

Radu-Daniel VATAVU

Curriculum vitae



Professor of Computer Science



Machine Intelligence and Information Visualization
Laboratory (MintViz) | MANSiD Research Center

Ștefan cel Mare University of Suceava

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Married (2007), two children (2010 and 2014)



[ACM Author Profile](#)



[DBLP Author Profile](#)



[ORCID \(0000-0002-7631-6445\)](#)



[Google Scholar](#)



[Research Gate](#)



[Springer Link Author](#)



[Scopus Author](#)



[ResearcherID](#)

SUMMARY

- ❖ Scientific research in Human-Computer Interaction, Augmented and Extended Reality (AR/XR), Accessible Computing, Ambient Intelligence
- ❖ Head of the **Machine Intelligence and Information Visualization Research Lab** with an interdisciplinary team in Computer Science, Electronics, Psychology
- ❖ **+200 published papers**, of which 151 archived in the Association for Computing Machinery (ACM) Digital Library, 202 in Scopus, and 147 in Web of Science
- ❖ **22 paper awards**, mainly from the ACM. Among these, the **10-Year Technical Impact Award** at ICMI 2022 and the **1st Place Blue Sky Awards** at ICMI 2023 and ICMI 2024
- ❖ Member of all major scientific committees of HCI and AR/MR venues (CHI, UIST, ISMAR)
- ❖ Scientific collaborations with **+119 co-authors¹**

EDUCATION

HDR (Habilitation to Direct Research) in Computer Science, 2015

- Thesis title: Designing Gesture Interaction by Understanding Users
- Defended at the Technical University of Cluj-Napoca, Romania in December 2014
- Scientific Committee: Prof. Sergiu Nedevschi, Prof. Lucian Vințan, Prof. Valentin Cristea

Ph.D. in Computer Science & Docteur en Informatique, 2008

- Thesis title: Real-time Human Gesture Acquisition for Interacting with Virtual Environments

¹<https://www.scopus.com/authid/detail.uri?origin=resultslist&authorId=24504604700&zone=#tab=co-authors>

- Co-directed thesis between University Lille 1, France and Ștefan cel Mare University of Suceava, Romania
- Advisors: Prof. Christophe Chaillou and Prof. Ștefan-Gheorghe Pentiu
- Scientific Committee: Prof. Christophe Chaillou, Prof. Ștefan-Gheorghe Pentiu, Dr. Radu Horaud, Prof. Dan Gâlea, Prof. Laurent Grisoni, Prof. Alexandru Valachi, Prof. Adrian Graur
- Eiffel doctoral scholarship, Ministère des Affaires Étrangères, France (2005, declined for personal reasons)
- AUF doctoral scholarship, Agence Universitaire de la Francophonie (2005 – 2007)



CUM LAUDE DISTINCTION

Engineer Diploma in Computer Science, 1999 – 2004

- Undergraduate dissertation title: Real-time Face Detection in Videos
- Faculty of Electrical Engineering and Computer Science, Ștefan cel Mare University of Suceava, Romania



RANKED 1ST IN GRADUATING CLASS

Diploma in Economics, 1999 – 2003

- Undergraduate dissertation title: Applications of Neural Networks to Economic Forecasting
- Faculty of Economic Sciences and Administration, Ștefan cel Mare University of Suceava, Romania

ACADEMIC PROFESSIONAL EXPERIENCE

Professor of Computer Science, since February 2016

- Faculty of Electrical Engineering and Computer Science, Ștefan cel Mare University of Suceava, Romania
- Teaching Algorithms Design, Ambient Intelligence, Augmented Reality, Natural Human-Computer Interaction
- Research in HCI, AmI, AR/MR/XR, AmI, Accessible Computing, Entertainment Computing

Corresponding Member of the Romanian Academy, since May 2025

- Part of the Section for Information Science and Technology

Head of the Machine Intelligence and Information Visualization Lab since 2015

- Design and development of useful and usable interactions between humans, computers, and environments with advanced AI & InfoVis technology

Associate Professor of Computer Science, October 2014 – January 2016

- Faculty of Electrical Engineering and Computer Science, Ștefan cel Mare University of Suceava, Romania
- Teaching Algorithms Design, Advanced Programming Concepts, Pattern Recognition, Advanced Artificial Intelligence, Image Processing Systems

Assistant Professor & Lecturer in Computer Science, 2009 - 2014

- Faculty of Electrical Engineering and Computer Science, Ștefan cel Mare University of Suceava, Romania
- Teaching Algorithms Design, Advanced Programming Concepts, Pattern Recognition, Computer Network Programming, Introduction to Computer Programming
- Research in Human-Computer Interaction, Image Processing and Pattern Recognition

Ph.D. in Computer Science, October 2004 – March 2008

- University Lille 1, France & University Ștefan cel Mare of Suceava, Romania
- Scholarship awarded by Agence Universitaire de la Francophonie (AUF)

Invited/Visiting positions

- Université catholique de Louvain, Belgium (one week in Aug. 2022, Nov. 2019, Sep. 2018, June 2017)
- Beihang University, Beijing, China (one week in Oct. 2019, Aug. 2017)
- Technical University of Moldova, Republic of Moldova (one week in May 2017)
- Technical University of Vienna, Austria (one week in Sep. 2015, April 2014)
- University of Mons, Belgium (one week in Oct. 2013, July 2013, April 2013, Oct. 2012)
- INRIA Lille Nord Europe, France (two months, June – July 2011)
- University Lille 1, France (one month, May 2011)


PUBLICATIONS


ARTICLES IN JOURNALS

- J01. Mehdi Ousmer, Jean Vanderdonckt, Laura-Bianca Bilius, **Radu-Daniel Vatavu**, Mihail Terenti. (2025). Paired Sketching of Distributed User Interfaces: Workflow, Protocol, Software Support, and Experiment. *Proc. of the ACM on Human-Computer Interaction* 9(4), Article EICS018, 31 pages. doi:10.1145/3735499 AR: 20/71=28.2%
- J02. Mihail Terenti, **Radu-Daniel Vatavu**. (2025). Wear+Touch: An Exploration of Wearables for Vibrotactile Feedback During Touchscreen Input. *International Journal of Human-Computer Interaction* 41(10), 5973–5991. Taylor & Francis. doi:10.1080/10447318.2024.2372145 **Q1**, IF: 4.9, 5-Year IF: 5.5 (JCR 2024)
- J03. Mihail Terenti, Cristian Pamparău, **Radu-Daniel Vatavu**. (2024). The User Experience of Distal Arm-Level Vibrotactile Feedback for Interactions with Virtual versus Physical Displays. *Virtual Reality* 28, Article no. 84, 21 pages, Springer. doi:10.1007/s10055-024-00977-2 **Q1**, IF=5.0, 5-Year IF=6.6 (JCR 2024)
- J04. Adrian Aiordăchioae, Cristian Pamparău, **Radu-Daniel Vatavu**. (2024). Lifelogging Meets Alternate and Cross-Realities: An Investigation into Broadcasting Personal Visual Realities to Remote Audiences. *Multimedia Tools and Applications* 83, 46707–46730, Springer. doi:10.1007/s11042-021-11310-3 **Q2**, IF: 3.0, 5-Year IF: 2.9 (JCR 2023)
- J05. **Radu-Daniel Vatavu**, Petruta-Paraschiva Rusu, Ovidiu-Andrei Schipor, Maria-Doina Schipor. (2024). Preferences of People with Visual Impairments for Augmented and Mediated Vision: A Vignette Experiment. *Multimedia Tools and Applications* 83, 46531–46556. Springer. doi:10.1007/s11042-021-11498-4 **Q2**, IF: 3.0, 5-Year IF: 2.9 (JCR 2023)
- J06. Santiago Villarreal-Narvaez, Arthur Sluÿters, Jean Vanderdonckt, **Radu-Daniel Vatavu**. (2024). Brave New GES World: A Systematic Literature Review of Gestures and Referents in Gesture Elicitation Studies. *ACM Computing Surveys* 56(5), Article no. 128, 55 pages, ACM. doi:10.1145/3636458 **Q1**, IF: 28, 5-Year IF: 26.3 (JCR 2024)
- J07. Alexandru-Ionuț Șean, Cristian Pamparău, Arthur Sluÿters, **Radu-Daniel Vatavu**, Jean Vanderdonckt. (2023). Flexible Gesture Input with Radars: Systematic Literature Review and Taxonomy of Radar Sensing Integration in Ambient Intelligence Environments. *Journal of Ambient Intelligence and Humanized Computing* 14, 7967–7981, Springer. doi:10.1007/s12652-023-04606-9
- J08. Arthur Sluÿters, Sébastien Lambot, Jean Vanderdonckt, **Radu-Daniel Vatavu**. (2023). RadarSense: Accurate Recognition of Mid-Air Hand Gestures with Radar Sensing and Few Training Examples. *ACM Transactions on Interactive Intelligent Systems* 13(3), 16:1–16:45, ACM. doi:10.1145/3589645 **Q2**, IF: 3.6, 5-Year IF: 3.8 (JCR 2023)
- J09. Cristian Pamparău, Ovidiu-Andrei Schipor, Alexandru Dancu, **Radu-Daniel Vatavu**. (2023). SAPIENS in XR: Operationalizing Interaction-Attention in Extended Reality. *Virtual Reality* (27), 1765–1781, Springer. doi:10.1007/s10055-023-00776-1 **Q1**, IF=4.4, 5-Year IF=5.4 (JCR 2023)
- J10. Laura-Bianca Bilius, Ștefan-Gheorghe Pentiuc, **Radu-Daniel Vatavu**. (2023). TIGER: A Tucker-based Instrument for Gesture Recognition with Inertial Sensors. *Pattern Recognition Letters* 165, 84–90, Elsevier. doi:10.1016/j.patrec.2022.11.028 **Q2**, IF: 3.9, 5-Year IF: 4.2 (JCR 2023)
- J11. Ovidiu-Andrei Schipor, **Radu-Daniel Vatavu**. (2023). GearWheels: A Software Tool to Support User Experiments on Gesture Input with Wearable Devices. *International Journal of Human-Computer Interaction* 39(18), 3527–3545, Taylor & Francis. doi:10.1080/10447318.2022.2098907 **Q1**, IF: 3.4, 5-Year IF: 4.5 (JCR 2023)
- J12. Mihail Terenti, **Radu-Daniel Vatavu**. (2023). VIREO: Web-based Graphical Authoring of Vibrotactile Feedback for Interactions with Mobile and Wearable Devices. *International Journal of Human-Computer Interaction* 39(20), 4162–4180, Taylor & Francis. doi:10.1080/10447318.2022.2109584 **Q1**, IF: 3.4, 5-Year IF: 4.5 (JCR 2023)
- J13. Ovidiu-Ciprian Ungurean, **Radu-Daniel Vatavu**. (2022). "I Gave up Wearing Rings:" Insights on the Perceptions and Preferences of Wheelchair Users for Interactions with Wearables. *IEEE Pervasive Computing* 21(3). IEEE, USA, 92–101. doi:10.1109/MPRV.2022.3155952 IF: 1.6, 5-Year IF: 4.2 (JCR 2022)






BEST PAPER AWARD





- J14. Adrian Aiordăchioae, **Radu-Daniel Vatavu**. (2022). LifeTags++: A Multi-User, Multi-Device, and Multi-Perspective System for Recording and Abstracting Visual Life with Tag Clouds. *Romanian Journal of Information Science and Technology* 25(1), 80-91. doi:www.romjst.ro/contents-88 **Q2**, IF: 3.5, 5-Year IF: 1.8 (JCR 2022)
- J15. **Radu-Daniel Vatavu**, Jacob O. Wobbrock. (2022). Clarifying Agreement Calculations and Analysis for End-User Elicitation Studies. *ACM Transactions on Computer-Human Interaction* 29(1). ACM, 5:1-5:70. doi:[10.1145/3476101](https://doi.org/10.1145/3476101) **Q2**, IF:3.7, 5-Year IF: 4.6 (JCR 2022)
- J16. Arthur Sluÿters, Jean Vanderdonckt, **Radu-Daniel Vatavu**. (2021). Engineering Slidable Graphical User Interfaces with Slime. *Proc. of the ACM on Human-Computer Interaction* 5 (EICS), 200:1-200:29, ACM. doi:[10.1145/3457147](https://doi.org/10.1145/3457147)
- J17. Jean Vanderdonckt, **Radu-Daniel Vatavu**. (2021). Extensible, Extendable, Expandable, Extractable: The 4E Design Approach for Reconfigurable Displays. *International Journal of Human-Computer Interaction*, Taylor & Francis. doi:[10.1080/10447318.2021.1908666](https://doi.org/10.1080/10447318.2021.1908666) **Q1**, IF: 4.920, 5-Year IF: 4.503 (JCR 2021)
- J18. Cristian Pamparău, **Radu-Daniel Vatavu**. (2021). FlexiSee: Flexible Configuration, Customization, and Control of Mediated and Augmented Vision for Users of Smart Eyewear Devices. *Multimedia Tools and Applications* 80, 30943-30968, Springer. doi:[10.1007/s11042-020-10164-5](https://doi.org/10.1007/s11042-020-10164-5) **Q2**, IF: 2.577, 5-Year IF: 2.396 (JCR 2021)
- J19. Ovidiu-Andrei Schipor, **Radu-Daniel Vatavu**. (2021). Empirical Results for High-definition Video and Augmented Reality Content Delivery in Hyper-connected Cars. *Interacting with Computers* 33 (1), 3-16, Oxford University Press, the British Computer Society. doi:[10.1093/iwcomp/iwaa025](https://doi.org/10.1093/iwcomp/iwaa025) IF: 1.623, 5-Year IF: 1.532 (JCR 2021)
- J20. Laura-Bianca Bilius, **Radu-Daniel Vatavu**. (2021). A Multistudy Investigation of Drivers and Passengers' Gesture and Voice Input Preferences for In-Vehicle Interactions. *Journal of Intelligent Transportation Systems* 25(2), 197-220. Taylor & Francis. doi:[10.1080/15472450.2020.1846127](https://doi.org/10.1080/15472450.2020.1846127) **Q2**, IF: 3.839, 5-Year IF: 4.318 (JCR 2021)
- J21. Octav Opaschi, **Radu-Daniel Vatavu**. (2020). Uncovering Practical Security and Privacy Threats for Connected Glasses with Embedded Video Cameras. *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies* 4(4), Article no. 167, 26 pages, ACM. doi:[10.1145/3432700](https://doi.org/10.1145/3432700)
- J22. Luis A. Leiva, **Radu-Daniel Vatavu**, Daniel Martín-Albo, Réjean Plamondon. (2020). Omnis Praedictio: Estimating the Full Spectrum of Human Performance with Stroke Gestures. *International Journal of Human-Computer Studies* 142, 102466, Elsevier. doi:[10.1016/j.ijhcs.2020.102466](https://doi.org/10.1016/j.ijhcs.2020.102466) **Q1**, IF: 3.632, 5-Year IF: 3.848 (JCR 2020)
- J23. **Radu-Daniel Vatavu**. (2020). Connecting Research from Assistive Vision and Smart Eyewear Computing with Crisis Management and Mitigation Systems: A Position Paper. *Romanian Journal of Information Science and Technology* 23(S), 29-39. doi:www.romjst.ro/contents-80 IF: 0.643, 5-Year IF: 0.590 (JCR 2020)
- J24. Irina Popovici, Ovidiu-Andrei Schipor, **Radu-Daniel Vatavu**. (2019). Hover: Exploring Cognitive Maps and Mid-Air Pointing for Television Control. *International Journal of Human-Computer Studies* 129, 95-107, Elsevier. doi:[10.1016/j.ijhcs.2019.03.012](https://doi.org/10.1016/j.ijhcs.2019.03.012) **Q1**, IF: 3.163, 5-Year IF: 3.383 (JCR 2019)
- J25. Víctor Manuel López Jaquero, **Radu-Daniel Vatavu**, Jose Ignacio Panach, Oscar Pastor, Jean Vanderdonckt. (2019). A Newcomer's Guide to EICS, the Engineering Interactive Computing Systems Community. *Proceedings of the ACM on Human-Computer Interaction* 3(EICS), 1:1-1:9, ACM. doi:[10.1145/3300960](https://doi.org/10.1145/3300960)
- J26. Ovidiu-Andrei Schipor, **Radu-Daniel Vatavu**, Wenjun Wu. (2019). SAPIENS: Towards Software Architecture to Support Peripheral Interaction in Smart Environments. *Proceedings of the ACM on Human-Computer Interaction* 3(EICS), Article no. 11, 24 pages, ACM. doi:[10.1145/3331153](https://doi.org/10.1145/3331153)
- J27. Adrian Aiordăchioae, **Radu-Daniel Vatavu**. (2019). Life-Tags: A Smartglasses-based System for Recording and Abstracting Life with Tag Clouds. *Proceedings of the ACM on Human-Computer Interaction* 3(EICS), Article no. 15, 22 pages, ACM. doi:[10.1145/3331157](https://doi.org/10.1145/3331157)
- J28. Jean Vanderdonckt, Mathieu Zen, **Radu-Daniel Vatavu**. (2019). AB4Web: An On-Line A/B Tester for Comparing User Interface Design Alternatives. *Proceedings of the ACM on Human-Computer Interaction* 3(EICS), Article no. 18, 28 pages, ACM. doi:[10.1145.3331160](https://doi.org/10.1145.3331160)
-  **HONORABLE MENTION AWARD**
- J29. Ovidiu-Andrei Schipor, **Radu-Daniel Vatavu**, Jean Vanderdonckt. (2019). Euphoria: A Scalable, Event-driven Architecture for Designing Interactions across Heterogeneous Devices in Smart Environments. *Inf. and Software Technology* 109, 43-59, Elsevier. doi:[10.1016/j.infsof.2019.01.006](https://doi.org/10.1016/j.infsof.2019.01.006) **Q2**, IF: 2.726, 5-Year IF: 3.130 (JCR 2019)


- J30. Ovidiu-Andrei Schipor, **Radu-Daniel Vatavu**. (2018). Invisible, Inaudible, and Impalpable: Users' Preferences and Memory Performance for Digital Content in Thin Air. *IEEE Pervasive Computing* 17(4), 76-85, IEEE. doi:10.1109/MPRV.2018.2873856 **Q1**, IF: 3.813, 5-Year IF: 4.123 (JCR 2018)
- J31. **Radu-Daniel Vatavu**, Bogdan-Florin Gheran, Maria-Doina Schipor. (2018). The Impact of Low Vision on Touch Gesture Articulation on Mobile Devices. *IEEE Pervasive Computing* 17(1), 27-37, IEEE. doi:10.1109/MPRV.2018.011591059 **Q1**, IF: 3.813, 5-Year IF: 4.123 (JCR 2018)
- J32. **Radu-Daniel Vatavu**. (2017). Characterizing Gesture Knowledge Transfer across Multiple Contexts of Use. *Journal on Multimodal User Interfaces* 11(4), 301-314, Springer. doi:10.1007/s12193-017-0247-x IF: 1.140, 5-Year IF: 0.872 (JCR 2017)
- J33. **Radu-Daniel Vatavu**. (2017). Smart-Pockets: Body-Deictic Gestures for Fast Access to Personal Data during Ambient Interactions. *International Journal of Human-Computer Studies* 103, 1-21, Elsevier.  doi:10.1016/j.ijhcs.2017.01.005 **Q1**, IF: 2.300, 5-Year IF: 2.224 (JCR 2017)
- 2017 "RESEARCH of EXCELLENCE" AWARD from UEFISCDI, ROMANIA**
- 2019 "MIHAI DRĂGANESCU" AWARD of the ROMANIAN ACADEMY**
- J34. **Radu-Daniel Vatavu**. (2017). Beyond Features for Recognition: Human-Readable Measures to Understand Users' Whole-Body Gesture Performance. *International Journal of Human-Computer Interaction* 33(9), 713-730, Taylor & Francis. doi: 10.1080/10447318.2017.1278897 IF: 1.259, 5-Year IF: 1.579 (JCR 2017)
- J35. **Radu-Daniel Vatavu**. (2017). Visual Impairments and Mobile Touchscreen Interaction: State-of-the-Art, Causes of Visual Impairment, and Design Guidelines. *International Journal of Human-Computer Interaction* 33(6), 486-509, Taylor & Francis. doi:10.1080/10447318.2017.1279827 IF: 1.259, 5-Year IF: 1.579 (JCR 2017)
- J36. Yihua Lou, Wenjun Wu, **Radu-Daniel Vatavu**, Wei-Tek Tsai. (2017). Personalized Gesture Interactions for Cyber-Physical Smart-Home Environments. *Science China Information Sciences* 60(7), 072104:1-15, Science China Press & Springer. doi: 10.1007/s11432-015-1014-7 **Q2**, IF: 2.188, 5-Year IF: 1.329 (JCR 2017)
- J37. Ovidiu-Andrei Schipor, Wenjun Wu, Wei-Tek Tsai, **Radu-Daniel Vatavu**. (2017). Software Architecture Design for Spatially-Indexed Media in Smart Environments. *Advances in Electrical and Computer Engineering* 17(2), 17-22. doi: 10.4316/AECE.2017.02003 IF: 0.699, 5-Year IF: 0.674 (JCR 2017)
- J38. **Radu-Daniel Vatavu**, Matei Mancaş. (2015). Evaluating Visual Attention for Multi-Screen Television: Measures, Toolkit, and Experimental Findings. *Personal and Ubiquitous Computing* 19(5-6), 781-801, Springer. doi:10.1007/s00779-015-0862-z **Q2**, IF: 1.498, 5-Year IF: 1.708 (JCR 2015)
- J39. Ionuț-Alexandru Zaiți, Ștefan-Gheorghe Pentiuc, **Radu-Daniel Vatavu**. (2015). On Free-Hand TV Control: Experimental Results on User-Elicited Gestures with Leap Motion. *Personal and Ubiquitous Computing* 19(5-6), 821-838, Springer. doi:10.1007/s00779-015-0863-y **Q2**, IF: 1.498, 5-Year IF: 1.708 (JCR 2015)
- J40. **Radu-Daniel Vatavu**, Gabriel Cramariuc, Doina Maria Schipor. (2015). Touch Interaction for Children Aged 3 to 6 Years: Experimental Findings and Relationship to Motor Skills. *International Journal of Human-Computer Studies* 74, 54-76, Elsevier. doi:10.1016/j.ijhcs.2014.10.007 **Q1**, IF: 1.476, 5-Year IF: 2.097 (JCR 2015)
- J41. **Radu-Daniel Vatavu**, Ionut-Alexandru Zaiți. (2013). Automatic Recognition of Object Size and Shape via User-Dependent Measurements of the Grasping Hand. *International Journal of Human-Computer Studies* 71(5), 590-607, Elsevier. doi:10.1016/j.ijhcs.2013.01.002 **Q1**, IF: 1.165, 5-Year IF: 1.942 (JCR 2013)
- J42. **Radu-Daniel Vatavu**. (2013). The Impact of Motion Dimensionality and Bit Cardinality on the Design of 3D Gesture Recognizers. *International Journal of Human-Computer Studies* 71(4), 387-409, Elsevier. doi:10.1016/j.ijhcs.2012.11.005 **Q1**, IF: 1.165, 5-Year IF: 1.942 (JCR 2013)
- J43. **Radu-Daniel Vatavu**. (2013). A Comparative Study of User-Defined Handheld vs. Freehand Gestures for Home Entertainment Environments. *Journal of Ambient Intelligence and Smart Environments* 5(2), 187-211, IOS Press. doi:10.3233/AIS-130200 **Q2**, IF: 1.082, 5-Year IF: 1.252 (JCR 2013)
- J44. Bogdan Pogorelc, Artur Lugmayr, Bjorn Stockleben, **Radu-Daniel Vatavu**, Nina Tahmasebi, Estefania Serral, Emilija Stojmenova, Bojan Imperl, Thomas Risse, Gideon Zenz, Matjaz Gams. (2013). Ambient Bloom: New

- Business, Content, Design and Models to Increase the Semantic Ambient Media Experience. *Multimedia Tools and Applications*, 66(1), 7-32, Springer. doi:10.1007/s11042-012-1228-4 **Q2**, IF: 1.058, 5-Year IF: 1.039 (JCR 2013)
- J45. **Radu-Daniel Vatavu**. (2013). On Designing Interactivity Awareness for Ambient Displays. *Multimedia Tools and Applications*, 66(1), 59-80, Springer. doi:10.1007/s11042-012-1140-y **Q2**, IF: 1.058, 5-Year IF: 1.039 (JCR 2013)
- J46. **Radu-Daniel Vatavu**. (2012). Nomadic Gestures: A Technique for Reusing Gesture Commands for Frequent Ambient Interactions. *Journal of Ambient Intelligence and Smart Environments*, 4(2), 79-93, IOS Press. doi:10.3233/AIS-2012-0137 **Q2**, IF: 1.298, 5-Year IF: 1.640 (JCR 2012)
- J47. **Radu-Daniel Vatavu**. (2012). Point & Click Mediated Interactions for Large Home Entertainment Displays. *Multimedia Tools and Applications* 59, 113-128, Springer. doi:10.1007/s11042-010-0698-5 **Q2**, IF: 1.014, 5-Year IF: 0.932 (JCR 2012)
- J48. Bogdan Pogorelc, **Radu-Daniel Vatavu**, Artur Lugmayr, Bjorn Stockleben, Thomas Risse, Juha Kaario, Estefania Constanza Lomonaco, Matjaz Gams. (2012). Semantic Ambient Media: From Ambient Advertising to Ambient-Assisted Living. *Multimedia Tools and Applications* 58(2), 399-425, Springer. doi:10.1007/s11042-011-0917-8 **Q2**, IF: 1.014, 5-Year IF: 0.932 (JCR 2012)
- J49. **Radu-Daniel Vatavu**. (2012). Presence Bubbles: Supporting and Enhancing Human-Human Interaction with Ambient Media. *Multimedia Tools and Applications* 58(2), 371-383, Springer. doi:10.1007/s11042-010-0674-0 **Q2**, IF: 1.014, 5-Year IF: 0.932 (JCR 2012)
- J50. Remus-Cătălin Prodan, Ștefan-Gheorghe Pentiuc, **Radu-Daniel Vatavu**. (2012). An Efficient Solution for Hand Gesture Recognition from Video Sequence. *Advances in Electrical and Computer Engineering* 12(3), 85-88. doi:10.4316/AECE.2012.03013 IF: 0.552, 5-Year IF: 0.479 (JCR 2012)
- J51. Cristian Andy Tănase, **Radu-Daniel Vatavu**, Ștefan-Gheorghe Pentiuc, Adrian Graur. (2008). Detecting and Tracking Multiple Users in the Proximity of Interactive Tabletops. *Advances in Electrical and Computer Engineering* 8(2), 61-64. doi:10.4316/AECE.2008.02011 IF: 0.509 (JCR 2009)
- J52. **Radu-Daniel Vatavu**, Ștefan-Gheorghe Pentiuc, Laurent Grisoni, Christophe Chaillou. (2008). Modeling Shapes for Pattern Recognition: A Simple Low-Cost Spline-based Approach. *Advances in Electrical and Computer Engineering* 8(1), 67-71. doi:10.4316/AECE.2008.01012 IF: 0.509 (JCR 2009)
- J53. **Radu-Daniel Vatavu**, Ștefan-Gheorghe Pentiuc. (2008). Multi-Level Representation of Gesture as Command for Human-Computer Interaction. *Computing and Informatics* 27(6). Slovak Academy of Sciences, 837-851. doi:www.cai.sk/ojs/index.php/cai/article/viewArticle/16 IF: 0.492, 5-Year IF: 0.421 (JCR 2008)
- J54. Adriana Băcilă, Xavier Decoopman, **Radu-Daniel Vatavu**, G. Mesmacque, M. Vodă, V.A. 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.ijfatigue.2007.02.026 **Q1**, IF: 1.117, 5-Year IF: 1.501 (JCR 2007)
- J55. **Radu-Daniel Vatavu**, Ștefan-Gheorghe Pentiuc, Christophe Chaillou. (2005). On Natural Gestures for Interacting in Virtual Environments. *Advances in Electrical and Computer Engineering* 5(2), 72-79. <http://www.aece.ro/abstractplus.php?year=2005&number=2&article=10>
- J56. **Radu-Daniel Vatavu**, Laurent Grisoni, Samuel Degrande, Cristophe Chaillou, Ștefan-Gheorghe Pentiuc. (2005). Adaptive Skin Color Detection in Unconstrained Environments using 2D Histogram Partitioning. *Advances in Electrical and Computer Engineering* 5(1), 101-105. <http://www.aece.ro/abstractplus.php?year=2005&number=1&article=17>

CONFERENCE PAPERS

- C01. Alexandra-Elena Guriță, **Radu-Daniel Vatavu**. (2025). Good Accessibility, Handcuffed Creativity: AI-Generated UIs Between Accessibility Guidelines and Practitioners' Expectations. In *Proceedings of DIS '25, the ACM Designing Interactive Systems Conference* ACM, New York, NY, USA, 13 pages. doi:10.1145/3639701.XXX AR: 176/726=24.2% | **ARC A**
- C02. Jean Vanderdonckt, **Radu-Daniel Vatavu**, Julie Manon, Romain Maddox, Michael Saint-Guillain, Philippe Lefevre, and Jessica J. Marquez. (2025). UX, but on Mars: Exploring User Experience in Extreme Environments with Insights from a Mars Analog Mission. In *Proceedings of DIS '25, the ACM Designing Interactive Systems Conference*. ACM, New York, NY, USA, 16 pages. doi:10.1145/3639701.XXX AR: 176/726=24.2% | **ARC A**
- C03. Hippolyte Hilgers, Jean Vanderdonckt, **Radu-Daniel Vatavu**. (2025). Human-AI Interaction in Space: Insights from a Mars Analog Mission with the Harmony Large Language Model. *Proceedings of the 4th International Conference on Human-Computer Interaction for Space Exploration (SpaceCHI 4.0)*. Article no. 123, 1-20. doi:10.4230/OASICS.SpaceCHI.2025.1
- C04. **Radu-Daniel Vatavu**. (2025). Non-Natural Interaction Design. In *Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (CHI '25)*. ACM, New York, NY, USA, Article 435, 1-16. doi:10.1145/3706598.3713459 AR: 1249/5020=24.9% | **ARC A***
- C05. **Radu-Daniel Vatavu**, Bogdan-Florin Gheran. (2025). Intermanual Deictics: Uncovering Users' Gesture Preferences for Opposite-Arm Referential Input, from Fingers to Shoulder. In *Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (CHI '25)*. ACM, New York, NY, USA, Article 283, 1-16. doi:10.1145/3706598.3713474 AR: 1249/5020=24.9% | **ARC A***
- C06. Mihail Terenti, **Radu-Daniel Vatavu**. (2025). Distal-Haptic Touchscreens: Understanding the User Experience of Vibrotactile Feedback Decoupled from the Touch Point. In *Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (CHI '25)*. ACM, New York, NY, USA, Article 500, 1-19. doi:10.1145/3706598.3713555 AR: 1249/5020=24.9% | **ARC A***
- C07. Alexandra-Elena Guriță, **Radu-Daniel Vatavu**. (2025). When LLM-Generated Code Perpetuates User Interface Accessibility Barriers, How Can We Break the Cycle?. In *Proceedings of W4A '25, the 22nd International Web for All Conference*. ACM, New York, NY, 11 pages. doi:10.1145/3744257.3744266
- C08. Mihail Terenti, Laura-Bianca Bilius, Ovidiu-Ciprian Ungurean, **Radu-Daniel Vatavu**. 2025. Empowering Accessible Gesture Input Design with Gesture-A11Y. In *Proceedings of W4A '25, the 22nd International Web for All Conference*. ACM, New York, NY, USA, 6 pages. doi:10.1145/3744257.3744267

BEST COMMUNICATION PAPER CANDIDATE
- C09. Mihail Terenti, Laura-Bianca Bilius, Ovidiu-Ciprian Ungurean, **Radu-Daniel Vatavu**. (2025). Gesture-A11Y: A Large-Scale Hub for Accessible Gesture Input. *Proceedings of W4A '25, the 22nd International Web for All Conference*. ACM, New York, NY, 3 pages. doi:10.1145/3744257.3744280

ACCESSIBILITY CHALLENGE JUDGES AWARD
- C10. Alexandra-Elena Guriță, **Radu-Daniel Vatavu**. (2025). Insights and Implications of Evaluating Accessibility Compliance in AI-Generated Web Interfaces. In *Companion Proceedings of the ACM Web Conference 2025 (WWW Companion '25)*, 996-1000. ACM, New York, NY, USA. doi:10.1145/3701716.3715552 **ARC A***
- C11. **Radu-Daniel Vatavu**. (2024). AI as Modality in Human Augmentation: Toward New Forms of Multimodal Interaction with AI-Embodied Modalities. *Proceedings of ICMI '24, the 26th International Conference on Multimodal Interaction*, 591-595. ACM. doi:10.1145/3678957.3678958 AR: 1/9=11.1% | **ARC B**

1ST PLACE BLUE SKY PAPER AWARD (the Blue Sky track emphasizes innovative, high-risk controversial ideas)
- C12. Laura-Bianca Bilius, Ovidiu-Andrei Schipor, **Radu-Daniel Vatavu**. (2024). The Age-Reward Perspective: A Systematic Review of Reward Mechanisms in Serious Games for Older People. *Proceedings of IMX '24, the ACM International Conference on Interactive Media Experiences*, 168-181. ACM. doi:10.1145/3639701.3656327 AR: 26/66=39.4%

- C13. Laura-Bianca Bilius, Alexandru-Tudor Andrei, **Radu-Daniel Vatavu**. (2024). From Smart Buildings to Smart Vehicles: Mobile User Interfaces for Multi-Environment Interactions. *Proceedings of DAS '24, the 17th International Conference on Development and Application Systems*, 152-155. IEEE. doi:10.1109/DAS61944.2024.10541208
- C14. Alexandru-Tudor Andrei, Laura-Bianca Bilius, **Radu-Daniel Vatavu**. (2024). Take a Seat, Make a Gesture: Charting User Preferences for On-Chair and From-Chair Gesture Input. *Proceedings of CHI '24, the CHI Conference on Human Factors in Computing Systems*, Article no. 555, 17 pages. ACM. doi:10.1145/3613904.3642028
AR: 1058/4028=26.3% | **ARC A***
- C15. 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
- C16.  **Radu-Daniel Vatavu**. (2023). From Natural to Non-Natural Interaction: Embracing Interaction Design Beyond the Accepted Convention of Natural. *Proceedings of ICMI '23, the 25th ACM International Conference on Multimodal Interaction*, 684-688. ACM. doi:10.1145/3577190.3616122 AR: 1/16=6.3% | **ARC B**
1ST PLACE BLUE SKY PAPER AWARD (the Blue Sky track emphasizes innovative, high-risk controversial ideas)
- C17. Milad Jamalzadeh, Yosra Rekik, Laurent Grisoni, **Radu-Daniel Vatavu**, Gualtiero Volpe, Alexandru Dancu. (2023). Effects of Moving Speed and Phone Location on Eyes-Free Gesture Input with Mobile Devices. *Proceedings of INTERACT '23, the 19th IFIP International Conference on Human-Computer Interaction*, 469-478. Springer. doi:10.1007/978-3-031-42280-5_30 AR: 18/58=31.0% | **ARC B**
- C18. **Radu-Daniel Vatavu**. (2023). Leveraging Sensorimotor Realities for Assistive Technology Design Bridging Smart Environments and Virtual Worlds. *Proc. of PETRA '23, the 16th Int. Conf. on Pervasive Technologies Related to Assistive Environments*, 247-253. ACM. doi:10.1145/3594806.3594834 AR: 79/153=51.6%
- C19.  Alexandre Nevsky, Timothy Neate, **Radu-Daniel Vatavu**, Elena Simperl. (2023). Accessibility Research in Digital Audiovisual Media: What Has Been Achieved and What Should Be Done Next? *Proceedings of IMX '23, the ACM Int. Conf. on Interactive Media Experiences*, 96-114. ACM. doi:10.1145/3573381.3596159 AR: 14/36=38.9%
HONORABLE MENTION AWARD
- C20. 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
AR: 879/3182=27.6% | **ARC A***
- C21.  Laura-Bianca Bilius, Ovidiu-Ciprian Ungurean, **Radu-Daniel Vatavu**. (2023). Understanding Wheelchair Users' Preferences for On-Body, In-Air, and On-Wheelchair Gestures. *Proceedings of CHI '23, the CHI Conference on Human Factors in Computing Systems*, Article No. 78, 16 pages. ACM. doi:10.1145/3544548.3580929
AR: 879/3182=27.6% | **ARC A***
HONORABLE MENTION AWARD
- C22.  **Radu-Daniel Vatavu**. (2023). iFAD Gestures: Understanding Users' Gesture Input Performance with Index-Finger Augmentation Devices. *Proceedings of CHI '23, the CHI Conference on Human Factors in Computing Systems*, Article No. 576, 17 pages. ACM. doi:10.1145/3544548.3580928 AR: 879/3182=27.6% | **ARC A***
HONORABLE MENTION AWARD
- C23. **Radu-Daniel Vatavu**. (2022). Sensorimotor Realities: Formalizing Ability-Mediating Design for Computer-Mediated Reality Environments. *Proceedings of ISMAR '22, the 21st IEEE International Symposium on Mixed and Augmented Reality*, 685-694. IEEE. doi:10.1109/ISMAR55827.2022.00086 AR: 93/441=21.1% | **ARC A***
- C24. **Radu-Daniel Vatavu**, Ovidiu-Ciprian Ungurean, Laura-Bianca Bilius. (2022). Interactive Public Displays and Wheelchair Users: Between Direct, Personal and Indirect, Assisted Interaction. *Proceedings of UIST '22, the 35th*

- Annual ACM Symposium on User Interface Software and Technology*, Article No. 45, 17 pages, ACM. doi:10.1145/3526113.3545662 AR: 98/372=26.3% | **ARC A***
- C25. Ovidiu-Ciprian Ungurean, **Radu-Daniel Vatavu**. (2022). Ability-Centered Examination of People with Motor Impairments' Interaction with Television Towards More Accessible Smart Home Entertainment Environments. *Proceedings of ISAmI '22, the 13th International Symposium on Ambient Intelligence* (LNNS 603), 32-43, Springer. doi:10.1007/978-3-031-22356-3_4
- C26. Cristian Pamparău, **Radu-Daniel Vatavu**. (2022). The User Experience of Journeys in the Realm of Augmented Reality Television. *Proceedings of IMX '22, the ACM International Conference on Interactive Media Experiences*, 161-174, ACM. doi:10.1145/3505284.3529969 AR: 19/47=40.4%
- C27. **Radu-Daniel Vatavu**. (2022). Possi(A)bilities: Augmented Reality Experiences of Possible Motor Abilities Enabled by a Video-Projected Virtual Hand. *Proceedings of ISEA '22, the 27th International Symposium on Electronic Art*, 825-828. doi:10.7238/ISEA2022.Proceedings AR: 308/1100=28.0%
- C28. Bogdan-Florin Gheran, Santiago Villarreal-Narvaez, **Radu-Daniel Vatavu**, Jean Vanderdonckt. (2022). RepliGES and GEStory: Visual Tools for Systematizing and Consolidating Knowledge on User-Defined Gestures. *Proceedings of AVI '22, the International Conference on Advanced Visual Interfaces*, Article no. 5, 9 pages, ACM. doi:10.1145/3531073.3531112 AR: 15/62=24.2% (LONG PAPERS) | **ARC B**
- C29. Bogdan Popoveniuc, **Radu-Daniel Vatavu**. (2022). Transhumanism as a Philosophical and Cultural Framework for Extended Reality Applied to Human Augmentation. *Proceedings of AH '22, the 13th Augmented Human International Conference*, Article 6, 8 pages, ACM. doi:10.1145/3532525.3532528
- C30. Ovidiu-Andrei Schipor, Laura-Bianca Bilius, **Radu-Daniel Vatavu**. (2022). WearSkill: Personalized and Interchangeable Input with Wearables for Users with Motor Impairments. *Proceedings of W4A '22, the 19th Web for All Conference*, Article no. 10, 5 pages, ACM. doi:10.1145/3493612.3520455
- C31. **Radu-Daniel Vatavu**, Ovidiu-Ciprian Ungurean. (2022). Gesture Input Articulation with Upper-Body Wearables for Users with Upper-Body Motor Impairments. *Proc. of CHI '22, the ACM Conference on Human Factors in Computing Systems*, Article no. 2, 16 pages, ACM. doi:10.1145/3491102.3501964 AR: 637/2579=24.7% | **ARC A***
- C32. **Radu-Daniel Vatavu**, Ovidiu-Andrei Schipor. (2021). Formalizing Digital Proprioception for Devices, Environments, and Users. *Proceedings of ISAmI '21, the 12th International Symposium on Ambient Intelligence* (LNNS 483), 1-10, Springer. doi:10.1007/978-3-031-06894-2_1
- C33. Ovidiu-Ciprian Ungurean, **Radu-Daniel Vatavu**. (2021). Users with Motor Impairments' Preferences for Smart Wearables to Access and Interact with Ambient Intelligence Applications and Services. *Proc. of ISAmI '21, the 12th Int. Symposium on Ambient Intelligence* (LNNS 483), 11-21, Springer. doi:10.1007/978-3-031-06894-2_2
-  **BEST APPLICATION PAPER AWARD**
- C34. Alexandru-Ionuț Șiean, Laura-Bianca Bilius, **Radu-Daniel Vatavu**. (2021). Assistive Technology in the Synchrony Between Ambient Intelligence and Mixed Reality for People with Motor Disabilities. *Proceedings of ISAmI '21, the 12th International Symposium on Ambient Intelligence* (LNNS 483), 22-33, Springer. doi:10.1007/978-3-031-06894-2_3
- C35. Alexandru-Ionuț Șiean, **Radu-Daniel Vatavu**. (2021). Wearable Interactions for Users with Motor Impairments: Systematic Review, Inventory, and Research Implications. *Proceedings of ASSETS '21, the 23rd International ACM SIGACCESS Conference on Computers and Accessibility*, Article 7, 15 pages, ACM. doi:10.1145/3441852.3471212 AR: 36/124=29% | **ARC A**
- C36. **Radu-Daniel Vatavu**, Laura-Bianca Bilius. (2021). GestuRING: A Web-based Tool for Designing Gesture Input with Rings, Ring-Like, and Ring-Ready Devices. *Proc. of UIST '21, the 34th Annual ACM Symposium on User Interface Software and Technology*, 710-723, ACM. doi:10.1145/3472749.3474780 AR: 95/367=25.9% | **ARC A***
- C37. Laura-Bianca Bilius, **Radu-Daniel Vatavu**, Nicolai Marquardt. (2021). Smart Vehicle Proxemics: A Conceptual Framework Operationalizing Proxemics in the Context of Outside-the-Vehicle Interactions. *Proceedings of INTERACT '21, the 18th IFIP TC13 International Conference on Human-Computer Interaction*. LNCS 12933, 150-171, Springer. doi:10.1007/978-3-030-85616-8_11 AR: 105/362=29% | **ARC B**

- C38. Laura-Bianca Bilius, **Radu-Daniel Vatavu**, Nicolai Marquardt. (2021). Exploring Application Opportunities for Smart Vehicles in the Continuous Interaction Space Inside and Outside the Vehicle. *Proceedings of INTERACT '21, the 18th IFIP TC13 International Conference on Human-Computer Interaction*. LNCS 129333, 140-140, Springer. doi:10.1007/978-3-030-85616-8_10 AR: 72/240=30% | **ARC B**
- C39. Ovidiu-Ciprian Ungurean, **Radu-Daniel Vatavu**. (2021). Coping, Hacking, and DIY: Reframing the Accessibility of Interactions with Television for People with Motor Impairments. *Proceedings of IMX '21, the ACM International Conference on Interactive Media Experiences*, 37-49, ACM. doi:10.1145/3452918.3458802 AR: 17/40=42.5%
- C40. Irina Popovici, **Radu-Daniel Vatavu**, Pu Feng, Wenjun Wu. (2021). AR-TV and AR-Diànshì: Cultural Differences in Users' Preferences for Augmented Reality Television. *Proceedings of IMX '21, the ACM International Conference on Interactive Media Experiences*, 50-60, ACM. doi:10.1145/3452918.3458801 AR: 17/40=42.5%



BEST PAPER AWARD

- C41. 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. *Companion of EICS '21, the 2021 ACM SIGCHI Symposium on Engineering Interactive Computing Systems*, 26-31, ACM. doi:10.1145/3459926.3464762 AR: 6/13=46.1%
- C42. **Radu-Daniel Vatavu**, Jean Vanderdonckt. (2020). Design Space and Users' Preferences for Smartglasses Graphical Menus: A Vignette Study. *Proceedings of MUM '20, the 19th International Conference on Mobile and Ubiquitous Multimedia*, 1-12, ACM. doi:10.1145/3428361.3428467 AR: 32/82=39.0%
- C43. Adrian Aiordăchioae, Daniel Furtună, **Radu-Daniel Vatavu**. (2020). Aggregating Life Tags for Opportunistic Crowdsensing with Mobile and Smartglasses Users. *Proceedings of GoodTechs '20, the 6th EAI International Conference on Smart Objects and Technologies for Social Good*, 66-71. doi:10.1145/3411170.3411237
- C44. Santiago Villarreal, Jean Vanderdonckt, **Radu-Daniel Vatavu**, Jacob O. Wobbrock. (2020). A Systematic Review of Gesture Elicitation Studies: What Can We Learn from 216 Studies? *Proc. of DIS '20, the 15th ACM Int. Conf. on Designing Interactive Systems*, 855-872, ACM. doi:10.1145/3357236.3395511 AR: 139/578=24.0% | **ARC B**
- C45. **Radu-Daniel Vatavu**, Pejman Saeghe, Teresa Chambel, Vinoba Vinayagamoorthy, Marian F. Ursu. (2020). Conceptualizing Augmented Reality Television for the Living Room. *Proc. of IMX '20, the ACM International Conference on Interactive Media Experiences*, 14 pages, ACM. doi:10.1145/3391614.3393660 AR: 13/50=26.0%



HONORABLE MENTION AWARD

- C46. Jean Vanderdonckt, Iyad Khaddam, **Radu-Daniel Vatavu**. (2020). The Foldinterface Editor: A Visual Tool for Designing User Interfaces for Foldable Displays. *Proceedings of EICS '20, the 12th ACM SIGCHI Symposium on Engineering Interactive Computing Systems*, Article no. 1, 6 pages, ACM. doi:10.1145/3393672.3398490
- C47. Jean Vanderdonckt, **Radu-Daniel Vatavu**. (2020). A Pen User Interface for Controlling a Virtual Puppet. *Proceedings of EICS '20, the 12th ACM SIGCHI Symposium on Engineering Interactive Computing Systems*, Article no. 6, 6 pages, ACM. doi:10.1145/3393672.3398637
- C48. Adrian Aiordăchioae, Ovidiu-Andrei Schipor, **Radu-Daniel Vatavu**. (2020). An Inventory of Voice Input Commands for Users with Visual Impairments and Assistive Smartglasses Applications. *Proceedings of DAS '20, the 15th International Conference on Development and Application Systems*, 146-150, IEEE. doi:10.1109/DAS49615.2020.9108915
- C49. Irina Popovici, **Radu-Daniel Vatavu**. (2019). Understanding Users' Preferences for Augmented Reality Television. *Proceedings of ISMAR '19, the 18th International Symposium on Mixed and Augmented Reality*, 397-406, IEEE. doi:10.1109/ISMAR.2019.00024 AR: 36/163=22.1% | **ARC A***
- C50. Petruța-Paraschiva Rusu, Maria-Doina Schipor, **Radu-Daniel Vatavu**. (2019). A Lead-In Study on Well-Being, Visual Functioning, and Desires for Augmented Reality Assisted Vision for People with Visual Impairments. *Proceedings of EHB '19, the 7th IEEE International Conference on e-Health and Bioengineering*, 4 pages, IEEE. doi:10.1109/EHB47216.2019.8970074
- C51. Adrian Aiordăchioae, **Radu-Daniel Vatavu**, Dorin Mircea Popovici. (2019). A Design Space for Vehicular LifeLogging to Support Creation of Digital Content in Connected Cars. *Proceedings of EICS '19, the 11th the*

ACM SIGCHI Symposium on Engineering Interactive Computing Systems. Article no. 9, 6 pages, ACM.
doi:10.1145/3319499.3328234

- C52. Nathan Magrofuoco, Jean Vanderdonckt, Paolo Roselli, Jorge-Luis Perez-Medina, **Radu-Daniel Vatavu**. (2019). GestMan: A Cloud System for Managing Stroke Gesture Sets. *Proceedings of EICS '19, the 11th the ACM SIGCHI Symposium on Engineering Interactive Computing Systems*, 7:1-7:6, ACM. doi:10.1145/3319499.3328227



BEST TECH NOTE AWARD

- C53. **Radu-Daniel Vatavu**. (2019). The Dissimilarity-Consensus Approach to Agreement Analysis in Gesture Elicitation Studies. *Proceedings of CHI '19, the 37th ACM Conference on Human Factors in Computing Systems*, Article no. 224, 13 pages, ACM. doi:10.1145/3290605.3300454 AR: 703/2958=23.8% | **ARC A***
- C54. **Radu-Daniel Vatavu**, Ovidiu-Ciprian Ungurean. (2019). Stroke-Gesture Input for People with Motor Impairments: Empirical Results & Research Roadmap. *Proceedings of CHI '19, the 37th ACM Conference on Human Factors in Computing Systems*, Article no. 215, 14 pages, ACM. doi:10.1145/3290605.3300445 AR: 703/2958=23.8% | **ARC A***
- C55. **Radu-Daniel Vatavu**, Lisa Anthony, Jacob O. Wobbrock. (2018). \$Q: A Super-Quick, Articulation-Invariant Stroke-Gesture Recognizer for Low-Resource Devices. *Proceedings of MobileHCI '18, the 20th International Conference on Human-Computer Interaction with Mobile Devices and Services*, Article no. 23, 12 pages, ACM. doi:10.1145/3229434.3229465 AR: 50/216=23.1% | **ARC B**



HONORABLE MENTION AWARD

- C56. Luis A. Leiva, Daniel Martín-Albo, **Radu-Daniel Vatavu**. (2018). GATO: predicting human performance with multistroke and multitouch gesture input. *Proceedings of MobileHCI '18, the 20th International Conference on Human-Computer Interaction with Mobile Devices and Services*, Article no. 32, 11 pages, ACM. doi:10.1145/3229434.3229478 AR: 50/216=23.1% | **ARC B**
- C57. Irina Popovici, **Radu-Daniel Vatavu**. (2018). Perceived Usability, Desirability, and Workload of Mid-Air Gesture Control for Smart TVs. *Proceedings of RoCHI '18, the 15th Romanian International Conference on Human-Computer Interaction*, 91-98. dblp.org/rec/conf/rochi/PopoviciV18 AR: 28/42=66.7%
- C58. Bogdan-Florin Gheran, Ovidiu-Ciprian Ungurean, **Radu-Daniel Vatavu**. (2018). Toward Smart Rings as Assistive Devices for People with Motor Impairments: A Position Paper. *Proceedings of RoCHI '18, the 15th Romanian Int. Conference on Human-Computer Interaction*, 99-106. dblp.org/rec/conf/rochi/GheranUV18 AR: 28/42=66.7%
- C59. Bogdan-Florin Gheran, Jean Vanderdonckt, **Radu-Daniel Vatavu**. (2018). Gestures for Smart Rings: Empirical Results, Insights, and Design Implications. *Proceedings of DIS '18, the 2018 Designing Interactive Systems Conference*, 623-635, ACM. doi:10.1145/3196709.3196741 AR: 107/487=22.0% | **ARC B**
- C60. Luis A. Leiva, Daniel Martín-Albo, Réjean Plamondon, **Radu-Daniel Vatavu**. (2018). KeyTime: Super-Accurate Prediction of Stroke Gesture Production Times. *Proc. of CHI '18, the 36th ACM Conference on Human Factors in Computing Systems*, Article 239, 12 pages. doi:10.1145/3173574.3173813 AR: 666/2592=25.7% | **ARC A***
- C61. Luis A. Leiva, Daniel Martín-Albo, **Radu-Daniel Vatavu**. (2017). Synthesizing Stroke Gestures Across User Populations: A Case for Users with Visual Impairments. *Proc. of CHI '17, the 35th ACM Conference on Human Factors in Computing Systems*, 4182-4193, ACM. doi:10.1145/3025453.3025906 AR: 606/2424=25% | **ARC A***
- C62. **Radu-Daniel Vatavu**. (2017). Improving Gesture Recognition Accuracy on Touch Screens for Users with Low Vision. In *Proceedings of CHI '17, the 35th ACM Conference on Human Factors in Computing Systems*, 4182-4193, ACM. doi:10.1145/3025453.3025941 AR: 606/2424=25% | **ARC CORE A***
- C63. Maria Doina Schipor, **Radu-Daniel Vatavu**. (2017). Neurobiological and Neurocognitive Models of Vision for Touch Input on Mobile Devices. *Proceedings of EHB '17, the 6th IEEE International Conference on e-Health and Bioengineering*, 353-356, IEEE. doi:10.1109/EHB.2017.7995434
- C64. Maria Doina Schipor, **Radu-Daniel Vatavu**. (2017). Coping Strategies of People with Low Vision for Touch Input: A Lead-in Study. *Proceedings of EHB '17, the 6th IEEE International Conference on e-Health and Bioengineering*, 357-360, IEEE. doi:10.1109/EHB.2017.7995435

- C65. **Radu-Daniel Vatavu**, Annette Mossel, Christian Schönauer. (2016). Digital Vibrons: Understanding Users' Perceptions of Interacting with Invisible, Zero-Weight Matter. *Proceedings of MobileHCI '16, the 18th International Conference on Human-Computer Interaction with Mobile Devices and Services*, 217-226, ACM. doi:10.1145/2935334.2935364 AR: 57/238=23.9% | **ARC B**
- C66. **Radu-Daniel Vatavu**, Jacob O. Wobbrock. (2016). Between-Subjects Elicitation Studies: Formalization and Tool Support. *Proceedings of CHI '16, the 34th ACM Conference on Human Factors in Computing Systems*, 3390-3402, ACM. doi:10.1145/2858036.2858228 AR: 565/2435=23.2% | **ARC A***
- C67. Martez E. Mott, **Radu-Daniel Vatavu**, Shaun K. Kane, Jacob O. Wobbrock. (2016). Smart Touch: Improving Touch Accuracy for People with Motor Impairments with Template Matching. *Proceedings of CHI '16, the 34th ACM Conference on Human Factors in Computing Systems*, 1934-1946, ACM. doi:10.1145/2858036.2858390 AR: 565/2435=23% | **ARC A***



BEST PAPER AWARD

- C68. **Radu-Daniel Vatavu**, Lisa Anthony, Quincy Brown. (2015). Child or Adult? Inferring Smartphone Users' Age Group from Touch Measurements Alone. *Proc. of INTERACT'15, the 15th IFIP TC.13 International Conference on Human-Computer Interaction*, 1-9, Springer. doi:10.1007/978-3-319-22723-8_1 AR: 85/286=29.7% | **ARC A**
- C69. Christian Schönauer, Annette Mossel, Ionut-Alexandru Zaiti, **Radu-Daniel Vatavu**. (2015). Touch, Movement & Vibration: User Perception of Vibrotactile Feedback for Touch and Mid-Air Gestures. *Proceedings of INTERACT'15, the 15th IFIP TC.13 International Conference on Human-Computer Interaction*, 165-172, Springer. doi:10.1007/978-3-319-22723-8_14 AR: 85/286=29.7% | **ARC A**
- C70. **Radu-Daniel Vatavu**. (2015). Audience Silhouettes: Peripheral Awareness of Synchronous Audience Kinesics for Social Television. *Proceedings of TVX'15, the 2nd ACM Int. Conf. on Interactive Experiences for TV and Online Video*, 13-22, ACM. doi:10.1145/2745197.2745207 AR: 12/50=24.0%



BEST PAPER AWARD

- C71. **Radu-Daniel Vatavu**, Jacob O. Wobbrock. (2015). Formalizing Agreement Analysis for Elicitation Studies: New Measures, Significance Test, and Toolkit. *Proceedings of CHI'15, the 33rd ACM SIGCHI Conference on Human Factors in Computing Systems*, 1325-1334, ACM. doi:10.1145/2702123.2702223 AR: 495/2150=23.0% | **ARC A***



HONORABLE MENTION AWARD

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07. Mihail Terenti, Matthieu Rupin, Baptiste Reynal, Laurent Grisoni, **Radu-Daniel Vatavu**. (2024). The Eclectic User Experience of Combined On-Screen and On-Wrist Vibrotactile Feedback in Touchscreen Input. *Proceedings of CHI '24 EA, the Extended Abstracts of the CHI Conference on Human Factors in Computing Systems*, Article no. 315, 7 pages, ACM. doi:10.1145/3613905.3650835 AR: 391/1154=33.9% | **ARC A***
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12. Bogdan-Florin Gheran, **Radu-Daniel Vatavu**, Jean Vanderdonckt. (2023). New Insights into User-Defined Smart Ring Gestures with Implications for Gesture Elicitation Studies. *Proceedings of CHI '23 EA, the CHI Conference on Human Factors in Computing Systems Extended Abstracts*, Article No. 216, 8 pages, ACM. doi:10.1145/3544549.3585590 AR: 327/967=33.8% | **ARC A***
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15. 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. *Proceedings of AVI '22, the International Conference on Advanced Visual Interfaces*, Article no. 50, 3 pages, ACM. doi:10.1145/3531073.3534475 **ARC B**
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18. Mihail Terenti, **Radu-Daniel Vatavu**. (2022). Measuring the User Experience of Vibrotactile Feedback on the Finger, Wrist, and Forearm for Touch Input on Large Displays. *Proceedings of CHI '22 EA, the CHI Conference on Human Factors in Computing Systems Extended Abstracts*, Article no. 286, 7 pages, ACM. doi:10.1145/3491101.3519704 AR: 258/722=35.7% | **ARC A***
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ACCESSIBILITY CHALLENGE JUDGES' AWARD

ACCESSIBILITY CHALLENGE DELEGATES' AWARD

20. David Geerts, **Radu-Daniel Vatavu**, Alisa Burova, Vinoba Vinayagamoorthy, Martez Mott, Michael Crabb, Kathrin Gerling. (2021). Challenges in Designing Inclusive Immersive Technologies. *Proc. of MUM '21, the 20th Int. Conference on Mobile and Ubiquitous Multimedia*, 182-185, ACM. doi:10.1145/3490632.3497751 **ARC B**
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- B01. **Radu-Daniel Vatavu**. (2024). Gesture-based Interaction. In: C. Stephanidis, G. Salvendy (Eds.) *Interaction Techniques and Technologies in Human-Computer Interaction*, Chapter 6, 24 pages, CRC Press, Taylor & Francis. doi:10.1201/9781003490678-6
- B02. **Radu-Daniel Vatavu**. (2023). Gesture-based Interaction. In: J. Vanderdonckt, P. Palanque, M. Winckler (Eds.) *Handbook of Computer Interaction*, 47 pages, Springer. doi:10.1007/978-3-319-27648-9_20-1
- B03. Luis A. Leiva, Daniel Martín-Albo, **Radu-Daniel Vatavu**, Réjean Plamondon. (2020). Stroke Gesture Synthesis in Human-Computer Interaction. In: R. Plamondon, A. Marcelli, M.A. Ferrer (Eds.) *The Lognormality Principle and its Applications in e-Security, e-Learning and e-Health*, 211-235, Series in Machine Perception and Artificial Intelligence 88, World Scientific Publishing. doi:10.1142/9789811226830_0010
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- B08. **Radu-Daniel Vatavu**. (2009). Interfaces That Should Feel Right: Natural Interaction with Multimedia Information. In M. Grgic et al. (Eds.), *Recent Advances in Multimedia Signal Processing and Communications*, 145-170, Springer Studies in Computational Intelligence 231. doi:10.1007/978-3-642-02900-4_7

WORKSHOP COMMUNICATIONS

- W01. Sang Ho Yoon, Andrea Bianchi, Hasti Seifi, Jin Ryong Kim, **Radu-Daniel Vatavu**, Jeongmi Lee, Geehyuk Lee. 2025. Beyond Glasses: Future Directions for XR Interactions within the Physical World. In *Proceedings of the Extended Abstracts of the CHI Conference on Human Factors in Computing Systems (CHI EA '25)*. ACM, New York, NY, USA, Article 770, 1-6. doi:10.1145/3706599.3706715 AR: 41/173=23.6% | **ARC A***
- W02. **Radu-Daniel Vatavu**. (2025). Explainable Artificial Intelligence Across Various Scales of Interaction and Experience, From Wearable to Ambient. In the *Joint Proceedings of the ACM IUI Workshops 2025, CEUR Workshop Proceedings* vol. 3957, 78-83. <https://ceur-ws.org/Vol-3957>
- W03. 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
- W04. **Radu-Daniel Vatavu**. (2023). Vulnerabilities of Mediated Embodiment: Towards Unmasking Security and Privacy Risks of Ability-Mediating Wearables. In *Proceedings of the Workshop on Advances of Mobile and Wearable Biometrics* at ACM MobileHCI '23, CEUR-WS 3517, 65-69. <https://ceur-ws.org/Vol-3517/paper6.pdf>
- W05. 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* at ACM EICS '19, CEUR-WS 2503, 76-82. http://ceur-ws.org/Vol-2503/paper1_12.pdf
- W06. **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*, CCIS 277, 245-248, Springer. doi:10.1007/978-3-642-31479-7_42
- W07. **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, 8-13. <http://www.ambientmediaassociation.org/Journal/index.php/series/article/view/174>
- W08. **Radu-Daniel Vatavu**. (2009). Enhancing Human-Human Interactions through Emotional Responsive Ambient Media. *Proceedings of SAME'2009, the 2nd Workshop on Semantic Ambient Media Experience* at AmI' 09.
- W09. **Radu-Daniel Vatavu**, Ovidiu Ciprian Ungurean, Ștefan-Gheorghe Pentiuc. (2009). Gestures for your Workplace: Investigating Body Interaction for Everyday Desk Scenarios. *Proceedings of WBI'2009, the 3rd Workshop on Whole Body Interaction* at ACM CHI '09.
- W10. Ovidiu Ciprian Ungurean, Ștefan-Gheorghe Pentiuc, **Radu-Daniel Vatavu**. (2009). Use Your Head: An Interface for Computer Games using Head Gestures. *Proceedings of GW' 09, the 8th International Gesture Workshop*. <https://www.techfak.uni-bielefeld.de/ags/wbski/GW2009/page6/page6.html>
- W11. **Radu-Daniel Vatavu**, Ștefan-Gheorghe Pentiuc, Tudor Ioan Cerlincă. (2007). Bringing Context into Play: Supporting Game Interaction through Real-Time Context Acquisition. *Proceedings of WMISI'07, the Workshop on Multimodal Interfaces in Semantic Interaction* at ACM ICMI '07, 3-8, ACM. doi:10.1145/1330572.1330573
- W12. **Radu-Daniel Vatavu**, Ștefan-Gheorghe Pentiuc. (2005). A Graphical User Interface with Real-Time Information Feedback for a Video Camera Controlled Arm Robot. *Proceedings of IWCIT'2005, the International Workshop of Control and Information Technologies*, 49-54.

KEYNOTES, COURSES, and TUTORIALS

01. **Radu-Daniel Vatavu**. (2025). Future Natural Interactions with AI-driven Devices and Environments. *Invited course at HCII '25, the 27th International Conference on Human-Computer Interaction* (Gothenburg, Sweden). <https://2025.hci.international/c02.html>
02. **Radu-Daniel Vatavu**. (2024). Emerging Human-Computer Interaction Modalities in the Age of AI. Keynote at *HCI-E '24, the 3rd Eurasian Conference on Human-Computer Interaction* (Istanbul, Turkey). <https://hci-e.com>

03. **Radu-Daniel Vatavu.** (2024). The New Natural in Human-AI Natural Interaction. Keynote at the *Romanian AI Days 2024* (Bucharest, Romania). <https://days.airomania.eu>
04. **Radu-Daniel Vatavu.** (2024). Embracing Non-Natural Design in Human-Computer Interaction. Keynote at *AVI '24, the 17th International Conference on Advanced Visual Interfaces* (Arenzano, Genova, Italy). [doi:10.1145/3656650.3660545](https://doi.org/10.1145/3656650.3660545) **ARC B**
05. **Radu-Daniel Vatavu.** (2024). Embracing Non-Natural Interaction Design. Keynote at the *GEMINI Workshop on Gaze, Gestures and Multimodal Interaction* (Lancaster, UK). <https://gemini-erc.eu/gemini2024workshop>
06. **Radu-Daniel Vatavu.** (2022). Designing Interactive Experiences in the Interplay between Ambient Intelligence and Mixed Reality. *Proceedings of CHI '22 Extended Abstracts, the CHI Conference on Human Factors in Computing Systems Extended Abstracts*, Article no. 140, 1-3, ACM. [doi:10.1145/3491101.3503763](https://doi.org/10.1145/3491101.3503763) **ARC A***
07. **Radu-Daniel Vatavu.** (2022). Designing Interactive Computer Systems within the Framework of Sensorimotor Realities. Invited Paper at *ECCO '22, the 12th International Conference on Electronics, Communications, and Computing*. <http://repository.utm.md/handle/5014/21894>
08. **Radu-Daniel Vatavu.** (2021). Designing Interactive Experiences with Computer Systems that Understand Users' Body Movement and Gestures. Keynote at *ECCO'21, the 11st International Conference on Electronics, Communications, and Computing*, p. 20. <http://repository.utm.md/handle/5014/20169>
09. **Radu-Daniel Vatavu.** (2020). Digital Environments for Supporting and Amplifying Motor and Learning Skills. Keynote at the *2020 ATEE Winter Conference*. <https://atee2020.education>
10. Jean Vanderdonckt, **Radu-Daniel Vatavu.** (2018). Designing, Engineering, and Evaluating Gesture User Interfaces. Course at CHI '18. *Proceedings of CHI EA '18, the 2018 CHI Conference Extended Abstracts on Human Factors in Computing Systems*, Article no. C22, 4 pages, ACM. [doi:10.1145/3170427.3170648](https://doi.org/10.1145/3170427.3170648) **ARC A***
11. **Radu-Daniel Vatavu.** (2017). Fundamentals of Gesture Production, Recognition, and Analysis. Course at CHI '17. *Proceedings of CHI EA '17, the CHI Extended Abstracts on Human Factors in Computing Systems*, 1174-1177, ACM. [doi:10.1145/3027063.3027106](https://doi.org/10.1145/3027063.3027106) **ARC A***
12. **Radu-Daniel Vatavu.** (2016). Tools for Designing and Evaluating Gesture Interfaces. Keynote at the *CUTE MasterClass of the University of Mons*
13. **Radu-Daniel Vatavu.** (2016). Tools for Designing for Home Entertainment: Gesture Interfaces, Augmented Reality, and Smart Spaces. Course at CHI '16. *Proceedings of CHI EA '16, the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems*, 1003-1006, ACM. [doi:10.1145/2851581.2856676](https://doi.org/10.1145/2851581.2856676) **ARC A***
14. **Radu-Daniel Vatavu.** (2015). Gesture Interfaces, Ambient Intelligence, and Augmented Reality for the Interactive TV. Tutorial at TVX '15. *Proceedings of TVX '15, the ACM International Conference on Interactive Experiences for TV and Online Video*, 197-198, ACM [doi:10.1145/2745197.2745698](https://doi.org/10.1145/2745197.2745698)
15. **Radu-Daniel Vatavu.** (2014). Designing New Interactive TV Applications with Gestures, Ambient Intelligence, and Augmented Reality. Tutorial at TVX '14. *Adjunct Proceedings of TVX'14, the ACM International Conference on Interactive Experiences for TV and Online Video*
16. **Radu-Daniel Vatavu.** (2013). Designing Gestural Interfaces for the Interactive TV. Tutorial at EuroITV '13. *Proceedings of EuroITV'2013, the 11th European Conference on Interactive TV and Video*, 167-168, ACM. [doi:10.1145/2465958.2465981](https://doi.org/10.1145/2465958.2465981)
17. **Radu-Daniel Vatavu.** (2012). Designing Gestural Interfaces for Future Home Entertainment Environments. Tutorial at EuroITV '13. *Adjunct Proceedings of EuroITV'2012, the 10th European Conference on Interactive TV and Video*, 136-137, Fraunhofer Institute for Open Communication Systems, Berlin

THESES

- T01. **Radu-Daniel Vatavu.** (2014). *Designing Gesture Interaction by Understanding Users*. Habilitation Thesis, defended on December 13, 2014 at the Technical University of Cluj-Napoca, Romania

- T02. **Radu-Daniel Vatavu.** (2008). *Real-time Human Gesture Acquisition for Interacting with Virtual Environments*. PhD Thesis, co-directed between University Lille 1, France and University of Suceava, Romania, defended on March 18, 2008 at the University of Suceava. [link: theses.fr](http://theses.fr)

AWARDED RESEARCH PROJECTS

P₁₈. **Sensorimotor Realities** (Jan. 2021 – Dec. 2023, PI)

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

P₁₇. **Radar-based Sensing Algorithms, Techniques, and Applications for Novel Interactions with Computing Systems** (2021 – 2022, Co-PI with Jean Vanderdonckt, Université catholique de Louvain)

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

P₁₆. **Increasing the Institutional Capacity of the Machine Intelligence and Information Visualization Research Laboratory for Excellent Science in Interactive Technologies** (Jan. 2021 – Dec. 2022, PI)

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

P₁₅. **WearSkill: Motor-Streamlined Interactions with Smart Wearables** (Aug. 2022 – Aug. 2022, PI)

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

P₁₄. **Transdiagnostic Mechanisms for Mental Disorders: A Mixed Reality System for the Assessment of Implicit Social Learning** (Aug. 2022 – Aug. 2022, Co-PI with Prof. Adrian Opre)

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

P₁₃. **Multimodal Haptic with Touch Devices** (March 2020 – Feb. 2024, Co-PI for University of Suceava)

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

P₁₂. **Sensory Augmentation for Low-Vision Conditions using Smart Wearables** (Oct.2018-Oct.2020, PI)

- Funded by UEFISCDI, Romania (PNIII P1, "Young Independent Research Teams", TE141/2018) with a budget of approx. 100,000€ to design smartglasses/HMD interactive technology for enhancing visual perception

- Funding rate 12.5% (142/1131). The project was ranked **7th place** in the area of Mathematics and Informatics, and received the “**A**” post-implementation rating for the quality of scientific results
- <http://www.eed.usv.ro/mintviz/projects/Senses++>

P₁₁. Efficient Communications based on Smart Devices for In-Car Augmented Reality Interactive

Applications (May 2018 – Sep. 2021, Co-PI with Prof. Dorin Mircea Popovici)

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

P₁₀. New Interaction Techniques for Smart Environments at the Periphery of User Attention (July 2018 – Dec. 2019, Co-PI with Wenjun Wu, Beihang University, Beijing)

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

P₉. MotorSkill: Effective Gesture Interactions with Touch Surfaces for Motor Impairment Conditions (Aug. 2017 – Dec. 2018, PI)

- Funded by UEFISCDI, Romania (PNIII P2, “Demonstrative Experimental Project”, 209PED/2017) with a budget of approx. 103,000€ to design touch gesture input techniques for users with motor impairments
- Funding rate 12.1% (252/2074). The project was ranked 36th place in the area of ICT, Space, and Security, and received the “**A**” post-implementation rating for the quality of scientific results
- <http://www.eed.usv.ro/mintviz/projects/MotorSkill>

P₈. Computational Psychology of Human Movement to Understand Gestures and Body Kinesics (Jan. 2017 – Dec. 2018, Co-PI with Jean Vanderdonckt, Université catholique de Louvain)

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

P₇. Interaction Techniques with Massive Data Clouds in Smart Environments (Oct. 2016 – Dec. 2017, Co-PI with Wenjun Wu, Beihang University)

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

P₆. Gesture Interfaces for Visually-Impairing Interaction Contexts (Oct. 2015 – Sep. 2017, PI)

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

P₅. Multimodal Feedback for Supporting Gesture Interaction in Smart Environments (Jan. 2014 - Dec. 2015, Co-PI with Hannes Kaufmann, Technical University of Vienna)

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

P₄. Gesture-based Interactive System for the Development and Educational Support of Children: Applications in Education, Tourism, and Discovery of Patrimony (Sep. 2012 – Sep. 2014, Co-PI with Matei Mancaş, University of Mons)

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

P₃. Context-dependent gesture interaction (July 2010 – Feb. 2013, PI)

- I was awarded a post-doctoral scholarship within the project “Progress and development through post-doctoral research and innovation in engineering and applied sciences” (POSDRU/89/1.5/S/57083) of approx. 30,000€ to develop high-performing gesture recognition algorithms for various contexts of use

P₂. Wallonie-Bruxelles International post-doctoral scholarship

- I was awarded a WBI post-doctoral scholarship (ref. no. 2009/05914) that I declined for personal reasons

P₁. AUF International PhD scholarships (Sep. 2015 – Dec. 2017)

- I was awarded three doctoral scholarships from Agence Universitaire de la Francophonie (AUF), Sep. 2005 - Aug. 2006, Sep. 2006 - Aug. 2007, and Sep. - Dec. 2007, to fund my Ph.D. research on gesture interaction in VR

Other roles:

- Member of the **Advisory Team for the EPSRC New Investigator Award** (EP/X012395/1), “Content Accessibility: Highly Individualised Digital Content for Supporting Diverse Needs”, PI Dr. Timothy Neate (King’s College London), Sep. 2023 – Sep. 2025. <https://tdjneate.github.io/CA11y/index.html>
- Member of the **Management Committee of IC1307**, “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. <https://www.cost.eu/actions/IC1307>

SCIENTIFIC AWARDS & DISTINCTIONS

A₂₆. Accessibility Challenge Judges Award, W4A 2025

At the International Web for All Conference – W4A ’25 (Sydney, Australia) for the paper “Gesture-A11Y: A Large-Scale Hub for Accessible Gesture Input” [doi:10.1145/3744257.3744280](https://doi.org/10.1145/3744257.3744280)

A₂₅. Best Communication Paper Candidate, W4A 2025

At the International Web for All Conference – W4A ’25 (Sydney, Australia) for the paper “Empowering Accessible Gesture Input Design with Gesture-A11Y” [doi:10.1145/3744257.3744267](https://doi.org/10.1145/3744257.3744267)

A₂₄. 1st Place Blue Sky Paper Award, ICMI 2024

At the ACM International Conference on Multimodal Interaction – ICMI ’24 (San Jose, Costa Rica) for the paper “AI as Modality in Human Augmentation: Toward New Forms of Multimodal Interaction with AI-Embodied Modalities” [doi:10.1145/3678957.3678958](https://doi.org/10.1145/3678957.3678958)

A₂₃. The 2022 Best Paper Award, IEEE Pervasive Computing, awarded in 2023

For the paper “I Gave up Wearing Rings: Insights on the Perceptions and Preferences of Wheelchair Users for Interactions with Wearables” [doi:10.1109/MPRV.2022.3155952](https://doi.org/10.1109/MPRV.2022.3155952)

A₂₂. 1st Place Blue Sky Paper Award, ICMI 2023

At the ACM International Conference on Multimodal Interaction – ICMI ’23 (Paris, France) for the paper “From Natural to Non-Natural Interaction: Embracing Interaction Design Beyond the Accepted Convention of Natural” [doi:10.1145/3577190.3616122](https://doi.org/10.1145/3577190.3616122)

A₂₁. Honorable Mention Award, IMX 2023

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

A₂₀. Honorable Mention Award, CHI 2023

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

A₁₉. Honorable Mention Award, CHI 2023

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

A₁₈. Ten-Year Technical Impact Award, ICMI 2022

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

A₁₇. Accessibility Challenge Judges' Award, W4A 2022

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

A₁₆. Accessibility Challenge Delegates' Award, W4A 2022

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

A₁₅. Best Application Paper Award, ISAmI 2021

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

A₁₄. Best Paper Award, IMX 2021

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

A₁₃. Honorable Mention Award, IMX 2020

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

A₁₂. "Mihai Drăganescu" Award of the Romanian Academy, 2019

For the paper "Smart-Pockets: Body-Deictic Gestures for Fast Access to Personal Data during Ambient Interactions". [doi:10.1016/j.jhcs.2017.01.005](https://doi.org/10.1016/j.jhcs.2017.01.005). The Romanian Academy represents Romania's highest, most prestigious cultural and scientific forum.

A₁₁. Honorable Mention Award, EICS 2019

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

A₁₀. Best Tech Note Award, EICS 2019

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

A₉. Honorable Mention Award, MobileHCI 2018

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

A₈. Best Paper Award, CHI 2016

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

A₇. Best Paper Award, TVX 2015

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

A₆. "Best of CHI" Honorable Mention Award, CHI 2015

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

A₅. "Young Researcher of the Year" Award, 2013

Awarded by the Ștefan cel Mare University of Suceava for scientific merits

A₄. Outstanding Paper Award, ICMI 2012

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

A₃. "Professor Bologna" Award, 2010

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

A₂. "Cum Laude" distinction for the Ph.D. defense, 2008

A₁. Miscellaneous awards

During 1995 and 2004, I was the recipient of several awards and prizes at National and International competitions in Mathematics and Computer Science, including the Romanian National Olympiad in Informatics

PHD SUPERVISION

- **Alexandra Guriță Mihai**, Oct. 2024 – ongoing
- **Adrian-Vasile Catană**, Oct. 2021 – ongoing
- **Alexandru Tudor Andrei**, Oct. 2021 – ongoing
- **Mihail Terenti**, Oct. 2021 – September 2024, "Designing and Engineering Multimodal Feedback to Augment the User Experience of Touch Input", Marie Skłodowska-Curie fellowship and **Summa Cum Laude** distinction
- **Cristian Pampărău**, Oct. 2020 – July 2024, "Extended Reality for Enhancing Sensory and Cognitive Abilities", **Summa Cum Laude** distinction
- **Alexandru-Ionuț Șiean**, Oct. 2019 – May 2024, "Integrating Human-Drone Interaction into Smart Environments", **Magna Cum Laude** distinction
- **Adrian Aiordăchioae**, Oct. 2018 – Nov. 2023, "Lifelogging Techniques and Systems using Smartglasses with Built-in Video Cameras", **Summa Cum Laude** distinction

- **Irina Popovici**, Oct. 2016 - May 2023, "Specifying Interactive Experiences for Augmented Reality Television", **Summa Cum Laude** distinction
- **Bogdan-Florin Gheran**, Oct. 2015 – Sep. 2019, "Gesture Interfaces for Mobile and Wearable Devices", **Magna Cum Laude** distinction

INVOLVEMENT IN THE COMMUNITY

MAJOR ROLES (alphabetical order)

Associate Chair for CHI, the ACM Conference on Human Factors in Computing Systems: 2025, 2024, 2023, 2022, 2021, 2020, 2019, 2018

Associate Chair for EICS, the ACM SIGCHI Symp. on Engineering Interactive Computing Systems: 2025, 2024, 2023

Full Papers Co-Chair for EICS 2019, the 11th ACM SIGCHI Symposium on Engineering Interactive Computing Systems

Area Chair for ICEC 2018, the 17th International Conference on Entertainment Computing

Associate Chair for ISMAR, the IEEE Int. Symposium on Mixed and Augmented Reality: 2025, 2024, 2023, 2022, 2021

Associate Chair for IMX, the ACM Int. Conference on Interactive Media Experiences: 2024, 2020, 2018, 2016, 2014

Associate Chair for Mobile HCI, the ACM International Conference on Human-Computer Interaction with Mobile Devices and Services: 2025, 2024, 2023, 2022, 2021, 2019, 2018

Area Chair for RCIS 2019, the 13th IEEE International Conference on Research Challenges in Information Science

Full Papers Co-Chair for TVX 2019, the ACM Int. Conference on Interactive Experiences for TV and Online Video

Associate Chair for VRST, the ACM Symposium on Virtual Reality Software and Technology: 2024, 2023

Associate Chair for UIST, the Annual ACM Symposium on User Interface Software and Technology: 2025, 2022, 2020, 2016

EDITORIAL BOARD and STEERING COMMITTEE POSITIONS

Since 2023, Editorial Board of Taylor & Francis' International Journal of Human-Computer Interaction

2019 – 2021, Steering Committee of EICS, the ACM Symposium on Engineering Interactive Computing Systems

Since 2017, Editorial Board of Springer's Human-Computer Interaction series

Since 2014, Editorial Board of the EAI Endorsed Transactions on Creative Technologies

MEMBER OF THE PROGRAM COMMITTEE (reviewing only, alphabetical order)

AltMM, the ACM International Workshop on Multimedia Alternate Realities: 2016, 2017, 2018

AIVR, the 1st IEEE International Conference on Artificial Intelligence and Virtual Reality: 2018

EICS, the ACM SIGCHI Symposium on Engineering Interactive Computing Systems: 2017

INTETAIN, the International Conference on Intelligent Technologies for Interactive Entertainment: 2013 – 2016

ISAmI, the International Symposium on Ambient Intelligence: 2012 – 2024

ISEA, the International Symposium on Electronic Art: 2015, 2022 – 2023

IUI, the ACM International Conference on Intelligent User Interfaces: 2018 – 2019

SAME, the Workshop on Semantic Ambient Media Experience: 2012

VSMM, the International Conference on Virtual Systems and Multimedia: 2009

WBI, the Workshop on Whole Body Interaction in Games and Entertainment: 2011

PEER REVIEWING - JOURNALS (alphabetical order)

ACM Transactions on Interactive Intelligent Systems (ACM): 2013, 2015, 2017

ACM Transactions on Computing for Healthcare (ACM): 2020

ACM Transactions on Computer-Human Interaction (ACM): 2020-2023

ACM Transactions on Accessible Computing (TACCESS): 2024-2025

ACM Computing Surveys (ACM): 2024-2025

Automation in Construction, Elsevier: 2020
 Behavior & Information Technology (Taylor & Francis): 2013, 2017, 2018, 2025
 Engineering Applications of Artificial Intelligence (Elsevier): 2015
 Frontiers in Psychology: 2021
 Future Generation Computer Systems (Elsevier): 2017
 IEEE Access (IEEE Computer Society): 2017
 IEEE Computer Graphics and Applications (IEEE Computer Society): 2019
 IEEE Consumer Electronics Magazine (IEEE Computer Society): 2017
 IEEE Pervasive Computing (IEEE Computer Society): 2016
 IEEE Transactions on Human-Machine Systems (IEEE Computer Society): 2015-2017
 IEEE Transactions on Visualization and Computer Graphics (IEEE Computer Society): 2024-2025
 Interacting with Computers (Oxford Journals): 2016
 International Journal of Human-Computer Studies (Elsevier): 2014-2024
 International Journal of Human-Computer Interaction (Taylor & Francis): 2017-2020, 2022-2025
 International Journal of Child-Computer Interaction (Elsevier): 2019
 International Journal of Vehicular Technology (Hindawi): 2016
 Journal of Ambient Intelligence & Humanized Computing (Springer): 2020
 Journal of Motor Behavior (Taylor & Francis): 2018
 Multimedia Tools and Applications (Springer): 2020-2022
 Pervasive and Mobile Computing (Springer): 2014
 Universal Access in the Information Society (Springer): 2021
 Virtual Reality (Springer): 2021, 2023

PEER REVIEWING - CONFERENCES (alphabetical order)

3DUI, the IEEE Symposium on 3D User Interfaces: 2009, 2010
 AMCIS, the Americas Conference on Information Systems: 2019
 CHI, the Annual SIGCHI Conference on Human Factors in Computing Systems: 2009-2017, 2018-2025 (AC)
 CSCW, the ACM Conference on Computer Supported Cooperative Work and Social Computing: 2014
 DIS, the ACM Designing Interactive Systems Conference: 2010, 2012, 2014, 2019, 2023
 EICS, the ACM SIGCHI Symposium on Engineering Interactive Computing Systems / Proceedings of the ACM on Human-Computer Interaction: 2010-2018, 2019 (Full Papers Co-Chair), 2020-2022, 2023-2025 (AC)
 GI, the Graphics Interface Conference: 2007, 2013, 2014
 HRI, the ACM/IEEE International Conference on Human-Robot Interaction: 2012, 2013, 2017
 ICMI, the ACM International Conference on Multimodal Interfaces: 2008, 2009, 2011-2017
 IMX, the ACM International Conference on Interactive Media Experiences: 2020, 2024 (AC)
 INTERACT, the IFIP TC13 Conference on Human-Computer Interaction: 2009, 2011, 2013, 2015, 2017, 2025
 INTETAIN, the Int. Conference on Intelligent Technologies for Interactive Entertainment: 2013, 2014, 2015, 2016
 ISAmI, the International Symposium on Ambient Intelligence: 2012-2017, 2019, 2022
 ISEA, the International Symposium on Electronic Art: 2015, 2022-2023
 ISMAR, the International Symposium on Mixed and Augmented Reality: 2021-2025 (as AC)
 ISWC, the Annual IEEE International Symposium on Wearable Computers: 2009
 ISS, the ACM International Conference on Interactive Surfaces and Spaces: 2020
 ITS, the ACM Interactive Tabletops and Surfaces Conference: 2013, 2014
 IUI, the ACM International Conference on Intelligent User Interfaces: 2010, 2012, 2013, 2015, 2017-2019, 2022
 MobileHCI, the ACM Int. Conference on Human-Computer Interaction with Mobile Devices and Services: 2008-2010, 2012-2016, 2018-2019 (AC), 2021-2025 (AC)
 MOCO, the International Workshop on Movement and Computing: 2014, 2015
 MUM, the International Conference on Mobile and Ubiquitous Multimedia: 2013

RCIS, the 13th IEEE International Conference on Research Challenges in Information Science: 2019
RoCHI, the Romanian Conference on Computer-Human Interaction: 2016
SUI, the ACM Symposium on Spatial User Interaction: 2013, 2017, 2024
TEI, the ACM International Conference on Tangible, Embedded and Embodied Interaction: 2012, 2013, 2017, 2022
TVX 2014, the ACM International Conference on Interactive Experiences for TV and Online Video: 2014 (AC), 2015, 2016 (AC), 2018 (AC), 2019 (Full Papers Co-Chair), 2020 (AC)
UbiComp / IWMUT, the ACM International Joint Conference on Pervasive and Ubiquitous Computing / Proc. of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies: 2018, 2022
UIST, the ACM Symposium on User Interface Software and Technology: 2012-2014, 2016 (AC), 2017, 2020 (AC), 2021, 2022 (AC), 2024, 2025 (AC)
VR, the IEEE Virtual Reality Conference: 2010
VRST, the ACM Symposium on Virtual Reality Software and Technology: 2019, 2023 (AC)
VSMM, the International Conference on Virtual Systems and Multimedia: 2009

OTHER (alphabetical order)

Agence Nationale de la Recherche (ANR), France - Appel à projets générique: 2018
Committee of the National Olympiad in Informatics, Romania: 2019
Committee of the National Olympiad for Scientific Creativity, Romania: 2022-2025
Fonds de la Recherche Scientifique (FRS – FNRS), Belgium – FRiA Bourse: 2018
Fonds National de la Recherche (FNR), Luxembourg – CORE programme: 2021, 2023
H2020/Horizon-FETOPEN: 2020-2022, 2024-2025
National Research, Development, and Innovation Office, Hungary - International cooperation: 2021
Research Grants Council (RCG) of Hong Kong – Early Career Scheme: 2022-2025
SIGCHI Outstanding Dissertation Award: 2025