

Lista de lucrări

1. Teză de doctorat **A. D. Călin**, „Intelligent Rehabilitation Systems Using Motion Camera Interaction”, ISBN 978-606-062-022-8, Editura Napoca Star.
2. **A. D. Călin**, H. F. Pop and R. F. Boian, Improving Movement Analysis in Physical Therapy Systems Based on Kinect Interaction, Proceedings of International British Computer Society Conference on Human Computer Interaction, July 2017, pp 1--5. DOI: 10.14236/ewic/HCI2017.87 [Rank A, Short paper-- 5pts]
3. Cantea, C. Mihaiu, A. Dascălu, **A. D. Călin**, MIRA, Proceedings of International British Computer Society Conference on Human Computer Interaction, July 2017, pp. 1--3. DOI: 10.14236/ewic/HCI2017.70 [Rank A, Demo paper-- 2pts]
4. A. M. Coroiu, **A. D. Călin**, and M. Nuțu. Communication Style-An Analysis from the Perspective of Automated Learning, Proceedings of the 27th International Conference on Artificial Neural Networks (ICANN), Springer, Cham, Phodes, Greece, October 2018, pp. 589-597, DOI: https://doi.org/10.1007/978-3-030-01418-6_58. [Rank B, Full paper]
5. **A. D. Călin**, Variation of Pose and Gesture Recognition Accuracy Using Two Kinect Versions, International Symposium on Innovations in Intelligent Systems and Applications, 2--5 August 2016, Sinaia, Romania. IEEE, pp. 1--7. DOI: 10.1109/INISTA.2016.7571858 [Rank C, Full paper-- 2pts]
6. **A. D. Călin**, Gesture Recognition on Kinect Time Series Data Using Dynamic Time Warping and Hidden Markov Models, 18th International Symposium on Symbolic and Numeric Algorithms for Scientific Computing, 24--27 September 2016, Timisoara, Romania. IEEE, pp.264 - 271. DOI: 10.1109/SYNASC.2016.049 [Rank C, Full paper-- 2pts]
7. **A. D. Călin** and A. Coroiu, Interchangeability of Kinect and Orbbec Sensors for Gesture Recognition, IEEE 14th International Conference on Intelligent Computer Communication and Processing (ICCP 2018), September 2018, DOI: 10.1109/ICCP.2018.8516586. [Rank C, Full paper-- 2pts]
8. **A. D. Călin**, A Comparative Study of Artificial Intelligence Methods for Kinect Gesture Recognition, Studia Informatica, 2016, Vol. LXI, No. 1, pp. 67--77. URL: <http://www.cs.ubbcluj.ro/~studia-i/contents/> [Rank D, Full paper-- 1pt]
9. **A. D. Călin**, Dynamic Game Difficulty Balancing in Active Ageing Systems, 11th Joint Conference on Mathematics and Computer Science, Proceedings of the Workshop on Publishing Papers with CEUR-WS, Eger, Hungary, 20--22 May, 2016, pp. 56--61. URL: <http://ceur-ws.org/Vol-2046/> [Rank D, Full paper-- 1pt]
10. I. M. Moldovan, L. Tric, R. Ursu, A. Podar, **A. D. Călin**, A. C. Cantea, L. A. Dascălu, and C. A. Mihaiu. Virtual Rehabilitation Programme Using the MIRA Platform, Kinect and Leap Motion Sensors in an 81 Years Old Patient with Ischemic Stroke. In E-Health and Bioengineering Conference (EHB), 2017, pp. 325--328. IEEE. DOI:10.1109/EHB.2017.7995427 [Rank D, Short paper]