

Nume prenume: Suciu Dan Mircea

Fișă de verificare a standardelor minimale CNATDCU pentru Conferentiar

Criterii CNATDCU (cf. anexelor la OM 6129/20.12.2016)

Standarde minimale Facultatea de Matematica si Informatica a Univ. Babes-Bolyai

	Standarde minime nationale	Standarde minime UBB	Punctaj realizat
Perspectiva a) Etica cercetarii			Am respectat normele de etica cercetării
Perspectiva b) Productia stiintifica	$A^*+A+B+C \geq 32$ $A^*+A+B \geq 16$	$A^*+A+B+C \geq 35.2$ 10.66 puncte sa provina din publicatii aparute in ultimii 7 ani; publicatii in cel putin 3 forumuri diferite	$A^*+A+B+C = 45.66$ $A^*+A+B = 40$ Punctaj in ultimii 7 ani: 44 Publicatiile au aparut in mai mult de 3 forumuri diferite
Perspectiva c) Impactul rezultatelor	Punctaj ≥ 48 $A^* + A + B \geq 12$	- Citari din cel putin 3 forumuri diferite - Afilierile instituționale ale autorilor citărilor trebuie să constituie cel puțin trei grupuri disjuncte două câte două	Punctaj = 121.08 $A^* + A + B = 89.32$ - citările sunt din cel puțin 3 forumuri diferite - autorii citărilor sunt afiliați la insituții ce se constituie în cel puțin trei grupuri disjuncte două câte două
Perspectiva d) Performanta academica	Punctaj ≥ 36		Punctaj = 55

Nume Prenume Suciu Dan Mircea Producția științifică	
Punctaj total 45.66	
Lucrări categoriile A*+A+B	40 puncte
Lucrări categoriile A*+A	24 puncte

Lucrări categoria A*	
Autori, Titlul publicatiei, Referința Bibliografică	Punctaj
Punctaj total lucrări categoria A*	

Lucrări categoria A	
Autori, Titlul publicatiei, Referința Bibliografică	Punctaj
V. Niculescu, D.M. Suciu, D. Bufnea, "Agile principles applied in learning contexts", Proceedings of the 3rd International Workshop on Education through Advanced Software Engineering and Artificial Intelligence (EASEAI 2021), Workshop conferinta ESEC/FSE,	6

August 2021, pp. 31–38 DOI: 10.1145/3472673.3473963 [Workshop asociat conferinta A*, neclasificat de CORE]	
D. M. Suciu, „Implementing microlearning and gamification techniques in teaching software project management concepts”. In Proceedings of the 4th International Workshop on Education through Advanced Software Engineering and Artificial Intelligence (EASEAI 2022), Workshop conferinta ESEC/FSE, ACM, New York, 2022, 37–44. DOI: 10.1145/3548660.3561335 [Workshop asociat conferinta A*, neclasificat de CORE]	6
M.A. Petrescu, D.L. Borza, D.M. Suciu, „Findings from teaching entrepreneurship to undergraduate multidisciplinary students: case study”. In Proceedings of the 4th International Workshop on Education through Advanced Software Engineering and Artificial Intelligence (EASEAI 2022), Workshop conferinta ESEC/FSE, ACM, New York, 2022, 25–32. DOI: 10.1145/3548660.3561333 [Workshop asociat conferinta A*, neclasificat de CORE]	6
S. Motogna, D.M. Suciu, A. Molnar, "Exploring Student Challenges in an Online Project-Based Course", in 2022 IEEE/ACM First International Workshop on Designing and Running Project-Based Courses in Software Engineering Education (DREE), Workshop conferinta ICSE, Pittsburgh, PA, USA, 2022 pp. 10-14. DOI: 10.1145/3524487.3527361 [Workshop asociat conferinta A*, neclasificat de CORE]	6
	Punctaj total lucrări categoria A
	24

Lucrări categoria B	
Autori, Titlul publicatiei, Referința Bibliografică	Punctaj

<p>S. Motogna, D.M. Suciu, A. Molnar, „Investigating Student Insight in Software Engineering Team Projects”. In Proceedings of the 16th International Conference on Evaluation of Novel Approaches to Software Engineering - ENASE, 2021, ISBN 978-989-758-508-1; ISSN 2184-4895, pages 362-371. DOI: 10.5220/0010478803620371 [Conferinta B]</p>	4
<p>S. Motogna, D.M. Suciu, A.J. Molnar, „Agile Mindset Adoption in Student Team Projects”, in Ali, R., Kaindl, H., Maciaszek, L.A. (eds) Evaluation of Novel Approaches to Software Engineering, ENASE 2021, Communications in Computer and Information Science, vol 1556. Springer, Cham. DOI: 10.1007/978-3-030-96648-5_13 [Conferinta B]</p>	4
<p>Dan Mircea Suciu, Simona Motogna, Arthur-Jozsef Molnar, Transitioning a project-based course between onsite and online. An experience report, Journal of Systems and Software, 2023, 111828,ISSN 0164-1212, https://doi.org/10.1016/j.jss.2023.111828. (Jurnal din zona galbena)</p>	4
<p>M. Petrescu, and D. Suciu, "Perceptions of Entrepreneurship Among Graduate Students: Challenges, Opportunities, and Cultural Biases", in Proceedings of the 16th International Conference on Computer Supported Education (CSEDU 2024) - Volume 1, pages 347-354,ISBN: 978-989-758-697-2; ISSN: 2184-5026 DOI: 10.5220/0012606000003693 [Conferinta B]</p>	4
Punctaj total lucrări categoria B	
16	

Lucrări categoria C

Autori, Titlul publicatiei, Referința Bibliografică	Punctaj
<p>V.M. Scuturici, D.M. Suciu, R. Vuillemot, A.M. Ouksel, L. Brunie, “Detecting Anomalies in Data Streams using Statecharts”, Extraction et Gestion des Connaissances (EGC'10), Revue des Nouvelles Technologies de l'Information, RNTI-E-19, Hammamet, Tunis, January 2010, pp 635-636 http://editions-rnti.fr/?inprocid=1001394 [Conferinta C]</p>	0.66
<p>D.M. Suciu, B.A. Pop, R. Urdea, B. Mursa, “Non-intrusive Tongue Tracking and Its Applicability in Post-stroke Rehabilitation”, in et al. On the Move to Meaningful Internet Systems: OTM 2014 Workshops. OTM 2014. Lecture Notes in Computer Science, vol 8842. Springer, Berlin, Heidelberg DOI: https://doi.org/10.1007/978-3-662-45550-0_51 [LNCS]</p>	1
<p>D. Ilisei, D.M. Suciu, ”Human-Activity Recognition with Smartphone Sensors”, OTM Confederated International Conferences, On the Move to Meaningful Internet Systems OTM 2019 Workshops, Lecture Notes in Computer Science, vol 11878. Springer, nov 2019, pp. 179-188 DOI: 10.1007/978-3-030-40907-4_18 [LNCS]</p>	2
<p>A.I. Cartis, D.M. Suciu, ”Chatbots as a Job Candidate Evaluation Tool”, OTM Confederated International Conferences, On the Move to Meaningful Internet Systems OTM 2019 Workshops, Lecture Notes in Computer Science, vol 11878. Springer, nov 2019, pp. 189-193 DOI: 10.1007/978-3-030-40907-4_19 [LNCS]</p>	2
Punctaj total lucrări categoria C	5.66

Nume, Prenume: Suciu Dan Mircea	
Impactul rezultatelor	
Punctaj total citări	121.08
Punctaj citări din forumuri de tip A*+A+B	89.32

Lucrare citată	Citări	Categoria CNATDCU	Punctaj
Dan Mircea Suciu, Simona Motogna, Arthur-Jozsef Molnar, Transitioning a project-based course between onsite and online. An experience report, Journal of Systems and Software, 2023, 111828, ISSN 0164-1212 https://doi.org/10.1016/j.jss.2023.111828 .	Che, S., Wang, J. Can Chinese families climb the energy ladder? New evidence from Internet use. <i>Environ Dev Sustain</i> (2024). https://doi.org/10.1007/s10668-024-04602-9	D	1

Total articol: 1

Lucrare citată	Citări	Categoria CNATDCU	Punctaj
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<p>Manuela Andreea Petrescu, Diana Laura Borza, and Dan Mircea Suci. 2022. Findings from teaching entrepreneurship to undergraduate multidisciplinary students: case study. In Proceedings of the 4th International Workshop on Education through Advanced Software Engineering and Artificial Intelligence (EASEAI 2022). Association for Computing Machinery, New York, NY, USA, 25–32. https://doi.org/10.1145/3548660.3561333</p>	<p>Julie Henry, Upsorn Praphamontripong, Camelia Serban, and Andreea Vescan. 2023. Report from the 4th Int. Workshop on Education through Advanced Software Engineering and Artificial Intelligence (EASEAI '22). SIGSOFT Softw. Eng. Notes 48, 2 (April 2023), 22–23. https://doi.org/10.1145/3587062.3587069</p>	D	1
	<p>Emilia Pop, Manuela Petrescu, Tendencies in Database Learning for Undergraduate Students: Learning In-Depth or Getting the Work Done?, In Proceedings of the 18th International Conference on Evaluation of Novel Approaches to Software Engineering ENASE - Volume 1, 750-757, 2023 , Prague, Czech Republic (Conferinta B) https://arxiv.org/abs/2307.03806</p>	B	4
	<p>Manuela-Andreea Petrescu, Emilia-Loredana Pop - Student's Attraction for a Carrier Path Related to Databases and SQL: Usability vs Efficiency in Students' Perception -Case Study, In Proceedings of the 15th International Conference on Computer Supported Education - Volume 1: CSEDU, 182-189, 2023 , Prague, Czech Republic https://arxiv.org/abs/2307.03804</p>	B	4
	<p>Manuela Andreea Petrescu, Kuderna-Iulian Benta: Student Teacher Interaction While Learning Computer Science: Early Results from an Experiment on Undergraduates. CSEDU (1) 2023: 209-216</p>	B	4
	<p>M. A. Petrescu, S. Motogna and L. Berciu, "Women in Scrum Master Role: Challenges and Opportunities*," 2023 IEEE/ACM 4th Workshop on Gender Equity, Diversity, and Inclusion in Software Engineering (GEICSE), Melbourne, Australia, 2023, pp. 49-55, doi: 10.1109/GEICSE59319.2023.00011.</p>	A	8
	<p>Manuela-Andreea Petrescu, Emilia-Loredana Pop, Tudor- Dan Mihoc: Students' interest in knowledge acquisition in Artificial Intelligence, 27th International Conference on Knowledge Based and Intelligent Information and Engineering</p>	B	4

	Sytems (KES 2023), Procedia Computer Science, Volume 225, 2023, Pages 1028-1036, ISSN 1877-0509 (Conferinta B) https://doi.org/10.1016/j.procs.2023.10.090		
	Manuela Petrescu, Simona Motogna, A Perspective from Large vs Small Companies Adoption of Agile Methodologies, In Proceedings of the 18th International Conference on Evaluation of Novel Approaches to Software Engineering ENASE - Volume 1, 265-272, 2023 , Prague, Czech Republic (Conferinta B)	B	4
	J. W. Browning and J. Bustard, "A Systematic Literature Review of Entrepreneurial Education in Electrical, Electronic, and Computer Engineering Curricula," in IEEE Access, vol. 12, pp. 7927-7941, 2024. (Jurnal in zona galbena)	B	4

Total articol: 33

Lucrare citată	Citări	Categoria CNATDCU	Punctaj
Dan Mircea Suci. 2022. Implementing microlearning and gamification techniques in teaching software project management concepts. In Proceedings of the 4th International Workshop on Education through Advanced Software Engineering and Artificial Intelligence (EASEAI 2022). Association for Computing	Julie Henry, Upsorn Praphamontripong, Camelia Serban, and Andreea Vescan. 2023. Report from the 4th Int. Workshop on Education through Advanced Software Engineering and Artificial Intelligence (EASEAI '22). SIGSOFT Softw. Eng. Notes 48, 2 (April 2023), 22–23. https://doi.org/10.1145/3587062.3587069	D	1
	Savithri, M., et al. "Effectiveness of Gamification in Facilitating Microlearning for Gen Z." Global Perspectives on Micro-Learning and Micro-Credentials in Higher Education, edited by Kizito Omona and Modest Kayi O'dama, IGI Global, 2024, pp. 137-158. https://doi.org/10.4018/979-8-3693-0343-6.ch009	D	1

Machinery, New York, NY, USA, 37–44. https://doi.org/10.1145/3548660.3561335	Gasca-Hurtado, G. P., Morillo-Puente, S., & Gómez-Álvarez, M. C. (2024). Microlearning strategy in the promotion of motivation and learning outcomes in software project management. Computer Applications in Engineering Education C https://doi.org/10.1002/cae.22717 (Jurnal in zona alba) 2
	Afirando, R., Santoso, H. B., Junus, K., Putra, P. O. H., & Lawanto, O. (2023). Motivation to Use Gamification Elements in E-Learning for Formal and Non-Formal Education. Indonesian Journal of Computer Science, 12(1). D https://doi.org/10.33022/ijcs.v12i1.3151 1

Total articol: 3

Lucrare citată	Citări	Categoria CNATDCU	Punctaj
Motogna, S.; Suci, D. and Molnar, A. (2021). Investigating Student Insight in Software Engineering Team Projects. In Proceedings of the 16th International Conference on Evaluation of Novel Approaches to Software Engineering - ENASE, ISBN 978-989-758-508-1; ISSN 2184-4895, pages 362-371. DOI: 10.5220/0010478803620371	Orly Barzilai & Ruti Gafni (2023) Using Web Frameworks in Server Side Programming Courses, Journal of Computer Information Systems, 63:4, 866-876, (Jurnal în zona galbenă) DOI: 10.1080/08874417.2022.2111378	B	4
	Emilia Pop, Manuela Petrescu, Tendencies in Database Learning for Undergraduate Students: Learning In-Depth or Getting the Work Done?, In Proceedings of the 18th International Conference on Evaluation of Novel Approaches to Software Engineering ENASE - Volume 1, 750-757, 2023 , Prague, Czech Republic (Conferinta B) https://arxiv.org/abs/2307.03806	B	4
	Manuela-Andreea Petrescu, Emilia-Loredana Pop - Student's Attraction for a Carrier Path Related to Databases and SQL: Usability vs Efficiency in Students'	B	4

	<p>Perception -Case Study, In Proceedings of the 15th International Conference on Computer Supported Education - Volume 1: CSEDU, 182-189, 2023 , Prague, Czech Republic (Conferinta B) https://arxiv.org/abs/2307.03804</p>		
	<p>Manuela Andreea Petrescu, Kuderna-Iulian Benta: Student Teacher Interaction While Learning Computer Science: Early Results from an Experiment on Undergraduates. CSEDU (1) 2023: 209-216 (Conferinta B) https://arxiv.org/abs/2307.03802</p>	B	4
	<p>Petrescu, M.; Sterca, A. and Badarinza, I. (2023). Students' Interests Related to Web and Mobile Technologies Study. In Proceedings of the 19th International Conference on Web Information Systems and Technologies - WEBIST; ISBN 978-989-758-672-9; ISSN 2184-3252, SciTePress, pages 242-249. (Conferinta C) DOI: 10.5220/0012174900003584</p>	C	2
	<p>Manuela-Andreea Petrescu, Emilia-Loredana Pop, Tudor- Dan Mihoc: Students' interest in knowledge acquisition in Artificial Intelligence, 27th International Conference on Knowledge Based and Intelligent Information and Engineering Sytems (KES 2023), Procedia Computer Science, Volume 225, 2023, Pages 1028-1036, ISSN 1877-0509 (Conferinta B) https://doi.org/10.1016/j.procs.2023.10.090</p>	B	4

Total articol: 26

Lucrare citată	Citări	Categoria CNATDCU	Punctaj
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<p>V. Niculescu, D.M. Suciu, D. Bufnea, Agile Principles Applied in Learning Contexts, in EASEAI 2021: Proceedings of the 3rd International Workshop on Education through Advanced Software Engineering and Artificial Intelligence, August 2021, pp. 31-38. DOI:10.1145/3472673.3473963</p>	<p>Alina Lazar, Virginia Niculescu, David P. Bunde, Peachy Parallel Assignments, EduPar-23: 13th NSF/TCPP Workshop on Parallel and Distributed Computing Education, In conjunction with 37th IEEE International Parallel and Distributed Processing Symposium, St. Petersburg, Florida, USA, May 2023 B (Workshop conferință A) https://tcpp.cs.gsu.edu/curriculum/sites/default/files/peachyedupar23.pdf</p>	B	4
	<p>Pankaj Kamthan, The Experience of Tests during the COVID-19 Pandemic-Induced Emergency Remote Teaching, https://doi.org/10.1142/S0218194022400022 , International Journal of Software Engineering and Knowledge Engineering, Vol. 32, No. 04, pp. 481-501 (2022) ISSN: 0218-1940 (print); 1793-6403 (web) (Jurnal indexat Scopus și în zona albă)</p>	C	2
	<p>Kam Cheong Li, Agile-Blended Learning — An Innovative Pedagogical Approach for Hong Kong, IROPINE Seminar Series "Innovations in Open an Online Education", School of Open Learning, Hong Kong Metropolitan University https://www.hkmu.edu.hk/wp-content/uploads/sites/33/2023/03/Dr-KC-Li.pdf</p>	D	1
	<p>Julie Henry, Upsorn Praphamontripong, Camelia Serban, Andreea Vescan, Report from the 3rd Int. Workshop on Education through Advanced Software Engineering and Artificial Intelligence (EASEAI '21), ACM SIGSOFT Software Engineering Notes, Volume 47, Issue 1, January 2022 pp 22–24, https://doi.org/10.1145/3502771.350279</p>	D	1
	<p>Ramos Vega, María Cristina. "Una aproximación a la implantación de marcos ágiles en entornos educativos." (2023), . (Teza doctorat)</p>	D	1
	<p>H. Teran, "Teaching Programming through incremental iterations: An Agile Education</p>	D	1

	Approach," 2023 IEEE Colombian Caribbean Conference (C3), Barranquilla, Colombia, 2023, pp. 1-4. 10.1109/C358072.2023.10436321
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Total articol: 10

Lucrare citată	Citări	Categoria CNATDCU	Punctaj
Danut ILISEI, Dan SUCIU, "Human-Activity Recognition with Smartphone Sensors", OTM Confederated International Conferences, On the Move to Meaningful Internet Systems, Springer, nov 2019, pp. 179-188 https://doi.org/10.1007/978-3-030-40907-4_18	Z. Chen, C. Cai, T. Zheng, J. Luo, J. Xiong and X. Wang, "RF-Based Human Activity Recognition Using Signal Adapted Convolutional Neural Network," in <i>IEEE Transactions on Mobile Computing</i> , vol. 22, no. 1, pp. 487-499, 1 Jan. 2023, doi: 10.1109/TMC.2021.3073969.(Jurnal in zona roșie) https://arxiv.org/pdf/2110.14307.pdf	A	8
	Ehrmann, L., Stolle, M., Klieme, E., Tietz, C., & Meinel, C. (2021, May). Detecting Interaction Activities While Walking Using Smartphone Sensors. In <i>International Conference on Advanced Information Networking and Applications</i> (pp. 382-393). Springer, Cham.(conferinta B) DOI: 10.1007/978-3-030-75075-6_31	B	4
	Luwe, Yee Jia, Chin Poo Lee, and Kian Ming Lim. "Wearable Sensor-Based Human Activity Recognition with Hybrid Deep Learning Model." <i>Informatics</i> . Vol. 9. No. 3. Multidisciplinary Digital Publishing Institute, 2022. https://doi.org/10.3390/informatics9030056 https://www.mdpi.com/2227-9709/9/3/56/pdf	D	1
	Puspita, K., Bachtiar, F. A., & Yudistira, N. Klasifikasi Aktivitas Manusia menggunakan Algoritme Fuzzy Learning Vector Quantization (FLVQ) dengan Reduksi Dimensi Principal Component Analysis (PCA). <i>Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer</i> e-ISSN, 2548, 964X.	D	1

	https://j-ptiik.ub.ac.id/index.php/j-ptiik/issue/view/63		
	Erhan Davarci, Emin Anarim - Gender Detection Based on Gait Data: A Deep Learning Approach With Synthetic Data Generation and Continuous Wavelet Transform, IEEE Access , 2023 (Jurnal în zona galbenă) 10.1109/ACCESS.2023.3321427	B	4
	Alanazi, M., Saem Aldahr, R., Ilyas, M. (2022). Effectiveness of Machine Learning on Human Activity Recognition Using Accelerometer and Gyroscope Sensors: A Survey. In N. Callaos, E. Gaile-Sarkane, S. Hashimoto, B. Sánchez (Eds.), Proceedings of the 26th World Multi-Conference on Systemics, Cybernetics and Informatics: WMSCI 2022, Vol. II, pp. 1-5. International Institute of Informatics and Cybernetics. https://doi.org/10.54808/WMSCI2022.02.1	D	1

Total articol: 19

Lucrare citată	Citări	Categoria CNATDCU	Punctaj
Andrei-Ionut CARTIS, Dan SUCIU, " Chatbots as a Job Candidate Evaluation Tool", OTM Confederated International Conferences, On the Move to Meaningful Internet Systems, Springer, nov 2019, pp. 189-193 DOI: 10.1007/978-3-030-40907-4_19	De Vreede, T., Raghavan, M., & De Vreede, G. J. (2021). Design Foundations for AI Assisted Decision Making: A Self Determination Theory Approach.HICSS 10.24251/HICSS.2021.019 (Conferinta A) https://scholarspace.manoa.hawaii.edu/server/api/core/bitstreams/a5ca7fd6-39c6-47ae-8f17-ef6ceed41117/content	A	8
	Romero-Carazas, R., Román-Mireles, A., Quiroz-Quesada, T., Mora-Barajas, J. G., Olortegui-Cristóbal, Y. Z., Sánchez-Ramírez, S. V., Ochoa-Tataje, F. A., Villanueva-Batallanos, M., Clemente-Castillo, C. del P., & Espinoza-Casco, R. J. (2022). LinkedIn chatbot and advertising growth of the professional profile in	C	2

	administration. Data & Metadata, 1, 22. (Jurnal indexat Scopus) https://doi.org/10.56294/dm202250		
	Fettke, P., & Strohmeier, S. (2022). HR robotic process automation. In Handbook of Research on Artificial Intelligence in Human Resource Management (pp. 187-206). Edward Elgar Publishing. (Capitol de carte) https://doi.org/10.4337/9781839107535	D	1
	Laumer, S., & Morana, S. (2022). HR natural language processing-conceptual overview and state of the art on conversational agents in human resources management. Handbook of Research on Artificial Intelligence in Human Resource Management. Edward Elgar Publishing. (pp. 226-242) (Capitol carte) https://doi.org/10.4337/9781839107535	D	1
	Priyam Shah, Mihir Shah, Amit Bhujbal, Rohini Nair - Automation in the Interview Assessment Process, International Research Journal of Engineering and Technology (IRJET), Vol 08 Issue 12, December 2021 https://www.irjet.net/archives/V8/i12/IRJET-V8I12232.pdf	D	1

Total articol: 13

Lucrare citată	Citări	Categoria CNATDCU	Punctaj
Andor, C.-F.; Parv, B.; Suciu, D. M.. Using Latency Metrics in NoSQL Database Performance Benchmarking. Studia Universitatis Babeş-Bolyai Informatica, [S.l.], v. 64, n. 1, p. 39-50, june 2019. ISSN	C. -F. Andor, V. Varga and C. Săcărea, "Case Study: Database Schema Design for Improved Performance in MongoDB," <i>2023 3rd International Conference on Electrical, Computer, Communications and Mechatronics Engineering (ICECCME)</i> , Tenerife, Canary Islands, Spain, 2023, pp. 1-7, (Conferinta indexata IEEE) doi: 10.1109/ICECCME57830.2023.10252508.	D	1

2065-9601 https://doi.org/10.24193/subbi.2019.1.04	
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Total articol: 1

Lucrare citată	Citări	Categoria CNATDCU	Punctaj
D.M. Suciu, B.A. Pop, R. Urdea, B. Mursa, Non-intrusive Tongue Tracking and Its Applicability in Post-stroke Rehabilitation. In: , et al. On the Move to Meaningful Internet Systems: OTM 2014 Workshops. OTM 2014. Lecture Notes in Computer Science, vol 8842. Springer, Berlin, Heidelberg, 2014 https://doi.org/10.1007/978-3-662-45550-0_51	Shao, Z., Shi, Z., Qu, Y., Guan, Y., Wei, H., & Tan, J. (2016, November). A confidence weighted real-time depth filter for 3d reconstruction. In International conference on intelligent information processing (pp. 222-231). Springer, Cham. https://doi.org/10.1007/978-3-319-48390-0_23	D	0.5

Total articol: 0.5

Lucrare citată	Citări	Categoria CNATDCU	Punctaj
M. Cimpoi, R. Meza, D. Zoicas, C.	A. Costina, Social Structures in Virtual Communities – Case Study Starwake,	D	0.33

Ciuhuta, D.M. Suciu, „Greenlife - A MMORPG that Stimulates an Ecological Behaviour”, Studia Univ. Babes-Bolyai. Informatica vol 53, no. 1, 2008, pp 121 - 128	Studia Universitatis Babes-Bolyai - Ephemerides, 59(2), 2014, pp. 5-27 http://studia.ubbcluj.ro/download/pdf/907.pdf		
	A. Costina, Community Aggregation in Virtual Worlds – Case Study 2 Starwake - Studia Universitatis Babes-Bolyai, Ephemerides, 60(2), 2015, pp 17-28 http://studia.ubbcluj.ro/download/pdf/971.pdf	D	0.33

Total articol: **0.66**

Lucrare citată	Citări	Categoria CNATDCU	Punctaj
Alina Calin, Cosmin Mihaiu, Andrei Cantea, Andrei Dascalu, Dan Mircea Suciu, MIRA - Upper Limb Rehabilitation System Using Microsoft Kinect, Studia Universitatis "Babes-Bolyai", Informatica, LVI, Vol. 4, 2011, pp. 63-74	Hossein Mousavi Hondori, Maryam Khademi, "A Review on Technical and Clinical Impact of Microsoft Kinect on Physical Therapy and Rehabilitation", Journal of Medical Engineering, vol. 2014, Article ID 846514, 16 pages, 2014 http://dx.doi.org/10.1155/2014/846514 https://downloads.hindawi.com/archive/2014/846514.pdf	D	0.33
	Garcia-Salguero, Mercedes, Javier Gonzalez-Jimenez, and Francisco-Angel Moreno. "Human 3D pose estimation with a tilting camera for social mobile robot interaction." Sensors 19.22 (2019): 4943. (Jurnal in zona galbenă) https://doi.org/10.3390/s19224943 https://www.mdpi.com/1424-8220/19/22/4943/pdf	B	1.33
	Syed, Umm Eman, and Anila Kamal. "Video game-based and conventional therapies in patients of neurological deficits: an experimental study." Disability and Rehabilitation: Assistive Technology 16.3 (2021): 332-339. (Jurnal in zona galbenă) https://doi.org/10.1080/17483107.2019.1679266	B	1.33
	Spasojević, S., Ilić, T. V., Milanović, S., Potkonjak, V., Rodić, A., & Santos-Victor,	C	0.66

J. (2017). Combined vision and wearable sensors-based system for movement analysis in rehabilitation. <i>Methods of information in medicine</i> , 56(02), 95-111. (Jurnal in zona albă) DOI: 10.3414/ME16-02-0013 https://vislab.isr.tecnico.ulisboa.pt/wp-content/uploads/2017/11/spajosevic-methods2017.pdf		
Charles, Darryl, et al. "Close range depth sensing cameras for virtual reality based hand rehabilitation." <i>Journal of Assistive Technologies</i> 8.3 (2014): 138-149. https://doi.org/10.1108/JAT-02-2014-0007	D	0.33
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Total articol: **11.92**

Nume Prenume: Suciu Dan Mircea
Performanța academică

Punctaj total 55 (plus premii si alte merite neevaluate)

Performanța academică

	Categorie	Punctaj
i. Cărți și capitole de cărți		
Capitolul 16 ”Despre Angajamente în Proiecte Agile” din volumul „Cum să construiești un produs IT.”, Today Software Magazin, Cluj -Napoca, 2014, ISBN 978-973-0-17970-5 http://www.itdays.ro/2014/resources/Cum%20se%20construieste%20un%20produs.pdf	E (capitol carte nelistată Sense)	1
Dan Suciu, Metode Agile de Management al Proiectelor, leanpub, 2018, ISBN 978-973-0-27742-5 https://leanpub.com/Metode_Agile	D (carte nelistată Sense)	2
ii. Editor Proceedings		

iii. Publicare curs universitar in format electronic		
Curs: Metodologii Agile de Dezvoltare a Proiectelor Software - romana (https://www.danmirceasuciu.ro/about)		2
Curs: Baze de date – romana (https://www.danmirceasuciu.ro/about)		2
Curs: Sisteme de Gestiune a Bazelor de Date – romana (https://www.danmirceasuciu.ro/about)		2
Curs: Agile Software Development – engleză (https://www.danmirceasuciu.ro/about)		2
Curs: Managementul proiectelor software – română (https://www.danmirceasuciu.ro/about)		2
iv. Director/Editor revista		
v. Director/Coordonator/Responsabil grant		
2021-2023 Participant ca manager de proiect in proiectul international "InnoChange: Driving, Change, Capacity Building Towards Innovative, Entrepreneurial Universities"	> 500000 eu	5
2020-2023 Participant ca expert formator la proiectele CNFIS-FDI-2023-F-0123, CNFIS-FDI-2022-0066, CNFIS-FDI-2021-0042, CNFIS-FDI-2020-0102 "Educație de calitate la Universitatea Babeș-Bolyai", director conf. univ. dr. SOÓS Anna	50.000 - 99.000 eu	2
2009-2010 Participant la grant POSDRU/7/2.1/S/1: "Convergența pregătirii universitare cu viața activă", director Prof. univ. dr. Cristina CIUMAȘ	50.000 - 99.000 eu	2
1995 Participant la grant finanțat MCT: "Metode si instrumente CASE pentru analiza si proiectare orientata- obiect", director	< 50000 eu	1

lect. dr. Dan CHIOREAN		
1995 Participant la grant finanțat MCT: "Metode formale în proiectarea orientată-obiect", director lect. dr. Dan CHIOREAN	< 50000 eu	1
1996 Participant la grant finanțat MCT: "Metode si instruente CASE pentru analiza si proiectare orientata- obiect", director lect. dr. Dan CHIOREAN	< 50000 eu	1
1995-1997 Participant la grant finanțat CNCSU "Elaborarea de modele si algoritmi performanti pentru prelucrări în sisteme distribuite si aplicatii în clasificare si alte domenii", director prof. dr. Grigor MOLDOVAN		1
1996-1998 Participant la grant finanțat CNCSIS: "Realizarea de instrumente pentru analiza și proiectarea asistată de calculator a sistemelor informatice pentru administrația publică", director lect. dr. Dan CHIOREAN		1
1998-2000 Participant la grant finanțat CNCSU "Cercetari avansate relative la modelare si programare in sisteme distribuite, cu aplicatii in inteligenta artificiala si alte domenii", director prof. dr. Grigor MOLDOVAN		1
vi. Membru în Comitet științific		
Oct 2019 On the Move to Meaningful Internet Systems- Workshops	C	1
vii. Director/Membru Comitet de Organizare eveniment științific		
Beyond Databases, Architectures and Structures (BDAS2017), Mai-Iunie 2017, Ustron, Polonia	Membru	1
Beyond Databases, Architectures and Structures (BDAS2018), Sep 2018, Poznan, Polonia	Membru	1
Beyond Databases, Architectures and Structures (BDAS2019), Mai 2019, Ustron, Polonia	Membru	1
Curs deschis: Introducere în proiectarea jocurilor video (https://www.cs.ubbcluj.ro/curs-deschis-introducere-in-proiectarea-jocurilor-video/)	Director	2

Curs deschis: Introducere în proiectarea jocurilor video (https://www.cs.ubbcluj.ro/curs-deschis-introducere-in-proiectarea-jocurilor-video-2/)	Director	2
viii. Keynote/Invited speaker		
Dan Suciu, "Visual Detection of Rare Events Using Statecharts", Institut National des Sciences Appliquees, LIRIS, Lyon, 1 septembrie 2009	C	2
Dan Suciu, Dănuț Ilisei, "Automatic Person Identification based on Physical Activity Patterns Recognition", 13th Joint Conference on Mathematics and Computer Science (MaCS 2020), Budapest, 1-3 octombrie 2020	D	1
2022, "Blessing or Curse? Embracing Change in Software Development", The Developers https://www.2022.the-developers.com/Embracing-Change-in-Software-Development	D	1
ix. Profesor/Cercetător invitat/asociat		
01 aprilie – 31 august 2009, Bursă post-doctorală "Institut National des Sciences Appliquees", Laborator Liris, Lyon, Franța	top 500	10
CEEPUS ELTE Budapesta 1999	< 500	1
x. Consolidarea de echipe de cercetare		
xi. Membru in comisii de evaluare a tezelor de doctorat la universitate de top		
xii. Membru în comisii de îndrumare a doctoranzilor		

Camelia Andor (sustinere teza 2022), Beata Lorintz (sustinere teza 2022), Coordonator prof. dr. Bazil Parv. Tezele au fost sustinute la Universitatea Babes-Bolyai.	2
xiii. Brevete și invenții active	
xiv. Dezvoltarea de pachete software	
Rocase - tool for the analysis, design and implementation of software systems. Awarded with The Best Romanian Software according to BYTE Romania Magazine (CERF 1998).. https://ici.cs.ubbcluj.ro/rocase.htm	2
xv. Pozitii de conducere în organizatii profesionale	
xvi. Premii si alte merite	
2011, Premiul Profesorul Anului acordat de UBB	
2013-2014, Premiul pentru excelenta didactica acordat de Facultatea de Matematica si Informatica pentru intreaga activitate depusa in munca cu studentii	
2014, Premiul Excellentia pentru prestatia didactica deosebita, acordat de Consiliul Studentilor UBB	
2018, Distinctia Profesor Bologna, acordat de Alianta Natioanala a Organizatiilor Studentesti	