DOI=10.1145/2811258 http://doi.acm.org/10.1145/2811258	ISI	8	1	8.00
20	Cheng, H., Yang, L., Liu, Z. 2015. A Survey on 3D Hand Gesture Recognition. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> (July 2015). http://dx.doi.org/10.1109/TCSVT.2015.2469551	ISI	8	1	8.00

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21	Michael Nebeling, David Ott, and Moira C. Norrie. 2015. Kinect analysis: a system for recording, analysing and sharing multimodal interaction elicitation studies. In Proceedings of the 7th ACM SIGCHI Symposium on Engineering Interactive Computing Systems (EICS '15). ACM, New York, NY, USA, 142-151. DOI= http://dx.doi.org/10.1145/2774225.2774846	BDI: ACM DL	4	1	4.00
22	Dong, H., Danesh, A., Figueroa, N., Saddik, A.E. 2015. An Elicitation Study on Gesture Preferences and Memorability Toward a Practical Hand-Gesture Vocabulary for Smart Televisions. <i>IEEE Access</i> 3, 543-555. http://dx.doi.org/10.1109/ACCESS.2015.2432679	BDI: IEEE Explore	4	1	4.00
23	J Hong, H Kim, W Lee, G Lee. 2015. TouchRoller: A Touch-sensitive Cylindrical Input Device for GUI Manipulation of Interactive TVs. <i>Interacting with Computers</i> , 2015 http://dx.doi.org/10.1093/iwc/iwv006	ISI	8	1	8.00
24	Orlando Erazo, José A. Pino. 2015. Predicting Task Execution Time on Natural User Interfaces based on Touchless Hand Gestures. In <i>Proceedings of the 20th International Conference on Intelligent User Interfaces (IUI '15)</i> . ACM, New York, NY, USA, 97-109. DOI=10.1145/2678025.2701394 http://doi.acm.org/10.1145/2678025.2701394	BDI: ACM DL	4	1	4.00
25	Chaklam Silpasuwanchai, Xiangshi Ren. 2015. Designing Concurrent Full-Body Gestures for Intense Gameplay. <i>International Journal of Human-Computer Studies</i> , Volume 80, August 2015, 1-13 http://dx.doi.org/10.1016/j.ijhcs.2015.02.010	ISI	8	1	8.00
26	H Wu, J Wang. 2015. A visual attention-based method to address the midas touch problem existing in gesture-based interaction. <i>The Visual Computer</i> . http://dx.doi.org/10.1007/s00371-014-1060-0	ISI	8	1	8.00
27	Kwangtaek Kim, Joongrock Kim, Jaesung Choi, Junghyun Kim and Sangyoun Lee. 2015. Depth Camera-Based 3D Hand Gesture Controls with Immersive Tactile Feedback for Natural Mid-Air Gesture Interactions. <i>Sensors</i> 15 (1), 1022-1046. http://dx.doi.org/10.3390/s150101022	ISI	8	1	8.00
28	Mehul Agrawal, Vero Vanden Abeele, Karen Vanderloock, Luc Geurts. 2015. Skweezee-mote: A case-study of a gesture-based tangible product design for a television remote control. <i>Smart Innovation, Systems and Technologies</i> volume 35, pp 409-419. http://dx.doi.org/10.1007/978-81-322-2229-3_35	carte	8	1	8.00
29	Sujin Jang, Niklas Elmqvist, and Karthik Ramani. 2014. GestureAnalyzer: visual analytics for pattern analysis of mid-air hand gestures. In <i>Proceedings of the 2nd ACM symposium on Spatial user interaction (SUI '14)</i> . ACM, New York, NY, USA, 30-39. http://doi.acm.org/10.1145/2659766.2659772	BDI: ACM DL	4	1	4.00

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30	Anna Pereira, Juan P. Wachs, Kunwoo Park, David Rempel. 2014. A User-Developed 3-D Hand Gesture Set for Human-Computer Interaction. <i>Human Factors</i> . November 2014 http://dx.doi.org/10.1177/0018720814559307	ISI	8	1	8.00
31	Cuevas, H., Bernardos, A.M., Wang, X., Bergesio, L., Casar, J.R. 2014. Integrating gesture-based identification in context-aware applications: a system approach. <i>Proc. of the 2014 IEEE 10th International Conference on Wireless and Mobile Computing, Networking and Communications (WiMob)</i> , 257-264, http://dx.doi.org/10.1109/WiMOB.2014.6962180	BDI: IEEEExpl ore	4	1	4.00
32	Daniela Grijincu, Miguel A. Nacenta, and Per Ola Kristensson. 2014. User-defined Interface Gestures: Dataset and Analysis. In <i>Proceedings of the Ninth ACM International Conference on Interactive Tabletops and Surfaces (ITS '14)</i> . ACM, New York, NY, USA, 25-34. DOI=10.1145/2669485.2669511 http://doi.acm.org/10.1145/2669485.2669511	BDI: ACM DL	4	1	4.00
33	Huiyue Wu, Jianmin Wang, Xiaolong (Luke) Zhang. 2014. User-centered gesture development in TV viewing environment. <i>Multimedia Tools and Applications</i> . Springer, 1-28 http://dx.doi.org/10.1007/s11042-014-2323-5	ISI	8	1	8
34	Nem Khan Dim and Xiangshi Ren. 2014. Dim NK, Ren X. Designing motion gesture interfaces in mobile phones for blind people. <i>Journal of Computer Science and Technology</i> (5): 812-824 Sept. 2014. http://dx.doi.org/10.1007/s11390-014-1470-5	ISI	8	1	8.00
35	Alison Meier, Kelly Goto, Michael Wörmann. 2014. Thumbs Up to Gesture Controls? A Cross-Cultural Study on Spontaneous Gestures. <i>Cross-Cultural Design. Lecture Notes in Computer Science Volume 8528</i> , 2014, pp 211-217 http://dx.doi.org/10.1007/978-3-319-07308-8_21	carte	8	1	8.00
36	Mandy Korzetz, Christine Keller, Frank Lamack, Thomas Schlegel. 2014. Full-Body Interaction for the Elderly in Trade Fair Environments. <i>HCI in Business. Lecture Notes in Computer Science Volume 8527</i> , 2014, pp 328-338 http://dx.doi.org/10.1007/978-3-319-07293-7_32	carte	8	1	8.00
37	Miguel A. Nacenta, Yemliha Kamber, Yizhou Qiang, and Per Ola Kristensson. 2013. Memorability of pre-designed and user-defined gesture sets. In <i>Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '13)</i> . ACM, New York, NY, USA, 1099-1108. http://doi.acm.org/10.1145/2470654.2466142	BDI: ACM DL	4	1	4.00

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38	Sabrina Connell, Pei-Yi Kuo, Liu Liu, and Anne Marie Piper. 2013. A Wizard-of-Oz elicitation study examining child-defined gestures with a whole-body interface. In <i>Proceedings of the 12th International Conference on Interaction Design and Children (IDC '13)</i> . ACM, New York, NY, USA, 277-280. http://doi.acm.org/10.1145/2485760.2485823	BDI: ACM DL	4	1	4.00
39	Mohit Jain, Andy Cockburn, Sriganesh Madhvanath. 2013. Comparison of Phone-Based Distal Pointing Techniques for Point-Select Tasks. <i>Lecture Notes in Computer Science Volume 8118</i> , 2013, pp 714-721 http://dx.doi.org/10.1007/978-3-642-40480-1_49	carte	8	1	8.00
40	Sheau-Farn Max Liang. 2013. Control with Hand Gestures in Home Environment: A Review. <i>Proceedings of the Institute of Industrial Engineers Asian Conference 2013</i> , 837-843 http://dx.doi.org/10.1007/978-981-4451-98-7_100	BDI: Springer Link	4	1	4.00
41	Sukeshini A. Grandhi, Chat Wacharamanatham, Gina Joue, Jan O. Borchers, and Irene Mittelberg. 2013. How we gesture towards machines: an exploratory study of user perceptions of gestural interaction. In <i>CHI '13 Extended Abstracts on Human Factors in Computing Systems (CHI EA '13)</i> . ACM, New York, NY, USA, 1209-1214. http://doi.acm.org/10.1145/2468356.2468572	BDI: ACM DL	4	1	4.00
42	Franca Garzotto and Matteo Valoriani. 2013. Touchless gestural interaction with small displays: a case study. In <i>Proceedings of the Biannual Conference of the Italian Chapter of SIGCHI (CHIItaly '13)</i> . ACM, New York, NY, USA, , Article 26 , 10 pages. http://doi.acm.org/10.1145/2499149.2499154	BDI: ACM DL	4	1	4.00
43	Gang Ren and Eamonn O'Neill. 2013. Freehand gestural text entry for interactive TV. In <i>Proceedings of the 11th european conference on Interactive TV and video (EuroITV '13)</i> . ACM, New York, NY, USA, 121-130. http://doi.acm.org/10.1145/2465958.2465966	BDI: ACM DL	4	1	4.00
44	A. Riener, A. Ferscha, F. Bachmair, P. Hagmüller, A. Lemme, D. Muttenthaler, D. Pühringer, H. Rogner, A. Tappe, and F. Weger. 2013. Standardization of the in-car gesture interaction space. In <i>Proc. of the 5th International Conference on Automotive User Interfaces and Interactive Vehicular Applications (AutomotiveUI '13)</i> . ACM, New York, NY, USA, 14-21. http://doi.acm.org/10.1145/2516540.2516544	BDI: ACM DL	4	1	4.00
45	Paul Clifton, Jared Caldwell, Isaac Kulka, Riccardo Fassone, Jonathan Cutrell, Kevin Terraciano, Janet Murray, and Ali Mazalek. 2013. Don't open that door: designing gestural interactions for interactive narratives. In <i>Proceedings of the 7th International Conference on Tangible, Embedded and Embodied Interaction (TEI '13)</i> . ACM, New York, NY, USA, 259-266. http://doi.acm.org/10.1145/2460625.2460668	BDI: ACM DL	4	1	4.00

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46	Suranjith De Silva, Michael Barlow, and Adam Easton. 2013. Harnessing multi-user design and computation to devise archetypal whole-of-body gestures: a novel framework. In <i>Proceedings of the 25th Australian Computer-Human Interaction Conference: Augmentation, Application, Innovation, Collaboration (OzCHI '13)</i> . ACM, New York, NY, USA, 85-94. http://doi.acm.org/10.1145/2541016.2541020	BDI: ACM DL	4	1	4.00
Radu-Daniel Vatavu. 2011. The Effect of Sampling Rate on the Performance of Template-based Gesture Recognizers. In Proc. of the 13th International Conference on Multimodal Interaction - ICMI'2011 (Alicante, Spain, Nov. 2011). ACM Press, pp. 271-278 http://dx.doi.org/10.1145/2070481.2070531					
47	Yina Ye and Petteri Nurmi. 2015. Gestimator: Shape and Stroke Similarity Based Gesture Recognition. In <i>Proceedings of the 2015 ACM on International Conference on Multimodal Interaction (ICMI '15)</i> . ACM, New York, NY, USA, 219-226. DOI= http://dx.doi.org/10.1145/2818346.2820734	BDI: ACM DL	4	1	4.00
48	Imtiaj Ahmed, Yina Ye, Sourav Bhattacharya, N. Asokan, Giulio Jacucci, Petteri Nurmi, and Sasu Tarkoma. 2015. Checksum gestures: continuous gestures as an out-of-band channel for secure pairing. In <i>Proceedings of the 2015 ACM International Joint Conference on Pervasive and Ubiquitous Computing (UbiComp '15)</i> . ACM, New York, NY, USA, 391-401. DOI=10.1145/2750858.2807521 http://doi.acm.org/10.1145/2750858.2807521	BDI: ACM DL	4	1	4.00
49	Poularakis, S.; Katsavounidis, I. 2015. Low-Complexity Hand Gesture Recognition System for Continuous Streams of Digits and Letters. <i>IEEE Transactions on Cybernetics</i> , http://dx.doi.org/10.1109/TCYB.2015.2464195	ISI	8	1	8.00
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53	Yougen Zhang, Wei Deng, Hanchen Song, Lingda Wu. 2013. A Fast Pen Gesture Matching Method Based on Nonlinear Embedding. <i>Communications in Computer and Information Science Volume 363</i> , 2013, pp 223-231 http://dx.doi.org/10.1007/978-3-642-37149-3_27	carte	8	1	8.00

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61	Paulo Trigueiros, Fernando Ribeiro, Luís Paulo Reis. 2015. Hand Gesture Recognition System Based in Computer Vision and Machine Learning. Developments in Medical Image Processing and Computational Vision. <i>Lecture Notes in Computational Vision and Biomechanics Volume 19</i> , 2015, pp 355-377. http://dx.doi.org/10.1007/978-3-319-13407-9_21	carte	8	3	2.67

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68	Luis A. Leiva, Vicent Alabau, Verónica Romero, Alejandro H. Toselli and Enrique Vidal. 2014. Context-Aware Gestures for Mixed-Initiative Text Editing Uis. <i>Interacting with Computers</i> , (2015) 27 (6): 675-696. Oxford Press http://dx.doi.org/10.1093/iwc/iwu019	ISI	8	3	2.67



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89	Eugene M. Taranta, II and Joseph J. LaViola, Jr.. 2015. Penny pincher: a blazing fast, highly accurate δ -family recognizer. In <i>Proceedings of the 41st Graphics Interface Conference (GI '15)</i> . Canadian Information Processing Society, Toronto, Ont., Canada, Canada, 195-202. http://dl.acm.org/citation.cfm?id=2788925	BDI: ACM DL	4	4	1.00
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91	Erazo, O., Pino, J. 2014. Estimating the Difficulty of Touchless Hand Gestures. <i>IEEE Latin America Transactions</i> 12(1), 17-22. http://dx.doi.org/10.1109/TLA.2014.6716487	BDI: IEEE Xplore	4	4	1.00
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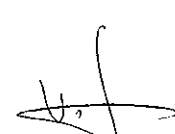
93	Bo Kang, Jared N. Bott, and Joseph J. LaViola, Jr. 2013. User perceptions of drawing logic diagrams with pen-centric user interfaces. In <i>Proceedings of the 2013 Graphics Interface Conference (GI '13)</i> . Canadian Information Processing Society, Toronto, Ont., Canada, Canada, 79-86. http://dl.acm.org/citation.cfm?id=2532144	BDI: ACM DL	4	4	1.00
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96	Lisa Anthony, Quincy Brown, Jaye Nias, Berthel Tate, and Shreya Mohan. 2012. Interaction and recognition challenges in interpreting children's touch and gesture input on mobile devices. In <i>Proceedings of the 2012 ACM international conference on Interactive tabletops and surfaces (ITS '12)</i> . ACM, New York, NY, USA, 225-234. http://doi.acm.org/10.1145/2396636.2396671	BDI: ACM DL	4	4	1.00
Tanase, C. A., Vatavu, R. D., Pentiu, S. G., Graur, A. 2008. Detecting and Tracking Multiple Users in the Proximity of Interactive Tabletops. <i>Advances in Electrical and Computer Engineering</i>, 8 (2), 61-64 http://dx.doi.org/10.4316/AECE.2008.02011					
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99	Hafizuddin Yusof, Eugene Ch'ng, Christopher Baber. 2014. Human Sensing for Tabletop Entertainment System. <i>Context-Aware Systems and Applications Volume 128 of the series Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering</i> , 283-292. http://dx.doi.org/10.1007/978-3-319-05939-6_28	carte	8	4	2.00

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102	Garcia-Sanjuan, Fernando; Jaen, Javier; Catala, Alejandro. 2013. Evaluating heuristics for tabletop user segmentation based on simultaneous interaction. <i>Expert Systems with Applications Volume 40</i> , Issue 14, 15 October 2013, Pages 5578-5587 http://dx.doi.org/10.1016/j.eswa.2013.04.011	ISI	8	4	2.00
103	Georg Freitag, Michael Tränkner, and Markus Wacker. 2012. Enhanced feed-forward for a user aware multi-touch device. In <i>Proceedings of the 7th Nordic Conference on Human-Computer Interaction: Making Sense Through Design (NordiCHI '12)</i> . ACM, New York, NY, USA, 578-586. http://doi.acm.org/10.1145/2399016.2399104	BDI: ACM DL	4	4	1.00
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105	Shelley Buchinger, Simone Kriglstein, Sabine Brandt, Helmut Hlavacs. 2011. A survey on user studies and technical aspects of mobile multimedia applications. <i>Entertainment Computing</i> . Volume 2, Issue 3, 2011, Pages 175-190 http://dx.doi.org/10.1016/j.entcom.2011.02.001	BDI: Science Direct	4	1	4.00
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108	Yougen Zhang, Wei Deng, Hanchen Song, Lingda Wu. 2013. A Fast Pen Gesture Matching Method Based on Nonlinear Embedding. <i>Communications in Computer and Information Science</i> Volume 363, 2013, pp 223-231 http://dx.doi.org/10.1007/978-3-642-37149-3_27	carte	8	1	8.00
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109	B Pogorelc, M Gams. 2013. Detecting gait-related health problems of the elderly using multidimensional dynamic time warping approach with semantic attributes. <i>Multimedia Tools and applications</i> September 2013, Volume 66, Issue 1, pp 95-114 http://dx.doi.org/10.1007/s11042-013-1473-1	ISI	8	1	8.00
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Radu-Daniel Vatavu, Laurent Grisoni, Stefan-Gheorghe Pentiu. 2010. Multiscale Detection of Gesture Patterns in Continuous Motion Trajectories. LNCS 5934, Springer Berlin / Heidelberg, 85-97 WOS:000277843800008 http://dx.doi.org/10.1007/978-3-642-12553-9_8					
111	David Bonnet, Caroline Appert, and Michel Beaudouin-Lafon. 2013. Extending the vocabulary of touch events with ThumbRock. In <i>Proceedings of the 2013 Graphics Interface Conference (GI '13)</i> . 221-228. http://dl.acm.org/citation.cfm?id=2532166	BDI: ACM DL	4	3	1.33
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112	Chi-Ho Yeung, Man-Wa Lam, Hong-Ching Chan, Oscar C. Au. 2008. Vision-Based Hand Gesture Interactions for Large LCD-TV Display Tabletop Systems. <i>Lecture Notes in Computer Science</i> Volume 5353, 2008, pp 89-98 http://dx.doi.org/10.1007/978-3-540-89796-5_10	carte	8	3	2.67
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114	Gang Ren and Eamonn O'Neill. 2013. Freehand gestural text entry for interactive TV. In <i>Proceedings of the 11th european conference on Interactive TV and video (EuroITV '13)</i> . ACM, New York, NY, USA, 121-130. DOI=10.1145/2465958.2465966 http://doi.acm.org/10.1145/2465958.2465966	BDI: ACM DL	4	1	4.00
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116	Andrzej Grabowski, Jarosław Jankowski. 2015. Virtual Reality-based pilot training for underground coal miners. <i>Safety Science</i> 72 , 310-314 http://dx.doi.org/10.1016/j.ssci.2014.09.017	ISI	8	2	4.00
117	Nabilah, H.E.; Ali, M.Hazwan; Talha, Kamil S.; Farahiyah, Nor; Wan, Khairunizam; Hazry, D.; Shahriman, A.B.; Razlan, Zuradzman M.; Ariffin, Mohd Asri; Haslina, M.; Rizon, M. 2015. Analysis of touching sensation based on weights of rectangular object. <i>Proceedings of the 2015 2nd International Conference on Biomedical Engineering (ICoBE)</i> , 1-6, 30-31 March 2015 http://dx.doi.org/10.1109/ICoBE.2015.7235883	BDI: IEEEXpl ore	4	2	2.00
118	Ecaterina Vasluian, Raoul M Bongers, Heleen A Reinders-Messelink, Pieter U Dijkstra, Corry K van der Sluis. 2014. Preliminary study of the Southampton Hand Assessment Procedure for Children and its reliability. <i>BMC Musculoskeletal Disorders</i> 2014, 15:199 http://dx.doi.org/10.1186/1471-2474-15-199	ISI	8	2	4.00
119	Zaiti, I.A., Pentiu, S.G. 2014. Gestural Interfaces for Mobile and Ubiquitous Applications. <i>Lecture Notes in Electrical Engineering Volume 302</i> , 2014, pp 217-229. http://dx.doi.org/10.1007/978-3-319-05440-7_18	carte	8	2	4.00
120	YH Tan, PK Ng, A Saptari, KS Jee. 2014. Ergonomics aspects of knob designs: a literature review. <i>Theoretical Issues in Ergonomics Science</i> , Volume 16, Issue 1, 2015, Taylor & Francis, 86-98. http://dx.doi.org/10.1080/1463922X.2014.880530	BDI: Cambri dge, EBSCO	4	2	2.00

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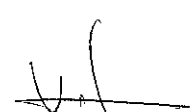
121	Ionuț-Alexandru Zaiți, Ștefan-Gheorghe Pentiu. 2013. Glove-Based Input for Reusing Everyday Objects as Interfaces in Smart Environments. <i>Advances in Intelligent Systems and Computing Volume 217</i> , 2013, pp 537-544 http://dx.doi.org/10.1007/978-3-319-00551-5_64	carte	8	2	4.00
Radu-Daniel Vatavu, Ionuț Alexandru Zaiți. 2012. An Investigation of Extrinsic-Oriented Ambient Exploration for Gaming Applications. In Proceedings of the Aml 2011 Workshops. WOS:000312116000042 http://dx.doi.org/10.1007/978-3-642-31479-7_42					
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123	Ionuț-Alexandru Zaiți, Ștefan-Gheorghe Pentiu. 2013. Glove-Based Input for Reusing Everyday Objects as Interfaces in Smart Environments. <i>Advances in Intelligent Systems and Computing Volume 217</i> , 2013, pp 537-544 http://dx.doi.org/10.1007/978-3-319-00551-5_64	carte	8	2	4.00
Vatavu, R. D., Pentiu, S. G., Grisoni, L., Chaillou, C. 2008. Modeling Shapes for Pattern Recognition: A Simple Low-Cost Spline-based Approach. <i>Advances in Electrical and Computer Engineering</i>, 8 (1) 67-71, 2008, DOI=10.4316/AECE.2008.01012 http://dx.doi.org/10.4316/AECE.2008.01012					
124	SJ Piros, P Korondi. 2011. Biologically inspired informatics; algorithm for discrete data and signal processing. Proceedings of the 2011 IEEE/ASME International Conference on Advanced Intelligent Mechatronics (AIM), WOS:000298805800162 http://dx.doi.org/10.1109/AIM.2011.6027153	ISI	8	4	2.00
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126	Huawei Tu, Xiangshi Ren, and Shumin Zhai. 2015. Differences and Similarities between Finger and Pen Stroke Gestures on Stationary and Mobile devices. <i>ACM Trans. Comput.-Hum. Interact.</i> 22 , 5, Article 22 (August 2015), 39 pages. DOI=10.1145/2797138 http://doi.acm.org/10.1145/2797138	ISI	8	3	2.67

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129	Luis A. Leiva, Vicent Alabau, Verónica Romero, Alejandro H. Toselli and Enrique Vidal. 2014. Context-Aware Gestures for Mixed-Initiative Text Editing Uis. <i>Interacting with Computers</i> , (6): 675-696. Oxford Press http://dx.doi.org/10.1093/iwc/iwu019	ISI	8	3	2.67
130	Karen Rust, Meethu Malu, Lisa Anthony, and Leah Findlater. 2014. Understanding childdefined gestures and children's mental models for touchscreen tabletop interaction. In <i>Proceedings of the 2014 conference on Interaction design and children (IDC '14)</i> . ACM, New York, NY, USA, 201-204. DOI= http://dx.doi.org/10.1145/2593968.2610452	BDI: ACM DL	4	3	1.33
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135	Ionuț-Alexandru Zaiți, Ștefan-Gheorghe Pentiu. 2013. Glove-Based Input for Reusing Everyday Objects as Interfaces in Smart Environments. <i>Advances in Intelligent Systems and Computing Volume 217</i> , 2013, pp 537-544 http://dx.doi.org/10.1007/978-3-319-00551-5_64	carte	8	3	2.67
136	Opriscu, S., Barth, E. 2013. 3D Hand Gesture Recognition using the Hough Transform. <i>Advances in Electrical and Computer Engineering</i> 13 (3), 71-76 http://dx.doi.org/10.4316/AECE.2013.03012	ISI	8	3	2.67
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Radu-Daniel Vatavu. 2011. The Understanding of Meaningful Events in Gesture-Based Interaction. In J. Zhang, L. Shao, L. Zhang and G.A. Jones (Eds.), <i>Intelligent Video Event Analysis and Understanding</i> . Springer Studies in Computational Intelligence, vol. 332, Springer Berlin / Heidelberg, 1-19 http://dx.doi.org/10.1007/978-3-642-17554-1_1					
142	AA Ünlüer, O Özcan. 2013. Mime-based creative drama implementations for exploring gestural interaction. <i>Digital Creativity</i> , Volume 24, Issue 4, 2013, Taylor & Francis, 275-290. http://dx.doi.org/10.1080/14626268.2012.752752	ISI	8	1	8.00
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143	Kohei Matsumura. 2015. Studying User-Defined Gestures Toward Off the Screen Interactions. In <i>Proceedings of the 2015 International Conference on Interactive Tabletops & Surfaces (ITS '15)</i> . ACM, New York, NY, USA, 295-300. DOI= http://dx.doi.org/10.1145/2817721.2823496	BDI: ACM DL	4	1	4.00
144	Haiwei Dong, Nadia Figueroa, and Abdulmoteleb El Saddik. 2015. An Elicitation Study on Gesture Attitudes and Preferences Towards an Interactive Hand-Gesture Vocabulary. In <i>Proceedings of the 23rd Annual ACM Conference on Multimedia Conference (MM '15)</i> . ACM, New York, NY, USA, 999-1002. DOI= http://dx.doi.org/10.1145/2733373.2806385	BDI: ACM DL	4	1	4.00
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147	Dong, H.; Danesh, A.; Figueroa, N.; Saddik, A.E. 2015. An Elicitation Study on Gesture Preferences and Memorability Toward a Practical Hand-Gesture Vocabulary for Smart Televisions. <i>IEEE Access</i> , vol.3, pp.543,555, 2015 http://dx.doi.org/10.1109/ACCESS.2015.2432679	BDI: IEEE Xplore	4	1	4.00
148	J Hong, H Kim, W Lee, G Lee. 2015. TouchRoller: A Touch-sensitive Cylindrical Input Device for GUI Manipulation of Interactive TVs. <i>Interacting with Computers</i> , 2015 http://dx.doi.org/10.1093/iwc/iwv006	ISI	8	1	8.00
149	Markus Löchtefeld, Nadine Lautemann, Sven Gehring, and Antonio Krüger. 2014. ambiPad: enriching mobile digital media with ambient feedback. In <i>Proceedings of the 16th international conference on Human-computer interaction with mobile devices & services (MobileHCI '14)</i> . ACM, New York, NY, USA, 295-298. DOI=10.1145/2628363.2628395 http://doi.acm.org/10.1145/2628363.2628395	BDI: ACM DL	4	1	4.00
150	Kaori Ujima, Azusa Kadomura, and Itiro Sii. 2014. U-Remo: projection-assisted gesture control for home electronics. In <i>CHI '14 Extended Abstracts on Human Factors in Computing Systems (CHI EA '14)</i> . ACM, New York, NY, USA, 1609-1614. DOI=10.1145/2559206.2581215 http://doi.acm.org/10.1145/2559206.2581215	BDI: ACM DL	4	1	4.00
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Radu-Daniel Vatavu. 2013. A comparative study of user-defined handheld vs. freehand gestures for home entertainment environments. <i>Journal of Ambient Intelligence and Smart Environments</i>.					
152	Katrin Plaumann, Jan Ehlers, Florian Geiselhart, Gabriel Yuras, Anke Huckauf, Enrico Rukzio. 2015. Better Than You Think: Head Gestures for Mid Air Input. <i>Proceedings of INTERACT 2015 (Sept. 2015)</i> . Volume 9298 of the series Lecture Notes in Computer Science pp 526-533. http://dx.doi.org/10.1007/978-3-319-22698-9_36	BDI: Springer Link	4	1	4.00


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153	Dong, H.; Danesh, A.; Figueroa, N.; Saddik, A.E. 2015. An Elicitation Study on Gesture Preferences and Memorability Toward a Practical Hand-Gesture Vocabulary for Smart Televisions. <i>IEEE Access</i> , vol.3, pp.543,555, 2015 http://dx.doi.org/10.1109/ACCESS.2015.2432679	BDI: IEEEExplore	4	1	4.00
154	Orlando Erazo and José A. Pino. 2015. Predicting Task Execution Time on Natural User Interfaces based on Touchless Hand Gestures. In <i>Proceedings of the 20th International Conference on Intelligent User Interfaces (IUI '15)</i> . ACM, New York, NY, USA, 97-109. DOI=10.1145/2678025.2701394 http://doi.acm.org/10.1145/2678025.2701394	BDI: ACM DL	4	1	4.00
155	Jan Bobeth, Johann Schrammel, Stephanie Deutsch, Michael Klein, Mario Drobics, Christina Hochleitner, and Manfred Tscheligi. 2014. Tablet, gestures, remote control?: influence of age on performance and user experience with iTV applications. In <i>Proceedings of the 2014 ACM international conference on Interactive experiences for TV and online video (TVX '14)</i> . ACM, New York, NY, USA, 139-146. DOI=10.1145/2602299.2602315 http://doi.acm.org/10.1145/2602299.2602315	BDI: ACM DL	4	1	4.00
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157	Louise Barkhuus, Goranka Zoric, Arvid Engström, Javier Ruiz-Hidalgo, Nico Verzijp. 2014. New interaction modes for rich panoramic live video experiences. <i>Behaviour & Information Technology</i> , 33 (8), 859-869. http://dx.doi.org/10.1080/0144929X.2014.914975	ISI	8	1	8.00
Radu-Daniel Vatavu. 2013. The Impact of Motion Dimensionality and Bit Cardinality on the Design of 3D Gesture Recognizers. <i>International Journal of Human-Computer Studies</i>, 71(4). Elsevier, pp. 387-409					
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Radu-Daniel Vatavu. 2013. On Designing Interactivity Awareness for Ambient Displays. Multimedia Tools and Applications 66(1). Springer Netherlands, pp. 59-80					
160	Hiroyuki Yamada, Shun Shiramatsu, Tadachika Ozono, Toramatsu Shintani. 2014. A Reactive Presentation Support System based on a Slide Object Manipulation Method. 2014 <i>International Conference on Computational Science and Computational Intelligence</i> . IEEE Press, 46-51. http://dx.doi.org/10.1109/CSCI.2014.93	BDI: IEEEExpl ore	4	1	4.00
Radu-Daniel Vatavu, Ionut-Alexandru Zaiti. (2014). Leap Gestures for TV: Insights from an Elicitation Study. In Proceedings of TVX'14, the ACM International Conference on Interactive Experiences for TV and Online Video (New Castle, UK, June 2014). New York: ACM Press, 131-138					
161	Mark McGill, John H. Williamson, Stephen A. Brewster. 2015. A review of collocated multi-user TV. <i>Personal and Ubiquitous Computing</i> , August 2015, Volume 19, Issue 5, pp 743-759. http://dx.doi.org/10.1007/s00779-015-0860-1	ISI	8	2	4.00
162	J Hong, H Kim, W Lee, G Lee. 2015. TouchRoller: A Touch-sensitive Cylindrical Input Device for GUI Manipulation of Interactive TVs. <i>Interacting with Computers</i> , 2015 http://dx.doi.org/10.1093/iwc/iwv006	ISI	8	2	4.00
163	Orlando Erazo and José A. Pino. 2015. Predicting Task Execution Time on Natural User Interfaces based on Touchless Hand Gestures. In <i>Proceedings of the 20th International Conference on Intelligent User Interfaces (IUI '15)</i> . ACM, New York, NY, USA, 97-109. DOI=10.1145/2678025.2701394 http://doi.acm.org/10.1145/2678025.2701394	BDI: ACM DL	4	2	2.00
164	Jean Ho Chu, Paul Clifton, Hank Blumenthal, Abhishek Nandakumar, Balasubramaniam Ganapathi, Janet Murray, and Ali Mazalek. 2015. Universal Threshold Object: Designing Haptic Interaction for Televised Interactive Narratives. In <i>Proceedings of the Ninth International Conference on Tangible, Embedded, and Embodied Interaction (TEI '14)</i> . ACM, New York, NY, USA, 285-292. DOI=10.1145/2677199.2680563 http://doi.acm.org/10.1145/2677199.2680563	BDI: ACM DL	4	2	2.00
165	Chattopadhyay, D. & Bolchini, D. 2014. Motor-Intuitive Interactions Based on Image Schemas: Aligning Touchless Interaction Primitives with Human Sensorimotor Abilities. <i>Interacting With Computers</i> (2015) 27 (3): 327-343. http://dx.doi.org/10.1093/iwc/iwu045	ISI	8	2	4.00

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166	Khalid Djado, Claude Chapdelaine, Pierre-Luc St-Charles, and Maxime Derenne. 2014. Gesture interface for an interactive kiosk. In <i>Proceedings of the 13th ACM SIGGRAPH International Conference on Virtual-Reality Continuum and its Applications in Industry (VRCAI '14)</i> . ACM, New York, NY, USA, 165-170. DOI=10.1145/2670473.2670487 http://doi.acm.org/10.1145/2670473.2670487	BDI: ACM DL	4	2	2.00
167	Daniela Grijincu, Miguel A. Nacenta, and Per Ola Kristensson. 2014. User-defined Interface Gestures: Dataset and Analysis. In <i>Proceedings of the Ninth ACM International Conference on Interactive Tabletops and Surfaces (ITS '14)</i> . ACM, New York, NY, USA, 25-34. DOI=10.1145/2669485.2669511 http://doi.acm.org/10.1145/2669485.2669511	BDI: ACM DL	4	2	2.00
168	Chattopadhyay, D. & Bolchini, D. 2014. Motor-Intuitive Interactions Based on Image Schemas: Aligning Touchless Interaction Primitives with Human Sensorimotor Abilities. <i>Interacting With Computers</i> (2015) 27 (3): 327-343. http://dx.doi.org/10.1093/iwc/iwu045	ISI	8	2	4.00
Vatavu, R.-D., and Mancas, M. Visual attention measures for multi-screen tv. In Proc. TVX, ACM (2014).					
169	Pedro Almeida, Jorge Abreu, Telmo Silva, Lgia Duro, Mónica Aresta, Rita Oliveira. 2015. Notification Mechanisms In Second-Screen Scenarios - Towards a Balanced User Experience. <i>Proc. of INTETAIN 2015</i> http://dx.doi.org/10.4108/icst.intetain.2015.259548	BDI: EUDL	4	2	2.00
170	Andrew Schall. 2015. Eye Tracking Evaluation of User Experience on Large-Scale Displays. Universal Access in Human-Computer Interaction. Access to Today's Technologies. <i>Lecture Notes in Computer Science Volume 9175</i> , 2015, pp 98-108 http://dx.doi.org/10.1007/978-3-319-20678-3_10	carte	8	2	4.00
171	John Dowell, Sylvain Malacria, Hana Kim, Edward Anstead. 2015. Companion apps for information-rich television programmes: representation and interaction. <i>Personal and Ubiquitous Computing</i> , October 2015, Volume 19, Issue 7, pp 1215-1228 http://dx.doi.org/10.1007/s00779-015-0867-7	ISI	8	2	4.00
172	Timothy Neate, Matt Jones, and Michael Evans. 2015. Mediating Attention for Second Screen Companion Content. In <i>Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems (CHI '15)</i> . ACM, New York, NY, USA, 3103-3106. DOI=10.1145/2702123.2702278 http://doi.acm.org/10.1145/2702123.2702278	BDI: ACM DL	4	2	2.00

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Radu-Daniel Vatavu, Lisa Anthony, Jacob O. Wobbrock. (2014). Gesture Heatmaps: Understanding Gesture Performance with Colorful Visualizations. In Proceedings of ICMI'14, the 16th ACM International Conference on Multimodal Interaction (Istanbul, Turkey, November 2014). New York: ACM Press, 172-179					
173	Maria Claudia Buzzi, Marina Buzzi, Barbara Leporini, and Amaury Trujillo. 2015. Exploring Visually Impaired People's Gesture Preferences for Smartphones. In <i>Proceedings of the 11th Biannual Conference on Italian SIGCHI Chapter (CHIItaly 2015)</i> . ACM, New York, NY, USA, 94-101. DOI=http://dx.doi.org/10.1145/2808435.2808448	BDI: ACM DL	4	3	1.33
174	Wetzlmaier, Thomas; Winterer, Mario. 2015. Test automation for multi-touch user interfaces of industrial applications. In <i>Proceedings of the 2015 IEEE Eighth International Conference on Software Testing, Verification and Validation Workshops (ICSTW)</i> . http://dx.doi.org/10.1109/ICSTW.2015.7107468	BDI: IEEE Explore	4	3	1.33
Radu-Daniel Vatavu, Géry Casiez, and Laurent Grisoni. (2013). Small, medium, or large?: Estimating the user-perceived scale of stroke gestures. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI'13). ACM, New York, NY, USA, 277-280					
175	Maria Claudia Buzzi, Marina Buzzi, Barbara Leporini, and Amaury Trujillo. 2015. Exploring Visually Impaired People's Gesture Preferences for Smartphones. In <i>Proceedings of the 11th Biannual Conference on Italian SIGCHI Chapter (CHIItaly 2015)</i> . ACM, New York, NY, USA, 94-101. DOI=http://dx.doi.org/10.1145/2808435.2808448	BDI: ACM DL	4	3	1.33
176	Huawei Tu, Xiangshi Ren, and Shumin Zhai. 2015. Differences and Similarities between Finger and Pen Stroke Gestures on Stationary and Mobile devices. <i>ACM Trans. Comput.-Hum. Interact.</i> 22, 5, Article 22 (August 2015), 39 pages. DOI=10.1145/2797138 http://doi.acm.org/10.1145/2797138	ISI	8	3	2.67
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. Elsevier, 54-76					
177	Brittany Huber, Joanne Tarasuik, Mariana N. Antoniou, Chelsea Garrett, Steven J. Bowe, Jordy Kaufman. 2016. Young children's transfer of learning from a touchscreen device. <i>Computers in Human Behavior</i> 56, March 2016, Pages 56-64. http://dx.doi.org/10.1016/j.chb.2015.11.010	ISI	8	3	2.67
178	Vicente Nacher, Javier Jaen. 2015. Evaluating the Accuracy of Pre-kindergarten Children Multi-touch Interaction. <i>Lecture Notes in Computer Science, Volume 9297</i> , pp 549-556. Springer. http://dx.doi.org/10.1007/978-3-319-22668-2_42	carte	8	3	2.67

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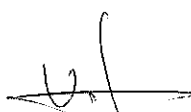
179	Alexis Hiniker, Kiley Sobel, Sungsoo Ray Hong, Hyewon Suh, India Irish, Daniella Kim, and Julie A. Kientz. 2015. Touchscreen prompts for preschoolers: designing developmentally appropriate techniques for teaching young children to perform gestures. In <i>Proceedings of the 14th International Conference on Interaction Design and Children (IDC '15)</i> . ACM, New York, NY, USA, 109-118. DOI= http://dx.doi.org/10.1145/2771839.2771851	BDI: ACM DL	4	3	1.33
Yosra Rekik, Radu-Daniel Vatavu, Laurent Grisoni. (2014). Match-Up & Conquer: A Two-Step Technique for Recognizing Unconstrained Bimanual and Multi-Finger Touch Input. In Proceedings of AVI'14, the 12th International Working Conference on Advanced Visual Interfaces (Como, Italy, May 2014). New York: ACM Press,					
180	Anna Pereira, Juan P. Wachs, Kunwoo Park, David Rempel. 2015. A User-Developed 3-D Hand Gesture Set for Human-Computer Interaction. <i>Human Factors: The Journal of the Human Factors and Ergonomics Society</i> June 2015 vol. 57 no. 4 607-621. http://dx.doi.org/10.1177/0018720814559307	ISI	8	3	2.67
181	Jiro Park, Haeyoung Lee. 2014. A hierarchical framework for large 3D mesh streaming on mobile systems. <i>Multimedia Tools and Applications</i> , 1-22., Nov. 2014. http://dx.doi.org/10.1007/s11042-014-2383-6	ISI	8	3	2.67
Vatavu RD (2013) Designing Gestural Interfaces for the Interactive TV. In: Proceedings of the EuroITV '13. doi:10.1145/2465958.2465981					
182	Surbhit Verma, Himanshu Bansal, and Keyur Sorathia. 2015. A Study for Investigating Suitable Gesture Based Selection for Gestural User Interfaces. In Proceedings of the 7th International Conference on HCI, IndiaHCI 2015 (IndiaHCI'15). ACM, New York, NY, USA, 47-55. DOI= http://dx.doi.org/10.1145/2835966.2835972	BDI: ACM DL	4	1	4.00
183	Jan Gugenheimer, Frank Honold, Dennis Wolf, Felix Schüssel, Julian Seifert, Michael Weber, Enrico Rukzio. 2015. How Companion-Technology can Enhance a Multi-Screen Television Experience: A Test Bed for Adaptive Multimodal Interaction in Domestic Environments. <i>KI - Künstliche Intelligenz</i> . Springer, pp.1-8 http://dx.doi.org/10.1007/s13218-015-0395-7	BDI: Springer Link	4	1	4.00
Rekik, Y., Vatavu, R.-D., Grisoni, L.: Understanding users' perceived difficulty of multi-touch gesture articulation. In: Proceedings of the 16th International Conference on Multimodal Interaction. ACM Press					
184	Maria Claudia Buzzi, Marina Buzzi, Barbara Leporini, and Amaury Trujillo. 2015. Exploring Visually Impaired People's Gesture Preferences for Smartphones. In <i>Proceedings of the 11th Biannual Conference on Italian SIGCHI Chapter (CHIItaly 2015)</i> . ACM, New York, NY, USA, 94-101. DOI= http://dx.doi.org/10.1145/2808435.2808448	BDI: ACM DL	4	3	1.33

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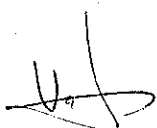
185	Maria Claudia Buzzi, Marina Buzzi, Barbara Leporini, Amaury Trujillo. 2015. Design of Web-Based Tools to Study Blind People's Touch-Based Interaction with Smartphones. <i>HCI International 2015 - Posters' Extended Abstracts Communications in Computer and Information Science</i> Volume 528, 2015, pp 7-12 http://dx.doi.org/10.1007/978-3-319-21380-4_2	BDI: Springer Link	4	3	1.33
Vatavu, R.-D., Anthony, L., and Wobbrock, J. O. Relative accuracy measures for stroke gestures. In Proc. Proceedings of the 15th ACM on International conference on multimodal interaction, ACM (2013), 279--286					
186	Maria Claudia Buzzi, Marina Buzzi, Barbara Leporini, and Amaury Trujillo. 2015. Exploring Visually Impaired People's Gesture Preferences for Smartphones. In <i>Proc. of the 11th Biannual Conf. on Italian SIGCHI Chapter (CHIItaly 2015)</i> . ACM, 94-101. DOI= http://dx.doi.org/10.1145/2808435.2808448	BDI: ACM DL	4	3	1.33
Total A3.1.1-A3.1.2					702.80

Nr. crt.	A3.2.1 - Profesor invitat	Indicatori (kpi)
1	Maitre de Conferences Polytech'Lille, Mai 2011	10
2	Cercetator invitat INRIA Nord Europe, Iunie-Iulie 2011	10
[link copii documente profesor invitat]		
Total A3.2.1		20

Nr. crt.	A3.3.2 - Membru în colectivele de redacție sau comitetele științifice ale revistelor, organizator de manifestări științifice internaționale indexate BDI	Indicatori (kpi)
1	Membru în comitetul de program pentru IUI'15 -the 2015 ACM international conference on Intelligent User Interfaces (BDI: ACM DL, rang ARC A), http://portalparts.acm.org/2680000/2678025/fm/frontmatter.pdf	6
2	Membru în comitetul de program pentru IUI'13 -the 2013 ACM international conference on Intelligent User Interfaces (BDI: ACM DL, rang ARC A), http://portalparts.acm.org/2460000/2451176/fm/frontmatter.pdf	6
3	Membru în comitetul de program pentru IUI'12 -the 2012 ACM international conference on Intelligent User Interfaces (BDI: ACM DL, rang ARC A), http://portalparts.acm.org/2170000/2166966/fm/frontmatter.pdf	6
4	Membru în comitetul de review pentru IUI'10 -the 2010 ACM international conference on Intelligent User Interfaces (BDI: ACM DL, rang ARC A), http://portalparts.acm.org/1720000/1719970/fm/frontmatter.pdf	6
5	Membru în comitetul de review pentru CSCW'14 - the 17th ACM Conference on Computer Supported Cooperative Work & Social Computing (BDI: ACM DL), http://portalparts.acm.org/2540000/2531602/fm/frontmatter.pdf	6
6	Membru în comitetul de review pentru ICMI'15 - the 17th International Conference on Multimodal Interaction (BDI: ACM DL, rang ARC B) http://portalparts.acm.org/2820000/2818346/fm/frontmatter.pdf	6
7	Membru în comitetul de review pentru ICMI'14 - the 16th International Conference on Multimodal Interaction (BDI: ACM DL, rang ARC B) http://portalparts.acm.org/2670000/2663204/fm/frontmatter.pdf	6

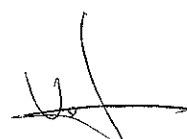

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8	Membru în comitetul de review pentru ICMI'13 - the 15th International Conference on Multimodal Interaction (BDI: ACM DL, rang ARC B) http://portalparts.acm.org/2530000/2522848/fm/frontmatter.pdf	6
9	Membru în comitetul de review pentru ICMI'12 - the 14th International Conference on Multimodal Interaction (BDI: ACM DL, rang ARC B) http://portalparts.acm.org/2390000/2388676/fm/frontmatter.pdf	6
10	Membru în comitetul de program pentru ICMI'11 - the 13th International Conference on Multimodal Interfaces (BDI: ACM DL, rang ARC B) http://portalparts.acm.org/2080000/2070481/fm/frontmatter.pdf	6
11	Membru în comitetul de review pentru ICMI'09 - the 2009 International Conference on Multimodal Interfaces (BDI: ACM DL, rang ARC B) http://portalparts.acm.org/1650000/1647314/fm/frontmatter.pdf	6
12	Membru în comitetul de review pentru ICMI'08 - the 10th International Conference on Multimodal Interfaces (BDI: ACM DL, rang ARC B) http://portalparts.acm.org/1460000/1452392/fm/frontmatter.pdf	6
13	Membru în comitetul de program pentru ISEA 2015 - the 21st International Symposium on Electronic Art http://isea2015.org/about/international-program-committee/	6
14	Membru în comitetul de review pentru INTETAIN 2016 - the 8th International Conference on Intelligent Technologies for Interactive Entertainment http://www.intetain.org/2016/show/prog-com	6
15	Membru în comitetul de review pentru INTETAIN 2015 - the 7th International Conference on Intelligent Technologies for Interactive Entertainment http://www.intetain.org/2015/show/prog-com	6
16	Membru în comitetul de review pentru INTETAIN 2014 - the 6th International Conference on Intelligent Technologies for Interactive Entertainment http://www.intetain.org/2014/show/prog-com	6
17	Membru în comitetul de review pentru IEEE 3DUI 2010 - the 2010 IEEE Symposium on 3D User Interfaces (BDI: IEEEExplore) http://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=5444732	6
18	Membru în comitetul de review pentru IEEE 3DUI 2009 - the 2009 IEEE Symposium on 3D User Interfaces (BDI: IEEEExplore) http://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=4811194	6
19	Membru în comitetul de review pentru IEEE VR 2010 - the 2010 IEEE Virtual Reality Conference http://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=5444826	6
20	Membru în comitetul de program pentru MOCO 2015 - the 2nd International Workshop on Movement and Computing (BDI: ACM DL) http://portalparts.acm.org/2800000/2790994/fm/frontmatter.pdf	6
21	Membru în comitetul de program pentru MOCO 2014 - the 1st International Workshop on Movement and Computing (BDI: ACM DL) http://portalparts.acm.org/2620000/2617995/fm/frontmatter.pdf	6
22	Membru în comitetul de program pentru INTERACT 2013 - 14th IFIP TC13 Conference on Human-Computer Interaction (BDI: SpringerLink) http://www.interact2013.org/Interact2013/media/Store/documents/Paper%20formats/INTERACT-2013-Final-Programme.pdf	6



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23	Membru în comitetul de review pentru TEI'12 - the 6th International Conference on Tangible, Embedded and Embodied Interaction (BDI: ACM DL) http://portalparts.acm.org/2150000/2148131/bm/backmatter.pdf	6
24	Membru în comitetul de review pentru EICS'15 - the 7th ACM SIGCHI Symposium on Engineering Interactive Computing Systems (BDI: ACM DL) http://portalparts.acm.org/2780000/2774225/fm/frontmatter.pdf	6
25	Membru în comitetul de review pentru EICS'14 - the 6th ACM SIGCHI Symposium on Engineering Interactive Computing Systems (BDI: ACM DL) http://portalparts.acm.org/2610000/2607023/fm/frontmatter.pdf	6
26	Membru în comitetul de review pentru EICS'13 - the 5th ACM SIGCHI Symposium on Engineering Interactive Computing Systems (BDI: ACM DL) http://portalparts.acm.org/2500000/2494603/fm/frontmatter.pdf	6
27	Membru în comitetul de review pentru EICS'12 - the 4th ACM SIGCHI Symposium on Engineering Interactive Computing Systems (BDI: ACM DL) http://portalparts.acm.org/2310000/2305484/fm/frontmatter.pdf	6
28	Membru în comitetul de review pentru EICS'11 - the 3rd ACM SIGCHI Symposium on Engineering Interactive Computing Systems (BDI: ACM DL) http://portalparts.acm.org/2000000/1996461/fm/frontmatter.pdf	6
29	Membru în comitetul de review pentru EICS'10 - the 2nd ACM SIGCHI Symposium on Engineering Interactive Computing Systems (BDI: ACM DL) http://portalparts.acm.org/1830000/1822018/fm/frontmatter.pdf	6
30	Membru în comitetul de review pentru MobileHCI'15 - the 17th International Conference on Human-Computer Interaction with Mobile Devices and Services (BDI: ACM DL) http://portalparts.acm.org/2790000/2785830/fm/frontmatter.pdf	6
31	Membru în comitetul de review pentru MobileHCI'14 - the 16th International Conference on Human-Computer Interaction with Mobile Devices and Services (BDI: ACM DL) http://portalparts.acm.org/2630000/2628363/fm/frontmatter.pdf	6
32	Membru în comitetul de review pentru MobileHCI'13 - the 15th International Conference on Human-Computer Interaction with Mobile Devices and Services (BDI: ACM DL) http://portalparts.acm.org/2500000/2493190/fm/frontmatter.pdf	6
33	Membru în comitetul de review pentru MobileHCI'12 - the 14th International Conference on Human-Computer Interaction with Mobile Devices and Services (BDI: ACM DL) http://portalparts.acm.org/2380000/2371664/fm/frontmatter.pdf	6
34	Membru în comitetul de review pentru MobileHCI'11 - the 11th International Conference on Human-Computer Interaction with Mobile Devices and Services (BDI: ACM DL) http://portalparts.acm.org/1620000/1613858/fm/frontmatter.pdf	6
35	Membru în comitetul de program pentru MobileHCI'10 - the 12th International Conference on Human Computer Interaction with Mobile Devices and Services (BDI: ACM DL) http://portalparts.acm.org/1860000/1851600/fm/frontmatter.pdf	6
36	Membru în comitetul de review pentru MobileHCI'08 - the 10th International Conference on Human Computer Interaction with Mobile Devices and Services (BDI: ACM DL) http://portalparts.acm.org/1410000/1409240/fm/frontmatter.pdf	6



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37	Membru în comitetul de review pentru HRI '13 - the 8th Annual ACM/IEEE International Conference on Human-Robot Interaction (BDI: ACM DL) http://portalparts.acm.org/2450000/2447556/fm/frontmatter.pdf	6
38	Membru în comitetul de review pentru HRI '12 - the 7th Annual ACM/IEEE International Conference on Human-Robot Interaction (BDI: ACM DL) http://portalparts.acm.org/2160000/2157689/fm/frontmatter.pdf	6
39	Membru în comitetul de review pentru ITS 2014 - the 9th ACM International Conference on Interactive Tabletops and Surfaces (BDI: ACM DL) http://portalparts.acm.org/2670000/2669485/fm/frontmatter.pdf	6
40	Membru în comitetul de review pentru ITS 2013 - the 8th ACM International Conference on Interactive Tabletops and Surfaces (BDI: ACM DL) http://portalparts.acm.org/2520000/2512349/fm/frontmatter.pdf	6
41	Membru în comitetul de review pentru UIST 2014 - the 27th annual ACM symposium on User interface software and technology (BDI: ACM DL, rang ARC A) http://portalparts.acm.org/2650000/2642918/fm/frontmatter.pdf	6
42	Membru în comitetul de review pentru SUI'13 - the 1st symposium on Spatial user interaction (BDI: ACM DL) http://portalparts.acm.org/2500000/2491367/fm/frontmatter.pdf	6
43	Membru în comitetul de review pentru ISWC 2009 - the 2009 International Symposium on Wearable Computers (BDI: IEEEExplore) http://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=5254681	6
44	Membru în comitetul de review pentru GI 2013 - Graphics Interface 2013 http://portalparts.acm.org/2540000/2532129/fm/frontmatter.pdf	6
45	Membru în comitetul de review pentru GI 2007 - Graphics Interface 2007 http://portalparts.acm.org/1270000/1268517/fm/frontmatter.pdf	6
46	Membru în comitetul științific al ISAmI 2016 - the 7th International Symposium on Ambient Intelligence http://www.isami-conference.net/organization/program-committee	6
47	Membru în comitetul științific al TVX 2014 - the ACM International Conference on Interactive Experiences for TV and Online Video http://tvx2014.com/committees/associate-chairs/	6
48	Membru în comitetul de program al VSMM 2009 - 15th International Conference on Virtual Systems and Multimedia http://oldwww.prip.tuwien.ac.at/events/conferences/vsmm-2009/committees	6
49	Membru în comitetul de review al WBI 2011 - 4th International Workshop on Whole Body Interaction http://lister.cms.livjm.ac.uk/homepage/staff/cmsdengl/WBI2011/	6
50	Membru în comitetul de program al SAME 2012 - 4th International Workshop on Whole Body Interaction http://mediafactory.aalto.fi/5th-international-workshop-on-semantic-ambient-media-experience-deadline-for-position-papers-2nd-march/	6
51	Membru în colectivul editorial al revistei Creative Technologies, EAI Endorsed Transactions, http://eai.eu/transaction/creative-technologies	6

Total A3.3.2

306



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Nr. crt.	A3.4.1 - Premii în domeniu - premii internaționale	Indicatori (kpi)
1	Best Paper Award pentru lucrarea <i>Audience Silhouettes: Peripheral Awareness of Synchronous Audience Kinesics for Social Television</i> în cadrul conferinței TVX 2015, the 2nd ACM International Conference on Interactive Experiences for TV and Online Video (Brussels, Belgium, June 2015). http://tvx2015.com/	15
2	Best of CHI Honorable Mention Award pentru lucrarea <i>Formalizing Agreement Analysis for Elicitation Studies: New Measures, Significance Test, and Toolkit</i> în cadrul conferinței CHI 2015, the 33rd ACM SIGCHI Conference on Human Factors in Computing Systems (Seoul, Republic of Korea, April 2015), împreună cu Jacob O. Wobbrock (conferință ARC A). http://chi2015.acm.org/program/best-of-chi/#honorable-mentions	15
3	Outstanding Paper Award pentru lucrarea <i>Gestures as Point Clouds: A $\\$P$ Recognizer for User Interface Prototypes</i> , Radu-Daniel Vatavu, Lisa Anthony, Jacob O. Wobbrock" lucrare premiata în cadrul conferinței ACM ICMI'12 - 14th ACM International Conference on Multimodal Interaction, Santa Monica, California, USA (conferință ARC B). http://www.acm.org/icmi/2012/index.php?id=awards	15

Total A3.4.1

45

Total A3

1073.80



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