

1. LUCRĂRI ȘTIINȚIFICE PUBLICATE ÎN REVISTE¹

- J01. 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), 59735991. doi:[10.1080/10447318.2024.2372145](https://doi.org/10.1080/10447318.2024.2372145)
Q1, IF: 3.4, 5-Year IF: 4.5 (JCR 2023)
- J02. 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, Articol nr. 84, 21 pagini. Springer. doi:[10.1007/s10055-024-00977-2](https://doi.org/10.1007/s10055-024-00977-2) **Q1, IF: 4.4, 5-Year IF: 5.4 (JCR 2023)**
- J03. 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](https://doi.org/10.1007/s11042-021-11310-3)
Q2, IF: 3.0, 5-Year IF: 2.9 (JCR 2023)
- J04. **Radu-Daniel Vatavu**, Petruța-Paraschiva Rusu, Ovidiu-Andrei Schipor, Maria 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](https://doi.org/10.1007/s11042-021-11498-4)
Q2, IF: 3.0, 5-Year IF: 2.9 (JCR 2023)
- J05. 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), Articol nr. 128, 55 pagini. ACM. doi:[10.1145/3636458](https://doi.org/10.1145/3636458) **Q1, IF: 23.8, 5-Year IF: 21.1 (JCR 2023)**
- J06. 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](https://doi.org/10.1145/3589645)
Q2, IF: 3.6, 5-Year IF: 3.8 (JCR 2023)
- 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](https://doi.org/10.1007/s12652-023-04606-9)
- J08. 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](https://doi.org/10.1007/s10055-023-00776-1) **Q1, IF: 4.4, 5-Year IF: 5.4 (JCR 2023)**
- J09. 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](https://doi.org/10.1016/j.patrec.2022.11.028) **Q2, IF: 3.9, 5-Year IF: 4.2 (JCR 2023)**

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Indicatorii scientometrici IF și 5-Year IF raportați pentru lucrările din cadrul acestei secțiuni sunt preluați din Web of Science (WoS) InCites™ Journal Citation Reports® (JCR) și corespund anului publicării lucrărilor respective. Revistele Q1 și Q2 sunt evidențiate distinct.

- J10. 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*. Taylor & Francis. doi:10.1080/10447318.2022.2109584 **Q1, IF: 3.4, 5-Year IF: 4.5 (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*. Taylor & Francis. doi:10.1080/10447318.2022.2098907 **Q1, IF: 3.4, 5-Year IF: 4.5 (JCR 2023)**
-  J12. 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, 92-101. doi:10.1109/MPRV.2022.3155952 **IF: 1.6, 5-Year IF: 4.2 (JCR 2022)**
BEST PAPER AWARD
- J13. Adrian Aiordăchioae, **Radu-Daniel Vatavu**. (2022). LifeTags++: A Multi-User, Multi-Device, and MultiPerspective System for Recording and Abstracting Visual Life with Tag Clouds. *Romanian Journal of Information Science and Technology* 25(1), 80-91. *Romanian Academy*. doi:www.romjist.ro/contents-88 **Q2, IF: 3.5, 5-Year IF: 1.8 (JCR 2022)**
- J14. **Radu-Daniel Vatavu**, Jacob O. Wobbrock. (2022). Clarifying Agreement Calculations and Analysis for EndUser Elicitation Studies. *ACM Transactions on Computer-Human Interaction* 29(1), Articol nr. 5, 70 pagini. ACM. doi:10.1145/3476101 **Q2, IF: 3.7, 5-Year IF: 4.6 (JCR 2022)**
- J15. Arthur Sluÿters, Jean Vanderdonckt, **Radu-Daniel Vatavu**. (2021). Engineering Slidable Graphical User Interfaces with Slime. *Proceedings of the ACM on Human-Computer Interaction* 5 (EICS), Articol nr. 200, 29 pagini. ACM. doi:10.1145/3457147
- J16. 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 **Q2, IF: 2.577, 5-Year IF: 2.396 (JCR 2021)**
- J17. 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)**
- J18. 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)**
- J19. 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)**
- J20. 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), Articol nr. 167, 26 pagini. ACM. doi:10.1145/3432700
- J21. 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)
- J22. **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), S29–S39. Romanian Academy. doi:www.romjist.ro/contents-80 **IF: 0.643, 5-Year IF: 0.590 (JCR 2020)**
- J23. 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. Elsevier, 95-107. doi:10.1016/j.ijhcs.2019.03.012
Q1, IF: 3.163, 5-Year IF: 3.383 (JCR 2019)
- J24. 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), 1-9. ACM. doi:10.1145/3300960
- J25. 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), Articol nr. 11, 24 pagini. ACM. doi:10.1145/3331153
- J26. 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), Articol nr. 15, 22 pagini. ACM. doi:10.1145/3331157
-  J27. 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), Articol nr. 18, 28 pagini. ACM. doi:10.1145/3331160
HONORABLE MENTION AWARD
- J28. Ovidiu-Andrei Schipor, **Radu-Daniel Vatavu**, Jean Vanderdonckt. (2019). Euphoria: A Scalable, Eventdriven Architecture for Designing Interactions across Heterogeneous Devices in Smart Environments. *Information and Software Technology* 109. Elsevier, 43-59. doi:10.1016/j.infsof.2019.01.006 **Q2, IF: 2.726, 5-Year IF: 3.130 (JCR 2019)**
- J29. 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). IEEE, 76-85. doi:10.1109/MPRV.2018.2873856
Q1, IF: 3.813, 5-Year IF: 4.123 (JCR 2018)
- J30. **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). IEEE, 27-37. doi:10.1109/MPRV.2018.011591059
Q1, IF: 3.813, 5-Year IF: 4.123 (JCR 2018)
- J31. **Radu-Daniel Vatavu.** (2017). Characterizing Gesture Knowledge Transfer across Multiple Contexts of Use. *Journal on Multimodal User Interfaces* 11 (4). Springer, 301-314. doi:10.1007/s12193-017-0247-x
IF: 1.140, 5-Year IF: 0.872 (JCR 2017)
-  J32. **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. Elsevier, 1-21.

doi:10.1016/j.ijhcs.2017.01.005

Q1, IF: 2.300, 5-Year IF: 2.224 (JCR 2017)

2019 Premiul MIHAI DRĂGĂNESCU al Academiei Române

- J33. **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)
- J34. **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)
- J35. 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). Science China Press & Springer, 072104:1–15. doi: 10.1007/s11432-015-1014-7 **Q2, IF: 2.188, 5-Year IF: 1.329 (JCR 2017)**
- J36. 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)
- J37. **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). Springer London, 781-801. doi:10.1007/s00779-015-0862-z
Q2, IF: 1.498, 5-Year IF: 1.708 (JCR 2015)
- J38. 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). Springer London, 821-838. doi:10.1007/s00779-015-0863-y **Q2, IF: 1.498, 5-Year IF: 1.708 (JCR 2015)**
- J39. **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. doi:10.1016/j.ijhcs.2014.10.007
Q1, IF: 1.476, 5-Year IF: 2.097 (JCR 2015)
- J40. **Radu-Daniel Vatavu**, Ionuț-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). Elsevier, 590-607. doi:10.1016/j.ijhcs.2013.01.002 **Q1, IF: 1.165, 5-Year IF: 1.942 (JCR 2013)**
- J41. **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). Elsevier, 387-409. doi:10.1016/j.ijhcs.2012.11.005
Q1, IF: 1.165, 5-Year IF: 1.942 (JCR 2013)
- J42. 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). IOS Press, 187-211. doi:10.3233/AIS-130200
Q2, IF: 1.082, 5-Year IF: 1.252 (JCR 2013)

- J43. 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)
- J44. **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)
- J45. **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). IOS Press, 79-93. doi:10.3233/AIS-2012-0137
Q2, IF: 1.298, 5-Year IF: 1.640 (JCR 2012)
- J46. **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)
- J47. 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)
- J48. **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/s11042010-0674-0 **Q2, IF: 1.014, 5-Year IF: 0.932 (JCR 2012)**
- J49. Remus-Cătălin Prodan, Ștefan-Gheorghe Pentiu, **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)
- J50. Cristian Andy Tănase, **Radu-Daniel Vatavu**, Ștefan-Gheorghe Pentiu, Adrian Gaur. (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
- J51. **Radu-Daniel Vatavu**, Ștefan-Gheorghe Pentiu, 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
- J52. **Radu-Daniel Vatavu**, Ștefan-Gheorghe Pentiu. (2008). Multi-Level Representation of Gesture as Command for Human-Computer Interaction. *Computing and Informatics* 27(6), 837-851. Slovak Academy of Sciences. doi:www.cai.sk/ojs/index.php/cai/article/viewArticle/16 **IF: 0.492, 5-Year IF: 0.421 (JCR 2008)**
- J53. Adriana Băcilă, Xavier Decoopman, **Radu-Daniel Vatavu**, G. Mesmacque, M. Vodă, V.A. Șerban. (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.jfatigue.2007.02.026 **Q1, IF: 1.117, 5-Year IF: 1.501 (JCR 2007)**

- J54. **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>
- J55. **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>

2. LUCRĂRI ȘTIINȚIFICE PUBLICATE ÎN VOLUMELE CONFERINȚELOR²

- C01. **Radu-Daniel Vatavu**. (2025). Non-Natural Interaction Design. *Proceedings of CHI '25, the CHI Conf. on Human Factors in Computing Systems*, Article no. 435, 16 pages. ACM. doi:10.1145/3706598.3713459
 RATA DE ACCEPTARE: 1249/5020=24.9% | **ARC CORE A***
- C02. Mihail Terenți, **Radu-Daniel Vatavu**. (2025). Distal-Haptic Touchscreens: Understanding the User Experience of Vibrotactile Feedback Decoupled from the Touch Point. *Proc. of CHI '25, the CHI Conf. on Human Factors in Computing Systems*, Article no. 500, 19 pages. ACM. doi:10.1145/3706598.3713555
 RATA DE ACCEPTARE: 1249/5020=24.9% | **ARC CORE A***
- C03. **Radu-Daniel Vatavu**, Bogdan-Florin Gheran. (2025). Intermanual Deictics: Uncovering Users' Gesture Preferences for Opposite-Arm Referential Input, from Fingers to Shoulder. *Proc. of CHI '25, the CHI Conf. on Human Factors in Computing Systems*, Article no. 283, 16 pages. ACM. doi:10.1145/3706598.3713474
 RATA DE ACCEPTARE: 1249/5020=24.9% | **ARC CORE A***
- C04. Alexandra-Elena Guriță, **Radu-Daniel Vatavu**. (2025). Breaking Bad (Design): Challenging AI User Interface Accessibility Guardrails. *Proceedings of CHI '25 EA, the CHI Conference on Human Factors in Computing Systems Extended Abstracts*, Article no. 624, 7 pages. ACM. doi:10.1145/3706599.3716220
- C05. Alexandra-Elena Guriță, **Radu-Daniel Vatavu**. (2025). Insights and Implications of Evaluating Accessibility Compliance in AI-Generated Web Interfaces. *Companion Proceedings of the ACM Web Conference 2025 (WWW Companion '25)*, 996-1000. ACM. doi:10.1145/3701716.3715552
- C06. 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. *Proc. of CHI '24, the CHI Conf. on Human Factors in Computing Systems*, Article no. 555, 17 pages. ACM. doi:10.1145/3613904.3642028
 RATA DE ACCEPTARE: 1058/4028=26.3% | **ARC CORE A***
-  C07. **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
 RATA DE ACCEPTARE: 1/9=11.1% | **ARC CORE B**
1ST PLACE BLUE SKY PAPER AWARD
- C08. Mihail Terenți, 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*

² Manifestări științifice prestigioase, cum ar fi CHI, ISMAR, UIST, sunt extrem de selective, cu rate de acceptare a lucrărilor între 20% și 30%. (Ratele de acceptare sunt furnizate în măsura în care această informație a fost făcută disponibilă de către organizatori.) Manifestările de rang A*, A și B, conform clasamentului ARC CORE, sunt de asemenea evidențiate.

Computing Systems, Article no. 315, 7 pages, ACM. doi:10.1145/3613905.3650835 RATA

DE ACCEPTARE: 391/1154=33.9% | **ARC CORE A***

- C09. 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 RATA DE ACCEPTARE: 391/1154=33.9% | **ARC CORE A***
- C10. 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 RATA DE ACCEPTARE: 391/1154=33.9% | **ARC CORE A***
- C11. 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 RATA DE ACCEPTARE: 391/1154=33.9% | **ARC CORE A***
- C12. Jean Vanderdonckt, **Radu-Daniel Vatavu**, Arthur Sluÿters. (2024). Engineering Touchscreen Input for 3Way Displays: Taxonomy, Datasets, and Classification. EICS Companion '24, the 16th ACM SIGCHI Symposium on Engineering Interactive Computing Systems, 57-65. ACM. doi:10.1145/3660515.3661331 RATA DE ACCEPTARE: 9/25=36.0%
- 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 RATA DE ACCEPTARE: 26/66=39.4%
- C14. 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
- C15. **Radu-Daniel Vatavu**, Laura-Bianca Bilius, Alexandru-Tudor Andrei, Mihail Terenti, Adrian-Vasile Catana, Alexandru-Ionut Slean. (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
- 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 RATA DE ACCEPTARE: 1/16=6.3% | **ARC CORE B**

1ST PLACE BLUE SKY PAPER AWARD

- 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

RATA DE ACCEPTARE: 18/58=31.0% | **ARC CORE 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

RATA DE ACCEPTARE: 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 International Conference on Interactive Media Experiences, 96-114, ACM.

doi:10.1145/3573381.3596159

RATA DE ACCEPTARE: 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, 17 pages, ACM. doi:10.1145/3544548.3581022

RATA DE ACCEPTARE: 879/3182=27.6% | **ARC CORE 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

RATA DE ACCEPTARE: 879/3182=27.6% | **ARC CORE 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

RATA DE ACCEPTARE: 879/3182=27.6% | **ARC CORE A***

HONORABLE MENTION AWARD

- C24. 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

RATA DE ACCEPTARE: 327/967=33.8% | **ARC CORE A***

- C25. 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

RATA DE ACCEPTARE: 327/967=33.8% | **ARC CORE A***

- C26. 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

RATA DE ACCEPTARE: 327/967=33.8% | **ARC CORE A***

- C27. **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. IEEE, USA, 685-694, IEEE. doi:10.1109/ISMAR55827.2022.00086

RATA DE ACCEPTARE: 93/441=21.1% | **ARC CORE A***

- C28. **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. ACM, New York, NY, USA, Article No. 45, 17 pages, ACM. doi:10.1145/3526113.3545662

RATA DE ACCEPTARE: 98/372=26.3% | **ARC CORE A***

- C29. 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. Springer, Switzerland, (LNNS 603), 32-43, Springer. doi:10.1007/978-3-031-22356-3_4

- C30. Cristian Pamparau, **Radu-Daniel Vatavu**. (2022). The User Experience of Journeys in the Realm of Augmented Reality Television. In Proceedings of IMX '22, the ACM International Conference on Interactive Media Experiences. ACM, New York, NY, USA, 161-174. doi:10.1145/3505284.3529969

RATA DE ACCEPTARE: 19/47 = 40.4%

- C31. Alexandru-Ionuț Șiean, Cristian Pamparău, **Radu-Daniel Vatavu**. (2022). Scenario-based Exploration of Integrating Radar Sensing into Everyday Objects for Free-Hand Television Control. In Proceedings of IMX '22, the ACM International Conference on Interactive Media Experiences. ACM, New York, NY, USA, 357362. doi:10.1145/3505284.3532982

- C32. **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. ISEA International, Rotterdam, The Netherlands. 4 pagini

- C33. 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. In Proceedings of AVI '22, the International Conference on Advanced Visual Interfaces. ACM, New York, NY, USA, 5:1-5:9. doi:10.1145/3531073.3531112

RATA DE ACCEPTARE: 15/62 = 24.2% | **ARC CORE B**

- C34. Santiago Villarreal-Narvaez, Alexandru-Ionuț Șiean, Arthur Sluÿters, **Radu-Daniel Vatavu**, Jean Vanderdonckt. (2022). Informing Future Gesture Elicitation Studies for Interactive Applications that Use Radar Sensing. In Proceedings of AVI '22, the International Conference on Advanced Visual Interfaces. ACM, New York, NY, USA, 50:1-50:3. doi:10.1145/3531073.3534475 | **ARC CORE B**

- C35. Bogdan Popoveniuc, **Radu-Daniel Vatavu**. (2022). Transhumanism as a Philosophical and Cultural Framework for Extended Reality Applied to Human Augmentation. In Proceedings of AH '22, the 13th Augmented Human International Conference. ACM, New York, NY, USA, Articol nr. 6, 1-8. doi:10.1145/3532525.3532528

- C36. Alexandru-Tudor Andrei, Alexandru-Ionuț Șiean, **Radu-Daniel Vatavu**. (2022). Tap4Light: Smart Lighting Interactions by Tapping with a Five-Finger Augmentation Device. In Proceedings of AH '22, the 13th Augmented Human International Conference. ACM, New York, NY, USA, Articol nr. 4, 1–2. doi:10.1145/3532525.3532535
- C37. 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. ACM, New York, NY, USA, Articol nr. 10, 1–5. doi:10.1145/3493612.3520455
- C38. Ovidiu-Andrei Schipor, Laura-Bianca Bilius, Ovidiu-Ciprian Ungurean, Alexandru-Ionuț Șiean, Alexandru-Tudor Andrei, **Radu-Daniel Vatavu**. (2022). Personalized Wearable Interactions with WearSkill. Proceedings of W4A '22, the 19th Web for All Conference. ACM, New York, NY, USA, Articol nr. 8, 1–2. doi:10.1145/3493612.3520474
-   **ACCESSIBILITY CHALLENGE JUDGES' AWARD**
ACCESSIBILITY CHALLENGE DELEGATES' AWARD
- C39. **Radu-Daniel Vatavu**, Ovidiu-Ciprian Ungurean. (2022). Understanding Gesture Input Articulation with Upper-Body Wearables for Users with Upper-Body Motor Impairments. Proceedings of CHI '22, the ACM Conference on Human Factors in Computing Systems. ACM, New York, NY, USA, Articol nr. 2, 1–16. doi:10.1145/3491102.3501964
RATA DE ACCEPTARE: 637/2579 = 24.7% | **ARC CORE A***
- C40. **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. ACM, New York, NY, USA, Articol nr. 362, 1–8. doi:10.1145/3491101.3519710
RATA ACCEPTARE: 258/722 = 35.7% | **ARC CORE A***
- C41. 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. ACM, New York, NY, USA, Articol nr. 286, 1–7. doi:10.1145/3491101.3519704
RATA ACCEPTARE: 258/722 = 35.7% | **ARC CORE A***
- C42. **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 (Lecture Notes in Networks and Systems, vol. 483). Springer, Cham, 1–10. doi:10.1007/978-3031-06894-2_1
- C43. David Geerts, **Radu-Daniel Vatavu**, Alisa Burova, Vinoba Vinayagamoorthy, Martez Mott, Michael Crabb, Kathrin Gerling. (2021). Challenges in Designing Inclusive Immersive Technologies. In Proceedings of MUM '21, the 20th International Conference on Mobile and Ubiquitous Multimedia. ACM, New York, NY, USA, 182–185. doi:10.1145/3490632.3497751 | **ARC CORE B**
- C44. 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. In Proceedings of MUM '21, the 20th International Conference on Mobile and Ubiquitous Multimedia. ACM, New York, NY, USA, 195–197. doi:10.1145/3490632.3497830 | **ARC CORE B**

- C45. Ovidiu-Andrei Schipor, **Radu-Daniel Vatavu**. (2021). Software Architecture Based on Web Standards for Gesture Input with Smartwatches and Smartglasses. In Proceedings of MUM '21, the 20th International Conference on Mobile and Ubiquitous Multimedia. ACM, New York, NY, USA, 186-188. doi:10.1145/3490632.3497780 | **ARC CORE B**
- C46. 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 (Lecture Notes in Networks and Systems, vol. 483). Springer, Cham, 22-33. doi:10.1007/978-3-031-06894-2_3
- C47. 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 (ICMI '21 Companion). ACM, New York, NY, USA, 7-12. doi:10.1145/3461615.3485431
RATA ACCEPTARE: 7/25 = 28.0% | **ARC CORE B**
-  C48. 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. Proceedings of ISAmI '21, the 12th International Symposium on Ambient Intelligence (Lecture Notes in Networks and Systems, vol. 483). Springer, Cham, 11-21. doi:10.1007/978-3-031-06894-2_2 **BEST APPLICATION PAPER AWARD**
- C49. 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. ACM, New York, NY, USA, Articol nr. 7, 1-15. doi:10.1145/3441852.3471212
RATA DE ACCEPTARE: 36/124 = 29% | **ARC CORE A**
- C50. **Radu-Daniel Vatavu**, Laura-Bianca Bilius. (2021). GestuRING: A Web-based Tool for Designing Gesture Input with Rings, Ring-Like, and Ring-Ready Devices. Proceedings of UIST '21, the 34th Annual ACM Symposium on User Interface Software and Technology. ACM, New York, NY, 710-723. doi:10.1145/3472749.3474780
RATA DE ACCEPTARE: 95/367 = 25.9% | **ARC CORE A***
- C51. Laura-Bianca Bilius, **Radu-Daniel Vatavu**. (2021). Demonstration of GestuRING, a Web Tool for Ring Gesture Input. Adjunct Publication of UIST '21, the 34th ACM Symposium on User Interface Software and Technology. ACM, New York, NY, USA, 124-125. doi:10.1145/3474349.3480199 | **ARC CORE A***
- C52. **Radu-Daniel Vatavu**. (2021). Accessibility of Interactive Television and Media Experiences: Users with Disabilities Have Been Little Voiced at IMX and TVX. In Proceedings of IMX '21, the ACM International Conference on Interactive Media Experiences. ACM, New York, NY, USA, 218-222. doi:10.1145/3452918.3465485
- C53. 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. In Proceedings of IMX '21, the ACM International Conference on Interactive Media Experiences (Virtual Event). ACM, New York, NY, USA, 275-279. doi:10.1145/3452918.3465484
- C54. 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, Cham. doi:10.1007/978-3-030-85616-8_11

RATA DE ACCEPTARE: 105/362 = 29% | **ARC CORE B**

- C55. 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 12933, 140-140. Springer, Cham. doi:10.1007/978-3-030-85616-8_10

RATA DE ACCEPTARE: 72/240 = 30% | **ARC CORE B**

- C56. Ovidiu-Ciprian Ungurean, **Radu-Daniel Vatavu**. (2021). Coping, Hacking, and DIY: Reframing the Accessibility of Interactions with Television for People with Motor Impairments. In Proceedings of IMX '21, the ACM International Conference on Interactive Media Experiences. ACM, New York, NY, USA, 37-49. doi:10.1145/3452918.3458802 RATA DE ACCEPTARE: 17/40 = 42.5%

- C57. Irina Popovici, **Radu-Daniel Vatavu**, Pu Feng, Wenjun Wu. (2021). AR-TV and AR-Diànshì: Cultural Differences in Users' Preferences for Augmented Reality Television. In Proceedings of IMX '21, the ACM International Conference on Interactive Media Experiences. ACM, New York, NY, USA, 50-60. doi:10.1145/3452918.3458801 RATA DE ACCEPTARE: 17/40 = 42.5% **BEST PAPER AWARD**

- C58. Cristian Pamparău, **Radu-Daniel Vatavu**, Andrei R. Costea, Răzvan Jurchiș, Adrian Opre. (2021). MR4ISL: A Mixed Reality System for Psychological Experiments Focused on Social Learning and Social Interactions. In Companion of EICS '21, the 2021 ACM SIGCHI Symposium on Engineering Interactive Computing Systems. ACM, New York, NY, USA, 26-31. doi:10.1145/3459926.3464762

RATA DE ACCEPTARE: 6/13 = 46.1%

- C59. **Radu-Daniel Vatavu**, Jean Vanderdonckt. (2020). Design Space and Users' Preferences for Smartglasses Graphical Menus: A Vignette Study. In Proceedings of MUM '20, the 19th International Conference on Mobile and Ubiquitous Multimedia. ACM, New York, NY, USA, 1-12. doi:10.1145/3428361.3428467

RATA DE ACCEPTARE: 32/82 = 39.0% | **ARC CORE B**

- C60. Adrian Aiordăchioae, Daniel Furtună, **Radu-Daniel Vatavu**. (2020). Aggregating Life Tags for Opportunistic Crowdsensing with Mobile and Smartglasses Users. In Proceedings of GoodTechs '20, the 6th EAI International Conference on Smart Objects and Technologies for Social Good. ACM, New York, NY, USA, 66-71. doi:10.1145/3411170.3411237

- C61. 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. In Proceedings of MUM '20, the 19th International Conference on Mobile and Ubiquitous Multimedia. ACM, New York, NY, USA, 323-325. doi:10.1145/3428361.3432088

- C62. Cristian Pamparău, Adrian Aiordăchioae, **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. In Proceedings of MUM '20, the 19th International Conference on Mobile and Ubiquitous Multimedia. ACM, New York, NY, USA, 326-328. doi:10.1145/3428361.3432089

- C63. 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. In Proceedings of MUM '20, the 19th International Conference on Mobile and Ubiquitous Multimedia. ACM, New York, NY, USA, 329-331. doi:10.1145/3428361.3432080

- C64. 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? In Proceedings of DIS '20, the 15th ACM International Conference on Designing Interactive Systems. ACM, New York, NY, USA,

855-872. doi:10.1145/3357236.3395511 RATA DE ACCEPTARE: 139/578 = 24.0% | **ARC CORE B**

- C65. **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. In Proceedings of DIS '20 Companion, the Companion Publication of the 2020 ACM Conference on Designing Interactive Systems. ACM, New York, NY, USA, 85-90. doi:10.1145/3393914.3395896 RATA ACCEPTARE: 50/199 = 25.1% | **ARC CORE B**
- C66. 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. In Proceedings of DIS '20 Companion, the Companion Publication of the 2020 ACM Conference on Designing Interactive Systems. ACM, New York, NY, USA, 299-304. doi:10.1145/3393914.3395851 RATA ACCEPTARE: 50/199 = 25.1% | **ARC CORE B**
-  C67. **Radu-Daniel Vatavu**, Pejman Saeghe, Teresa Chambel, Vinoba Vinayagamoorthy, Marian F. Ursu. (2020). Conceptualizing Augmented Reality Television for the Living Room. In Proceedings of IMX '20, the ACM International Conference on Interactive Media Experiences. ACM, New York, NY, USA, 14 pagini. doi:10.1145/3391614.3393660 RATA DE ACCEPTARE: 13/50 = 26.0% **HONORABLE MENTION AWARD**
- C68. Jean Vanderdonckt, Iyad Khaddam, **Radu-Daniel Vatavu**. (2020). The Foldinterface Editor: A Visual Tool for Designing User Interfaces for Foldable Displays. In Proceedings of EICS '20, the 12th ACM SIGCHI Symposium on Engineering Interactive Computing Systems. ACM, New York, NY, USA, Articol nr. 1, 6 pagini. doi:10.1145/3393672.3398490
- C69. Jean Vanderdonckt, **Radu-Daniel Vatavu**. (2020). A Pen User Interface for Controlling a Virtual Puppet. In Proceedings of EICS '20, the 12th ACM SIGCHI Symposium on Engineering Interactive Computing Systems. ACM, New York, NY, USA, Articol nr. 6, 6 pagini. doi:10.1145/3393672.3398637
- C70. Laura-Bianca Bilius, **Radu-Daniel Vatavu**. (2020). A Synopsis of Input Modalities for In-Vehicle Infotainment and Consumption of Interactive Media. In Proceedings of IMX '20, the ACM International Conference on Interactive Media Experiences. ACM, New York, NY, USA, 195-199. doi:10.1145/3391614.3399400
- C71. Adrian Aiordăchioae, Ovidiu-Andrei Schipor, **Radu-Daniel Vatavu**. (2020). An Inventory of Voice Input Commands for Users with Visual Impairments and Assistive Smartglasses Applications. In Proceedings of DAS '20, the 15th International Conference on Development and Application Systems. IEEE, 146-150. doi:10.1109/DAS49615.2020.9108915
- C72. Irina Popovici, **Radu-Daniel Vatavu**. (2019). Understanding Users' Preferences for Augmented Reality Television. In Proceedings of ISMAR '19, the 18th International Symposium on Mixed and Augmented Reality. IEEE, 397-406. doi:10.1109/ISMAR.2019.00024
RATA DE ACCEPTARE: 36/163 = 22.1% | **ARC CORE A***
- C73. Ovidiu-Andrei Schipor, **Radu-Daniel Vatavu**, Wenjun Wu. (2019). Integrating Peripheral Interaction into Augmented Reality Applications. Proceedings of ISMAR '19 Adjunct, the 18th Int. Symposium on Mixed and Augmented Reality. IEEE, USA, 341-342. doi:10.1109/ISMAR-Adjunct.2019.00-12 | **ARC CORE A***
- C74. 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 Int. Symposium on Mixed and Augmented Reality. IEEE, USA, 73-74. doi:10.1109/ISMAR-Adjunct.2019.00033 **ARC CORE A***
- C75. Irina Popovici, **Radu-Daniel Vatavu**. (2019). Towards Visual Augmentation of the Television Watching Experience: Manifesto and Agenda. In Proceedings of TVX '19, the 2019 ACM International Conference on Interactive Experiences for TV and Online Video. ACM, New York, NY, USA, 199-204. doi:10.1145/3317697.3325121

- C76. Irina Popovici, **Radu-Daniel Vatavu**, Wenjun Wu. (2019). TV Channels in Your Pocket! Linking Smart Pockets to Smart TVs. In Proceedings of TVX '19, the 2019 ACM International Conference on Interactive Experiences for TV and Online Video. ACM, New York, NY, USA, 193-198. doi:10.1145/3317697.3325119
- C77. Petruța-Paraschiva Rusu, Maria-Doina Schipor, **Radu-Daniel Vatavu**. (2019). A Lead-In Study on WellBeing, Visual Functioning, and Desires for Augmented Reality Assisted Vision for People with Visual Impairments. In Proceedings of EHB '19, the 7th IEEE International Conference on e-Health and Bioengineering. IEEE, 4 pagini. doi:10.1109/EHB47216.2019.8970074
- C78. Adrian Aiordăchioae, **Radu-Daniel Vatavu**, Dorin Mircea Popovici. (2019). A Design Space for Vehicular LifeLogging to Support Creation of Digital Content in Connected Cars. In Proceedings of EICS '19, the 11th the ACM SIGCHI Symposium on Engineering Interactive Computing Systems. ACM, New York, NY, USA, Articol nr. 9, 6 pagini. doi:10.1145/3319499.3328234
-  C79. Nathan Magrofuoco, Jean Vanderdonckt, Paolo Roselli, Jorge-Luis Perez-Medina, **Radu-Daniel Vatavu**. (2019). GestMan: A Cloud System for Managing Stroke Gesture Sets. In Proceedings of EICS '19, the 11th the ACM SIGCHI Symposium on Engineering Interactive Computing Systems. ACM, New York, NY, USA, Articol nr. 7, 6 pagini. doi:10.1145/3319499.3328227 **BEST TECH NOTE AWARD**
- C80. **Radu-Daniel Vatavu**. (2019). The Dissimilarity-Consensus Approach to Agreement Analysis in Gesture Elicitation Studies. In Proceedings of CHI '19, the 37th ACM Conference on Human Factors in Computing Systems. ACM, New York, NY, USA, Articol nr. 224, 13 pagini. doi:10.1145/3290605.3300454
RATA DE ACCEPTARE: 703/2958 = 23.8% | **ARC CORE A***
- C81. **Radu-Daniel Vatavu**, Ovidiu-Ciprian Ungurean. (2019). Stroke-Gesture Input for People with Motor Impairments: Empirical Results & Research Roadmap. In Proceedings of CHI '19, the 37th ACM Conference on Human Factors in Computing Systems. ACM, New York, NY, USA, Articol nr. 215, 14 pagini. doi:10.1145/3290605.3300445 RATA DE ACCEPTARE: 703/2958 = 23.8% | **ARC CORE A***
-  C82. **Radu-Daniel Vatavu**, Lisa Anthony, Jacob O. Wobbrock. (2018). \$Q: A Super-Quick, ArticulationInvariant Stroke-Gesture Recognizer for Low-Resource Devices. In Proceedings of MobileHCI '18, the 20th International Conference on Human-Computer Interaction with Mobile Devices and Services. ACM, New York, NY, USA, Articol nr. 23, 12 pagini. doi:10.1145/3229434.3229465
RATA DE ACCEPTARE: 50/216 = 23.1% | **ARC CORE B**
HONORABLE MENTION AWARD
- C83. Ovidiu-Ciprian Ungurean, **Radu-Daniel Vatavu**, Luis A. Leiva, Daniel Martín-Albo. (2018). Predicting stroke gesture input performance for users with motor impairments. In Proceedings of MobileHCI '18 Adjunct, the 20th International Conference on Human-Computer Interaction with Mobile Devices and Services. ACM, New York, NY, USA, 23-30. doi:10.1145/3236112.3236116 | **ARC CORE B**
- C84. Luis A. Leiva, Daniel Martín-Albo, **Radu-Daniel Vatavu**. (2018). GATO: predicting human performance with multistroke and multitouch gesture input. In Proceedings of MobileHCI '18, the 20th International Conference on Human-Computer Interaction with Mobile Devices and Services. ACM, New York, NY, USA, Articol nr. 32, 11 pagini. doi:10.1145/3229434.3229478
RATA DE ACCEPTARE: 50/216 = 23.1% | **ARC CORE B**
- C85. Irina Popovici, **Radu-Daniel Vatavu**. (2018). Perceived Usability, Desirability, and Workload of Mid-Air Gesture Control for Smart TVs. In Proceedings of the 15th Romanian International Conference on Human-Computer Interaction, 91-98. doi:dblp.org/rec/conf/rochi/PopoviciV18
RATA DE ACCEPTARE: 28/42 = 66.7%
- C86. Bogdan-Florin Gheran, Ovidiu-Ciprian Ungurean, **Radu-Daniel Vatavu**. (2018). Toward Smart Rings as

Assistive Devices for People with Motor Impairments: A Position Paper. In Proceedings of RoCHI '18, the 15th Romanian International Conference on Human-Computer Interaction. Matrix Rom, Bucharest, 99-106. [doi:dblp.org/rec/conf/rochi/GheranUV18](https://dblp.org/rec/conf/rochi/GheranUV18)

RATA DE ACCEPTARE: 28/42 = 66.7%

- C87. Bogdan-Florin Gheran, Jean Vanderdonckt, **Radu-Daniel Vatavu**. (2018). Gestures for Smart Rings: Empirical Results, Insights, and Design Implications. In Proceedings of DIS '18, the 2018 Designing Interactive Systems Conference. ACM, New York, NY, USA, 623-635. [doi:10.1145/3196709.3196741](https://doi.org/10.1145/3196709.3196741)

RATA DE ACCEPTARE: 107/487 = 22.0% | **ARC CORE B**

- C88. Bogdan-Florin Gheran, **Radu-Daniel Vatavu**, Jean Vanderdonckt. (2018). Ring x2: Designing Gestures for Smart Rings using Temporal Calculus. In Proceedings of DIS '18 Companion, the 2018 ACM Conference Companion Publication on Designing Interactive Systems. ACM, New York, NY, USA, 117-122. [doi:10.1145/3197391.3205422](https://doi.org/10.1145/3197391.3205422)

RATA ACCEPTARE: 50/107 = 46.7% | **ARC CORE B**

- C89. Luis A. Leiva, Daniel Martín-Albo, Réjean Plamondon, **Radu-Daniel Vatavu**. (2018). KeyTime: SuperAccurate Prediction of Stroke Gesture Production Times. In Proceedings of CHI '18, the 36th ACM Conference on Human Factors in Computing Systems. ACM, New York, NY, USA, Articol nr. 239, 12 pagini. [doi:10.1145/3173574.3173813](https://doi.org/10.1145/3173574.3173813)

RATA DE ACCEPTARE: 666/2592 = 25.7% | **ARC CORE A***

- C90. Jean-Yves Lionel Lawson, Jean Vanderdonckt, **Radu-Daniel Vatavu**. (2018). Mass-Computer Interaction for Thousands of Users and Beyond. In Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems. New York: ACM Press, LBW032. [doi:10.1145/3170427.3188465](https://doi.org/10.1145/3170427.3188465)

RATA ACCEPTARE: 255/641 = 39.8% | **ARC CORE A***

- C91. 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. In Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems. New York: ACM Press, LBW537. [doi:10.1145/3170427.3188619](https://doi.org/10.1145/3170427.3188619)

RATA ACCEPTARE: 255/641 = 39.8% | **ARC CORE A***

- C92. Luis A. Leiva, Daniel Martín-Albo, **Radu-Daniel Vatavu**. (2017). Synthesizing Stroke Gestures Across User Populations: A Case for Users with Visual Impairments. In Proceedings of CHI '17, the 35th ACM Conference on Human Factors in Computing Systems. ACM, New York, NY, USA, 4182-4193. [doi:10.1145/3025453.3025906](https://doi.org/10.1145/3025453.3025906)

RATA DE ACCEPTARE: 606/2424 = 25% | **ARC CORE A***

- C93. 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. ACM, New York, NY, USA, Articol nr. 60. [doi:10.1145/3180308.3180369](https://doi.org/10.1145/3180308.3180369)

- C94. **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. ACM, New York, NY, USA, 4182-4193. [doi:10.1145/3025453.3025941](https://doi.org/10.1145/3025453.3025941)

RATA DE ACCEPTARE: 606/2424 = 25% | **ARC CORE A***

- C95. Maria Doina Schipor, **Radu-Daniel Vatavu**. (2017). Neurobiological and Neurocognitive Models of Vision for Touch Input on Mobile Devices. In Proceedings of EHB '17, the 6th IEEE International Conference on e-Health and Bioengineering. IEEE, 353-356. [doi:10.1109/EHB.2017.7995434](https://doi.org/10.1109/EHB.2017.7995434)

- C96. Maria Doina Schipor, **Radu-Daniel Vatavu**. (2017). Coping Strategies of People with Low Vision for Touch Input: A Lead-in Study. In Proceedings of EHB '17, the 6th IEEE International Conference on eHealth and Bioengineering. IEEE, 357-360. doi:10.1109/EHB.2017.7995435
- C97. **Radu-Daniel Vatavu**, Annette Mossel, Christian Schönauer. (2016). Digital Vibrons: Understanding Users' Perceptions of Interacting with Invisible, Zero-Weight Matter. In Proceedings of MobileHCI '16, the 18th International Conference on Human-Computer Interaction with Mobile Devices and Services. ACM, New York, NY, USA, 217-226. doi:10.1145/2935334.2935364
RATA DE ACCEPTARE: 57/238 = 23.9% | **ARC CORE B**
- C98. **Radu-Daniel Vatavu**, Jacob O. Wobbrock. (2016). Between-Subjects Elicitation Studies: Formalization and Tool Support. In Proceedings of CHI '16, the 34th ACM Conference on Human Factors in Computing Systems. ACM, New York, NY, USA, 3390-3402. doi:10.1145/2858036.2858228
RATA DE ACCEPTARE: 565/2435=23.2% | **ARC CORE A***
-  C99. 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. In Proceedings of CHI '16, the 34th ACM Conference on Human Factors in Computing Systems. ACM, New York, NY, USA, 1934-1946. doi:10.1145/2858036.2858390
RATA DE ACCEPTARE: 565/2435=23% | **ARC CORE A* BEST PAPER AWARD**
- C100. **Radu-Daniel Vatavu**, Lisa Anthony, Quincy Brown. (2015). Child or Adult? Inferring Smartphone Users' Age Group from Touch Measurements Alone. In Proc. of INTERACT'15, the 15th IFIP TC.13 Int. Conference on Human-Computer Interaction. Springer, 1-9. doi:10.1007/978-3-319-22723-8_1
RATA DE ACCEPTARE: 85/286=29.7% | **ARC CORE A**
- C101. Christian Schönauer, Annette Mossel, Ionuț-Alexandru Zaiți, **Radu-Daniel Vatavu**. (2015). Touch, Movement & Vibration: User Perception of Vibrotactile Feedback for Touch and Mid-Air Gestures. In Proceedings of INTERACT'15, the 15th IFIP TC.13 International Conference on Human-Computer Interaction. Springer, 165-172. doi:10.1007/978-3-319-22723-8_14
RATA DE ACCEPTARE: 85/286=29.7% | **ARC CORE A**
- C102. Dorin-Mircea Popovici, **Radu-Daniel Vatavu**, Mihai Polceanu. (2015). GRASphere: A Prototype to Augment Indirect Touch with Grasping Gestures. In Proceedings of the 14th International Conference on Mobile and Ubiquitous Multimedia (MUM '15). ACM, New York, NY, USA, 350-354. doi:10.1145/2836041.2841206
- C103. **Radu-Daniel Vatavu**. (2015). Audience Silhouettes: Peripheral Awareness of Synchronous Audience Kinesics for Social Television. In Proc. of TVX'15, the 2nd ACM Int. Conf. on Interactive Experiences for TV and Online Video. ACM, New York, NY, USA, 13-22. doi:10.1145/2745197.2745207
RATA DE ACCEPTARE: 12/50=24.0%
BEST PAPER AWARD
-  C104. **Radu-Daniel Vatavu**, Jacob O. Wobbrock. (2015). Formalizing Agreement Analysis for Elicitation Studies: New Measures, Significance Test, and Toolkit. In Proceedings of CHI'15, the 33rd ACM SIGCHI Conference on Human Factors in Computing Systems. ACM, 1325-1334. doi:10.1145/2702123.2702223
RATA DE ACCEPTARE: 495/2150=23.0% | **ARC CORE A***
HONORABLE MENTION AWARD
- C105. **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. ACM, 172-179. doi:10.1145/2663204.2663256
RATA DE ACCEPTARE: 49/127=38.6% | **ARC CORE B**
- C106. Yosra Rekik, **Radu-Daniel Vatavu**, Laurent Grisoni. (2014). Understanding Users' Perceived Difficulty of Multi-Touch Gesture Articulation. In Proceedings of ICMI'14, the 16th ACM International Conference on Multimodal Interaction. ACM, New York, NY, USA, 232-239. doi:10.1145/2663204.2663273
RATA DE ACCEPTARE: 49/127=38.6% | **ARC CORE B**
- C107. Matei Mancaș. (2014). Visual Attention Measures for Multi-Screen TV. In Proceedings of TVX'14, the ACM International Conference on Interactive Experiences for TV and Online Video. ACM, New York, NY, USA, 111-118. doi:10.1145/2602299.2602305
RATA DE ACCEPTARE: 20/80=25.0%
- C108. **Radu-Daniel Vatavu**, Ionuț-Alexandru Zaiți. (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. ACM, New York, NY, USA, 131-138. doi:10.1145/2602299.2602316
RATA DE ACCEPTARE: 20/80=25.0%
- C109. 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. ACM, New York, NY, USA, 201-208. doi:10.1145/2598153.2598167 RATA DE ACCEPTARE: 47/164=28.7% | **ARC CORE B**
- C110. **Radu-Daniel Vatavu**, Lisa Anthony, Jacob O. Wobbrock. (2013). Relative Accuracy Measures for Stroke Gestures. In Proceedings of ICMI'13, the 15th ACM International Conference on Multimodal Interaction. ACM, New York, NY, USA, 279-286. doi:10.1145/2522848.2522875
RATA DE ACCEPTARE: 50/133=38% | **ARC CORE B**
- C111. **Radu-Daniel Vatavu**, Matei Mancaș. (2013). Interactive TV Potpourris: An Overview of Designing Multiscreen TV Installations for Home Entertainment. In Proceedings of INTETAIN'13, the 5th International Conference on Intelligent Technologies for Interactive Entertainment. Lecture Notes of the Institute for Computer Sciences, 124. Springer, 49-54. doi:10.1007/978-3-319-03892-6_6
- C112. **Radu-Daniel Vatavu**. (2013). There's a World outside Your TV: Exploring Interactions beyond the Physical TV Screen. In Proceedings of EuroITV'13, the 11th European Conference on Interactive TV and Video. ACM, New York, NY, USA, 143-152. doi:10.1145/2465958.2465972 RATA DE ACCEPTARE: 21/58=36%
- C113. Ionuț-Alexandru Zaiți, **Radu-Daniel Vatavu**, Ștefan-Gheorghe Pentiuc. (2013). Exploring Hand Posture for Smart Mobile Devices. In Proceedings of SouthCHI'13, the 1st International Conference on Human Factors in Computing and Informatics. Lecture Notes in Computer Science, volume 7946. Springer, Berlin, 721-731. doi:10.1007/978-3-642-39062-3_52 RATA DE ACCEPTARE: 57/169=34%
- C114. Lisa Anthony, **Radu-Daniel Vatavu**, Jacob O. Wobbrock. (2013). Understanding the Consistency of Users' Pen and Finger Stroke Gesture Articulation. In Proceedings of GI'13, the 39th Graphics Interface Conference. Canadian Information Processing Society, 87-94. doi:2532129.2532145
RATA DE ACCEPTARE: 16/42=38% | **ARC CORE B**
- C115. **Radu-Daniel Vatavu**, Géry Casiez, Laurent Grisoni. (2013). Small, Medium, or Large?: Estimating the User-Perceived Scale of Stroke Gestures. In Proceedings of CHI'13, the 31st ACM SIGCHI Conference on Human Factors in Computing Systems. ACM, 277-280. doi:10.1145/2470654.2470692
RATA DE ACCEPTARE: 392/1963=20.0% | **ARC CORE A***
- C116. **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. In Proceedings of AmI'12, the International Joint Conference on Ambient Intelligence. Lecture Notes in Computer Science, volume 7683. Springer, 161-176. [doi:10.1007/978-3-642-34898-3_11](https://doi.org/10.1007/978-3-642-34898-3_11) RATA DE ACCEPTARE: 18/47=38%

C117. Lisa Anthony, Jacob O. Wobbrock. (2012). Gestures as Point Clouds: A \$P



Recognizer for User Interface Prototypes. In Proceedings of ICMI'12, the 14th ACM International Conference on Multimodal Interaction. ACM, 273-280. [doi:10.1145/2388676.2388732](https://doi.org/10.1145/2388676.2388732)

RATA DE ACCEPTARE: 15/74=20% | **ARC CORE B**

OUTSTANDING PAPER AWARD (2012) **TEN-YEAR TECHNICAL IMPACT AWARD (2022)**

C118. Cătălin Marian Chera, Wei-Tek Tsai, **Radu-Daniel Vatavu**. (2012). Gesture Ontology for Informing Service-Oriented Architectures. In Proceedings of ISIC'12, the IEEE International Symposium on Intelligent Control. Washington, IEEE Computer Society, 1184-1189. [doi:10.1109/ISIC.2012.6398257](https://doi.org/10.1109/ISIC.2012.6398257) **ARC CORE B**

C119. **Radu-Daniel Vatavu**. (2012). User-Defined Gestures for Free-Hand TV Control. In Proceedings of EuroITV'2012, the 10th European Conference on Interactive TV and Video. ACM, New York, NY, USA, 45-48. [doi:10.1145/2325616.2325626](https://doi.org/10.1145/2325616.2325626) RATA DE ACCEPTARE: 31/91=34.1%

C120. **Radu-Daniel Vatavu**. (2012). Small Gestures Go a Long Way: How Many Bits per Gesture Do Recognizers Actually Need? In Proceedings of DIS'12, the 9th ACM International Conference on Designing Interactive Systems. ACM, New York, NY, USA, 328-337. [doi:10.1145/2317956.2318006](https://doi.org/10.1145/2317956.2318006) RATA DE ACCEPTARE: 90/449=20.0% | **ARC CORE B**

C121. **Radu-Daniel Vatavu**. (2012). 1F: One Accessory Feature Design for Gesture Recognizers. Proceedings of IUI'12, the 17th International Conference on Intelligent User Interfaces. ACM, New York, NY, USA, 297-300. [doi:10.1145/2166966.2167022](https://doi.org/10.1145/2166966.2167022) RATA DE ACCEPTARE: 49/212=23.1% | **ARC CORE A**

C122. **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. ACM, New York, NY, USA, 271-278. [doi:10.1145/2070481.2070531](https://doi.org/10.1145/2070481.2070531) RATA DE ACCEPTARE: 47/120=39.2% | **ARC CORE B**

C123. **Radu-Daniel Vatavu**, Daniel Vogel, Géry Casiez, Laurent Grisoni. (2011). Estimating the Perceived Difficulty of Pen Gestures. In Proceedings of INTERACT'11, the 13th IFIP TC13 Conference on HumanComputer Interaction. Lecture Notes in Computer Science, volume 6947. Springer, 89-106. [doi:10.1007/978-3-642-23771-3_9](https://doi.org/10.1007/978-3-642-23771-3_9) RATA DE ACCEPTARE: 111/402=27.6% | **ARC CORE A**

C124. **Radu-Daniel Vatavu**. (2011). Reusable Gestures for Interacting with Ambient Displays in Unfamiliar Environments. In Proceedings of ISAmI'11, the 2nd International Symposium on Ambient Intelligence. Advances in Intelligent and Soft Computing, volume 92. Springer, 157-164. [doi:10.1007/978-3-64219937-0_20](https://doi.org/10.1007/978-3-64219937-0_20)

C125. **Radu-Daniel Vatavu**, Laurent Grisoni, Ștefan-Gheorghe Pentiu. (2010). Multiscale Detection of Gesture Patterns in Continuous Motion Trajectories. In Proceedings of GW'09, the 8th International Gesture Workshop. Lecture Notes in Computer Science 5934. Springer, 85-97. [doi:10.1007/978-3-642-12553-9_8](https://doi.org/10.1007/978-3-642-12553-9_8)

C126. **Radu-Daniel Vatavu**, Laurent Grisoni, Ștefan-Gheorghe Pentiu. (2009). Gesture Recognition Based on Elastic Deformation Energies. In Proceedings of GW'07, the 7th Int. Gesture Workshop. Lecture Notes in Computer Science, volume 5085. Springer, 1-12. [doi:10.1007/978-3-540-92865-2_1](https://doi.org/10.1007/978-3-540-92865-2_1)

RATA DE ACCEPTARE: 31/53=58%

- C127. Ștefan-Gheorghe Pentiuc. (2008). Interactive Coffee Tables: Interfacing TV within an Intuitive, Fun and Shared Experience. Proceedings of EuroITV'08, the 6th European Interactive TV Conf. Lecture Notes in Computer Science 5066. Springer, 183-187. doi:10.1007/978-3-540-69478-6_24

RATA DE ACCEPTARE: 42/156=27%

- C128. **Radu-Daniel Vatavu**, Ștefan-Gheorghe Pentiuc, Christophe Chaillou, Laurent Grisoni, Samuel Degrande. (2006). Visual Recognition of Hand Postures for Interacting with Virtual Environments. In 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>
- C129. **Radu-Daniel Vatavu**, Ștefan-Gheorghe Pentiuc. (2006). Motion and Color Cues for Hands Detection in Video-based Gesture Recognition. In Proceedings of the International Conference on Computers, Communications, and Control, 465-469. Agora University of Oradea.

3. 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 (pp. 211-235). Series in Machine Perception and Artificial Intelligence, volume 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 (pp. 33-46). Springer. doi:10.1007/978-3-319-45853-3_3
- B05. **Radu-Daniel Vatavu**, Ovidiu-Ciprian Ungurean, Ștefan-Gheorghe Pentiuc. (2011). Body Gestures for Office Desk Scenarios. In D. England (Ed.), Whole Body Interaction (pp. 163-172). Springer HumanComputer Interaction Series. London: Springer-Verlag. 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 (pp. 1-19). Springer Studies in Computational Intelligence, volume 332. Springer. doi:10.1007/978-3-64217554-1_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 (pp. 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, K. Delac, M. Ghanbari (Eds.), Recent Advances in Multimedia Signal Processing and Communications (pp. 145-170). Springer Studies in Computational Intelligence, volume 231. Springer. doi:10.1007/978-3-642-02900-4_7

4. LUCRĂRI PUBLICATE ÎN CADRUL ATELIERELOR ȘTIINȚIFICE (WORKSHOPS)

- W01. Klen Čopič Pucihar, Francesca Meneghello, Dariush Salami, Arthur Sluÿters, **Radu-Daniel Vatavu**. (2024). Beyond Radar Waves: The First Workshop on Radar-Based Human-Computer Interaction. In Companion Proceedings of the 16th ACM SIGCHI Symposium on Engineering Interactive Computing Systems. ACM, New York, NY, USA, 97–102. doi:10.1145/3660515.3662836
- W02. **Radu-Daniel Vatavu**. (2023). Vulnerabilities of Mediated Embodiment: Towards Unmasking Security and Privacy Risks of Ability-Mediating Wearables. In Proc. of the Workshop on Advances of Mobile and Wearable Biometrics at MobileHCI '23, CEUR-WS 3517, 65-69. <https://ceur-ws.org/Vol-3517/paper6.pdf>
- W03. Adrian-Vasile Catană, Cristian Pamparău, **Radu-Daniel Vatavu**. (2022). Using Mediated Reality to Induce Sensorimotor Impairments. In Proceedings of the Workshop on Multidisciplinary Perspectives on Designing Accessible Systems for Users with Multiple Impairments: Grand Challenges and Opportunities for Future Research (in conjunction with ACM ASSETS '22)
- W04. Ovidiu-Andrei Schipor, **Radu-Daniel Vatavu**. (2019). Towards Interactions with Augmented Reality Systems in Hyper-Connected Cars. In Proceedings of HCI Engineering 2019, the 2nd Workshop on Charting the Way Towards Methods and Tools for Advanced Interactive Systems (in conjunction with ACM EICS '19). http://ceur-ws.org/Vol-2503/paper1_12.pdf
- W05. **Radu-Daniel Vatavu**, Ionuț-Alexandru Zaiți. (2011). An Investigation of Extrinsic-Oriented Ambient Exploration for Gaming Applications. In R. Wichert, K. Van Laerhoven, J. Gelissen (Eds.), Constructing Ambient Intelligence (pp. 245-248). Springer Communications in Computer and Information Science vol. 277. Springer, Berlin. doi:10.1007/978-3-642-31479-7_42
- W06. **Radu-Daniel Vatavu**. (2010). Understanding Challenges in Designing Interactions for the Age of Ambient Media. In Proceedings of SAME'10, the 3rd Workshop on Semantic Ambient Media Experience, in conjunction with AmI'2010. International SERIES on Information Systems and Management in Creative eMedia. Tampere University of Technology, 8-13.
<http://www.ambientmediaassociation.org/Journal/index.php/series/article/view/174>
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