



Curriculum vitae



Informații personale

Nume / Prenume **VATAVU Radu-Daniel**
Adresa Universitatea Ștefan cel Mare din Suceava
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720229 Suceava
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Experiența profesională

Perioada	2016 – prezent
Funcția sau postul ocupat	Profesor universitar
Numele și adresa angajatorului	Facultatea de Inginerie Electrică și Știința Calculatoarelor Universitatea Ștefan cel Mare din Suceava
Perioada	2015 – prezent
Funcția sau postul ocupat	Responsabil al Laboratorului de Cercetare în Mașini Inteligente și Vizualizarea Informației http://www.eed.usv.ro/mintviz
Numele și adresa angajatorului	Centrul Integrat de Cercetare, Dezvoltare și Inovare pentru Materiale Avansate, Nanotehnologii și Sisteme Distribuite de Fabricație și Control, Suceava
Perioada	2014 – (feb.) 2016
Funcția sau postul ocupat	Conferențiar universitar
Numele și adresa angajatorului	Facultatea de Inginerie Electrică și Știința Calculatoarelor, Universitatea Ștefan cel Mare din Suceava
Perioada	2011
Funcția sau postul ocupat	Maître de conférences invité și Invited Researcher
Numele și adresa angajatorului	University Lille 1, Franța și INRIA Lille Nord Europe, Franța
Perioada	2009 – 2014
Funcția sau postul ocupat	Șef lucrări

Numele și adresa angajatorului	Facultatea de Inginerie Electrică și Știința Calculatoarelor, Universitatea Ștefan cel Mare din Suceava
Perioada	2008 – 2009
Funcția sau postul ocupat	Asistent universitar
Numele și adresa angajatorului	Facultatea de Inginerie Electrică și Știința Calculatoarelor, Universitatea Ștefan cel Mare din Suceava

Educație

Perioada	2015
Calificarea / diploma obținută	Abilitare conducere doctorat în domeniul Calculatoare si Tehnologia Informației
Numele și tipul instituției de învățământ / furnizorului de formare	Universitatea Tehnica Cluj-Napoca Susținere în Decembrie 2014 în cadrul comisiei de abilitare formată din Prof. Sergiu Nedevschi, Prof. Lucian Vințan, Prof. Valentin Cristea
Perioada	2004 - 2008
Calificarea / diploma obținută	Doctor în Știința Calculatoarelor și Docteur en Informatique
Numele și tipul instituției de învățământ / furnizorului de formare	Universite des Sciences et Technologies de Lille, Franța și Universitatea Ștefan cel Mare din Suceava Susținere în Martie 2008 în cadrul comisiei formată din Prof. Adrian Graur, Prof. Cristophe Chaillou, Prof. Ștefan-Gheorghe Pentiuc, Prof. Laurent Grisoni, DR Radu Horaud, Prof. Dan Gâlea, Prof. Alexandru Valachi.
Calificarea / diploma obținută	Inginer Calculatoare
Numele și tipul instituției de învățământ	Facultatea de Inginerie Electrică și Știința Calculatoarelor, Universitatea Ștefan cel Mare din Suceava Șef de promoție
Perioada	1999-2003
Calificarea / diploma obținută	Economist
Numele și tipul instituției de învățământ / furnizorului de formare	Facultatea de Științe Economice și Administrație Publică, Universitatea Ștefan cel Mare din Suceava

Publicații științifice

Articole în reviste

- J01. 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 (September 2019). Elsevier, 95-107. doi:10.1016/j.ijhcs.2019.03.012 Q2 quartile, IF: 2.300, 5-Year IF: 2.224 (Web of Science™ InCites™ JCR® 2017)
- J02. 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, Article 1 (June 2019), 9 pages. doi:10.1145/3300960
- J03. 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 11 (June 2019), 24 pages. doi:10.1145/3331153
- J04. 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 15 (June 2019), 22 pages. doi:10.1145/3331157
- J05. 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 18 (June 2019), 28 pages. doi:10.1145.3331160
- J06. Ovidiu-Andrei Schipor, Radu-Daniel Vatavu, Jean Vanderdonckt. (2019). Euphoria: A Scalable, Event-driven Architecture for Designing Interactions across Heterogeneous Devices in Smart Environments. *Information and Software Technology* 109 (May 2019). Elsevier, 43-59. doi:10.1016/j.infsof.2019.01.006 Q1 quartile, IF: 2.627, 5-Year IF: 2.768 (Web of Science™ InCites™ JCR® 2017)
- J07. Ovidiu-Andrei Schipor, Radu-Daniel Vatavu. (2018). Invisible, Inaudible, and Impalpable: Users' Preferences and Memory Performance for Digital Content in Thin Air. *IEEE Pervasive Computing* 17(4). IEEE, 76-85. doi:10.1109/MPRV.2018.2873856 Q1 quartile, IF: 3.022, 5-Year IF: 2.916 (Web of Science™ InCites™ JCR® 2017)
- J08. Radu-Daniel Vatavu, Bogdan-Florin Gheran, Maria-Doina Schipor. (2018). The Impact of Low Vision on Touch Gesture Articulation on Mobile Devices. *IEEE Pervasive Computing* 17(1). IEEE, 27-37. doi:10.1109/MPRV.2018.011591059
- J09. 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*. Taylor & Francis. doi:10.1080/10447318.2017.1279827
IF: 1.260, 5-Year IF: 1.459 (Web of Science™ InCites™ JCR® 2015)
- J10. Radu-Daniel Vatavu. (2017). Smart-Pockets: Body-Deictic Gestures for Fast Access to Personal Data during Ambient Interactions. *International Journal of Human-Computer Studies*. Elsevier. doi:10.1016/j.ijhcs.2017.01.005
IF: 1.476, 5-Year IF: 2.097 (Web of Science™ InCites™ JCR® 2015)
- J11. Radu-Daniel Vatavu. (2017). Beyond Features for Recognition: Human-Readable Measures to Understand Users' Whole-Body Gesture Performance. *International Journal of Human-Computer Interaction*. Taylor & Francis. doi: 10.1080/10447318.2017.1278897
IF: 1.260, 5-Year IF: 1.459 (Web of Science™ InCites™ JCR® 2015)
- J12. Yihua Lou, Wenjun Wu, Radu-Daniel Vatavu, Wei-Tek Tsai. (2017). Personalized Gesture Interactions for Cyber-Physical Smart-Home Environments. *Science China Information Sciences* 60(7). Science China Press & Springer, 072104:1-15. doi: 10.1007/s11432-015-1014-7
IF: 0.885, 5-Year IF: 0.811 (Web of Science™ InCites™ JCR® 2015)
- J13. 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). Springer London, 781-801. doi:10.1007/s00779-015-0862-z
IF: 1.498, 5-Year IF: 1.708 (Web of Science™ InCites™ JCR® 2015)
- J14. Ionuț-Alexandru Zaiți, Ștefan-Gheorghe Pentiuc, Radu-Daniel Vatavu. (2015). On Free-Hand TV Control: Experimental Results on User-Elicited Gestures with Leap Motion. *Personal and Ubiquitous Computing* 19(5-6). Springer London, 821-838. doi:10.1007/s00779-015-0863-y
IF: 1.498, 5-Year IF: 1.708 (Web of Science™ InCites™ JCR® 2015)
- J15. Radu-Daniel Vatavu, Gabriel Cramariuc, Doina Maria Schipor. (2015). Touch Interaction for Children Aged 3 to 6 Years: Experimental Findings and Relationship to Motor Skills. *International Journal of Human-Computer Studies* 74. Elsevier, 54-76. doi:10.1016/j.ijhcs.2014.10.007
IF: 1.476, 5-Year IF: 2.097 (Web of Science™ InCites™ JCR® 2015)
- J16. 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). Elsevier, 590-607. doi:10.1016/j.ijhcs.2013.01.002
IF: 1.165, 5-Year IF: 1.942 (Web of Science™ InCites™ JCR® 2013)
- J17. Radu-Daniel Vatavu. (2013). The Impact of Motion Dimensionality and Bit Cardinality on the Design of 3D Gesture Recognizers. *International Journal of Human-Computer Studies* 71(4). Elsevier, 387-409. doi:10.1016/j.ijhcs.2012.11.005
IF: 1.165, 5-Year IF: 1.942 (Web of Science™ InCites™ JCR® 2013)
- J18. Radu-Daniel Vatavu. (2013). A Comparative Study of User-Defined Handheld vs. Freehand Gestures for Home Entertainment Environments. *Journal of Ambient Intelligence and Smart Environments* 5(2). IOS Press, 187-211. doi:10.3233/AIS-130200
IF: 1.082, 5-Year IF: 1.252 (Web of Science™ InCites™ JCR® 2013)
- J19. 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). Springer, 7-32. doi:10.1007/s11042-012-1228-4
IF: 1.058, 5-Year IF: 1.039 (Web of Science™ InCites™ JCR® 2013)
- J20. Radu-Daniel Vatavu. (2013). On Designing Interactivity Awareness for Ambient Displays. *Multimedia Tools and Applications*, 66(1). Springer, 59-80. doi:10.1007/s11042-012-1140-y
IF: 1.058, 5-Year IF: 1.039 (Web of Science™ InCites™ JCR® 2013)
- J21. Radu-Daniel Vatavu. (2012). Nomadic Gestures: A Technique for Reusing Gesture Commands for Frequent Ambient Interactions. *Journal of Ambient Intelligence and Smart Environments*, 4(2). IOS Press, 79-93. doi:10.3233/AIS-2012-0137
- J22. Radu-Daniel Vatavu. (2012). Point & Click Mediated Interactions for Large Home Entertainment Displays. *Multimedia Tools and Applications*, 59(1). Springer, 113-128. doi:10.1007/s11042-010-0698-5


- IF: 1.014, 5-Year IF: 0.932 (Web of Science™ InCites™ JCR® 2012)
- J23. 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). Springer, 399-425. doi:10.1007/s11042-011-0917-8
- IF: 1.014, 5-Year IF: 0.932 (Web of Science™ InCites™ JCR® 2012)
- J24. Radu-Daniel Vatavu. (2012). Presence Bubbles: Supporting and Enhancing Human-Human Interaction with Ambient Media. *Multimedia Tools and Applications*, 58(2). Springer, 371-383. doi:10.1007/s11042-010-0674-0
- IF: 1.014, 5-Year IF: 0.932 (Web of Science™ InCites™ JCR® 2012)
- J25. 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). Suceava, 85-88. doi:10.4316/AECE.2012.03013
- J26. 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). Suceava, 61-64. doi:10.4316/AECE.2008.02011
- J27. 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). Suceava, 67-71. doi:10.4316/AECE.2008.01012
- J28. 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
- J29. 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). Elsevier, 1772-1780. doi:10.1016/j.ijfatigue.2007.02.026
- IF: 1.117, 5-Year IF: 1.501 (Web of Science™ InCites™ JCR® 2007)
- J30. Radu-Daniel Vatavu, Ștefan-Gheorghe Pentiuc, Christophe Chaillou. (2005). On Natural Gestures for Interacting in Virtual Environments. *Advances in Electrical and Computer Engineering*, 5(12), 72-79.



Articole la conferințele internaționale

- C01. 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. New York, NY, USA: ACM Press, Article No. 9, 6 Pages. doi:10.1145/3319499.3328234
- C02. 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. New York, NY, USA: ACM Press, Article No. 7, 6 Pages.

doi:10.1145/3319499.3328227 BEST TECH NOTE AWARD

- C03. 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. New York, NY, USA: ACM Press, Paper 224. doi:10.1145/3290605.3300454
- C04. 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. New York, NY, USA: ACM Press, Paper 215. doi:10.1145/3290605.3300445
- C05. 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. ACM, New York, NY, USA, Article 23. doi:10.1145/3229434.3229465
- C06. 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. New York: ACM Press, Article 32. doi:10.1145/3229434.3229478
- C07. Ovidiu-Ciprian Ungurean, Radu-Daniel Vatavu, Luis A. Leiva, Daniel Martín-Albo. 2018. Predicting stroke gesture input performance for users with motor impairments. Proceedings of MobileHCI '18 Adjunct, the 20th International Conference on Human-Computer Interaction with Mobile Devices and Services Adjunct. ACM, New York, NY, USA, 23-30. doi:10.1145/3236112.3236116
- C08. 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. Bucharest: Matrix Rom, 91-98. doi:dblp.org/rec/conf/rochi/PopoviciV18
- C09. 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 International Conference on Human-Computer Interaction. Bucharest: Matrix Rom, 99-106. doi:dblp.org/rec/conf/rochi/GheranUV18
- C10. 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. New York: ACM Press, 623-635. doi:10.1145/3196709.3196741
- C11. Bogdan-Florin Gheran, Radu-Daniel Vatavu, Jean Vanderdonckt. (2018). Ring x2: Designing Gestures for Smart Rings using Temporal Calculus. Proceedings of DIS '18 Companion, the 2018 ACM Conference Companion Publication on Designing Interactive Systems. ACM, New York, NY, USA, 117-122. doi:10.1145/3197391.3205422
- C12. Jean-Yves Lionel Lawson, Jean Vanderdonckt, Radu-Daniel Vatavu. (2018).

- Mass-Computer Interaction for Thousands of Users and Beyond. Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems. New York: ACM Press, Paper LBW032. doi:10.1145/3170427.3188465
- C13. Ovidiu-Ciprian Ungurean, Radu-Daniel Vatavu, Luis A. Leiva, Réjean Plamondon. (2018). Gesture Input for Users with Motor Impairments on Touchscreens: Empirical Results based on the Kinematic Theory. Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems. New York: ACM Press, Paper LBW537. doi:10.1145/3170427.3188619
- C14. Luis A. Leiva, Daniel Martín-Albo, Réjean Plamondon, Radu-Daniel Vatavu. (2018). KeyTime: Super-Accurate Prediction of Stroke Gesture Production Times. Proceedings of CHI '18, the 36th ACM Conference on Human Factors in Computing Systems. New York: ACM Press, Paper No. 239. doi:10.1145/3173574.3173813
- C15. Luis A. Leiva, Daniel Martín-Albo, Radu-Daniel Vatavu. (2017). Synthesizing Stroke Gestures Across User Populations: A Case for Users with Visual Impairments. *Proceedings of CHI '17, the 35th ACM Conference on Human Factors in Computing Systems*. New York: ACM Press. **IN PRESS**
ACC. RATE: 606/2424 = 25% | ARC CORE A*
- C16. Radu-Daniel Vatavu. (2017). Improving Gesture Recognition Accuracy on Touch Screens for Users with Low Vision. *Proceedings of CHI '17, the 35th ACM Conference on Human Factors in Computing Systems*. New York: ACM Press. **IN PRESS**
ACC. RATE: 606/2424 = 25% | ARC CORE A*
- C17. 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*. New York: ACM Press, 217-226. doi:10.1145/2935334.2935364
ACC. RATE: 57/238 = 23.9%
- C18. 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*. New York: ACM Press, 3390-3402. doi:10.1145/2858036.2858228 [ACC. RATE: 565/2435=23%]
- C19. 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*. New York: ACM Press, 1934-1946. doi:10.1145/2858036.2858390
ACC. RATE: 565/2435=23% | ARC CORE A* | **BEST PAPER AWARD**
- C20. Radu-Daniel Vatavu, Lisa Anthony, Quincy Brown. (2015). Child or Adult? Inferring Smartphone Users' Age Group from Touch Measurements Alone. *Proceedings of INTERACT'15, the 15th IFIP TC.13 Int. Conference on Human-Computer Interaction*. Springer, 1-9. doi:10.1007/978-3-319-22723-8_1
ACC. RATE: 85/286=30% | ARC CORE A

- C21. 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*. Springer, 165-172. doi:10.1007/978-3-319-22723-8_14
ACC. RATE: 85/286=30% | ARC CORE A
- C22.  Radu-Daniel Vatavu. (2015). Audience Silhouettes: Peripheral Awareness of Synchronous Audience Kinesics for Social Television. *Proceedings of TVX'15, the 2nd ACM International Conference on Interactive Experiences for TV and Online Video*. New York: ACM Press, 13-22.
doi:10.1145/2745197.2745207
ACC. RATE: 12/50=24% | **BEST PAPER AWARD**
- C23.  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*. New York: ACM Press, 1325-1334.
doi:10.1145/2702123.2702223
ACC. RATE: 495/2150=23% | ARC CORE A* | **"BEST OF CHI" HONORABLE MENTION AWARD**
- C24. Radu-Daniel Vatavu, Lisa Anthony, Jacob O. Wobbrock. (2014). Gesture Heatmaps: Understanding Gesture Performance with Colorful Visualizations. *Proceedings of ICMI'14, the 16th ACM International Conference on Multimodal Interaction*. New York: ACM Press, 172-179.
doi:10.1145/2663204.2663256
ACC. RATE: 49/127=39%
- C25. Yosra Rekik, Radu-Daniel Vatavu, Laurent Grisoni. (2014). Understanding Users' Perceived Difficulty of Multi-Touch Gesture Articulation. *Proceedings of ICMI'14, the 16th ACM International Conference on Multimodal Interaction*. New York: ACM Press, 232-239. doi:10.1145/2663204.2663273
ACC. RATE: 49/127=39%
- C26. Radu-Daniel Vatavu, Matei Mancas. (2014). Visual Attention Measures for Multi-Screen TV. *Proceedings of TVX'14, the ACM International Conference on Interactive Experiences for TV and Online Video*. New York: ACM Press, 111-118. doi:10.1145/2602299.2602305
ACC. RATE: 20/80=25%
- C27. Radu-Daniel Vatavu, Ionut-Alexandru Zaiti. (2014). Leap Gestures for TV: Insights from an Elicitation Study. *Proceedings of TVX'14, the ACM International Conference on Interactive Experiences for TV and Online Video*. New York: ACM Press, 131-138 doi:10.1145/2602299.2602316
ACC. RATE: 20/80=25%
- C28. Yosra Rekik, Radu-Daniel Vatavu, Laurent Grisoni. (2014). Match-Up & Conquer: A Two-Step Technique for Recognizing Unconstrained Bimanual and Multi-Finger Touch Input. *Proceedings of AVI'14, the 12th International Working Conference on Advanced Visual Interfaces*. New York: ACM Press, 201-208
ACC. RATE: 47/164=28%

- C29. Radu-Daniel Vatavu, Lisa Anthony, Jacob O. Wobbrock. (2013). Relative Accuracy Measures for Stroke Gestures. *Proceedings of ICMI'13, the 15th ACM International Conference on Multimodal Interaction*. New York: ACM Press, 279-286. doi:10.1145/2522848.2522875
ACC. RATE: 50/133=38%
- C30. Radu-Daniel Vatavu, Matei Mancaş. (2013). Interactive TV Potpourris: An Overview of Designing Multi-screen TV Installations for Home Entertainment. *Proceedings of INTETAIN'13, 5th International ICST Conference on Intelligent Technologies for Interactive Entertainment*. Lecture Notes of the Institute for Computer Sciences vol. 124. Springer International Publishing, 49-54. doi:10.1007/978-3-319-03892-6_6
- C31. Radu-Daniel Vatavu. (2013). There's a World outside Your TV: Exploring Interactions beyond the Physical TV Screen. *Proceedings of EuroITV'13, the 11th European Conference on Interactive TV and Video*. New York: ACM Press, 143-152. doi:10.1145/2465958.2465972
ACC. RATE: 21/58=36%
- C32. Ionuț-Alexandru Zaiți, Radu-Daniel Vatavu, Ștefan-Gheorghe Pentiu. (2013). Exploring Hand Posture for Smart Mobile Devices. *Proceedings of SouthCHI'13, the 1st International Conference on Human Factors in Computing and Informatics*. Lecture Notes in Computer Science vol. 7946. Berlin: Springer, 721-731. doi:10.1007/978-3-642-39062-3_52
ACC. RATE: 57/169=34%
- C33. Lisa Anthony, Radu-Daniel Vatavu, Jacob O. Wobbrock. (2013). Understanding the Consistency of Users' Pen and Finger Stroke Gesture Articulation. *Proceedings of GI'13, the 39th Graphics Interface Conference*. Toronto, Ontario: Canadian Information Processing Society, 87-94. doi:2532129.2532145
ACC. RATE: 16/42=38% (HCI TRACK)
- C34. Radu-Daniel Vatavu, Géry Casiez, Laurent Grisoni. (2013). Small, Medium, or Large?: Estimating the User-Perceived Scale of Stroke Gestures. *Proceedings of CHI'13, the 31st ACM SIGCHI Conference on Human Factors in Computing Systems*. New York: ACM Press, 277-280. doi:10.1145/2470654.2470692
ACC. RATE: 392/1963=20% | ARC CORE A*
- C35. Radu-Daniel Vatavu, Cătălin Marian Chera, Wei-Tek Tsai. (2012). Gesture Profile for Web Services: An Event-driven Architecture to Support Gestural Interfaces for Smart Environments. *Proceedings of AmI'12, the International Joint Conference on Ambient Intelligence*. Lecture Notes in Computer Science vol. 7683. Berlin: Springer, 161-176. doi:10.1007/978-3-642-34898-3_11
ACC. RATE: 18/47=38% (LONG PAPERS)
- C36. Radu-Daniel Vatavu, Lisa Anthony, Jacob O. Wobbrock. (2012). Gestures as Point Clouds: A \$P Recognizer for User Interface Prototypes. *Proceedings of ICMI'12, the 14th ACM International Conference on Multimodal Interaction*. New York: ACM Press, 273-280. doi:10.1145/2388676.2388732
ACC. RATE: 15/74=20% (LONG PAPERS) | **OUTSTANDING PAPER AWARD**
- C37. Cătălin Marian Chera, Wei-Tek Tsai, Radu-Daniel Vatavu. (2012). Gesture

- Ontology for Informing Service-Oriented Architectures. *Proceedings of ISIC'12, the IEEE International Symposium on Intelligent Control*. Washington, D.C.: IEEE Computer Society, 1184-1189. doi:10.1109/ISIC.2012.6398257
- C38. Radu-Daniel Vatavu. (2012). User-Defined Gestures for Free-Hand TV Control. *Proceedings of EuroITV2012, the 10th European Conference on Interactive TV and Video*. New York: ACM Press, 45-48. doi:10.1145/2325616.2325626
ACC. RATE: 31/91=34%
- C39. Radu-Daniel Vatavu. (2012). Small Gestures Go a Long Way: How Many Bits per Gesture Do Recognizers Actually Need? *Proceedings of DIS'12, the 9th ACM International Conference on Designing Interactive Systems*. New York: ACM Press, 328-337. doi:10.1145/2317956.2318006
ACC. RATE: 90/449=20%
- C40. Radu-Daniel Vatavu. (2012). 1F: One Accessory Feature Design for Gesture Recognizers. *Proceedings of IUI'12, the 17th International Conference on Intelligent User Interfaces*. New York: ACM Press, 297-300. doi:10.1145/2166966.2167022
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- C41. Radu-Daniel Vatavu. (2011). The Effect of Sampling Rate on the Performance of Template-based Gesture Recognizers. *Proceedings of ICMII'11, the 13th International Conference on Multimodal Interaction*. New York: ACM Press, 271-278. doi:10.1145/2070481.2070531
ACC. RATE: 47/120=39%
- C42. Radu-Daniel Vatavu, Daniel Vogel, Géry Casiez, Laurent Grisoni. (2011). Estimating the Perceived Difficulty of Pen Gestures. *Proceedings of INTERACT'11, the 13th IFIP TC13 Conference on Human-Computer Interaction*. Lecture Notes in Computer Science vol. 6947. Berlin: Springer, 89-106. doi:10.1007/978-3-642-23771-3_9
ACC. RATE: 111/402=27%
- C43. Radu-Daniel Vatavu. (2011). Reusable Gestures for Interacting with Ambient Displays in Unfamiliar Environments. *Proceedings of ISAmI'11, the 2nd International Symposium on Ambient Intelligence*. Advances in Intelligent and Soft Computing vol. 92. Berlin: Springer, 157-164. doi:10.1007/978-3-642-19937-0_20
- C44. Radu-Daniel Vatavu, Laurent Grisoni, Ștefan-Gheorghe Pentiu. (2010). Multiscale Detection of Gesture Patterns in Continuous Motion Trajectories. *Proceedings of GW'09, the 8th International Gesture Workshop*. Lecture Notes in Computer Science vol. 5934. Berlin: Springer, 85-97. doi:10.1007/978-3-642-12553-9_8
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- C46. Radu-Daniel Vatavu, Ștefan-Gheorghe Pentiu. (2008). Interactive Coffee Tables: Interfacing TV within an Intuitive, Fun and Shared

Experience. *Proceedings of EuroITV'08, the 6th European Interactive TV Conference*. Lecture Notes in Computer Science vol. 5066. Berlin: Springer, 183-187. doi:10.1007/978-3-540-69478-6_24

ACC. RATE: 42/156=27%

- C47. Radu-Daniel Vatavu, Ștefan-Gheorghe Pentiu, Christophe Chaillou, Laurent Grisoni, Samuel Degrande. (2006). Visual Recognition of Hand Postures for Interacting with Virtual Environments. *Proceedings of DAS'06, the 8th Int. Conference on Development and Application Systems*. Suceava, 477-482.

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- B01. Yosra Rekik, Radu-Daniel Vatavu, Laurent. Grisoni. (2017). Spontaneous Gesture Production Patterns on Multi-touch Interactive Surfaces. In: C. Anslow, P. Campos, J. Jorge (Eds.) *Collaboration Meets Interactive Spaces* (pp. 33-46). Springer International Publishing. doi: 10.1007/978-3-319-45853-3_3
- B02. Radu-Daniel Vatavu, Ovidiu-Ciprian Ungurean, Ștefan-Gheorghe Pentiu. (2011). Body Gestures for Office Desk Scenarios. In D. England (Ed.), *Whole Body Interaction* (pp. 163-172). Springer Human-Computer Interaction Series. London: Springer-Verlag. doi:10.1007/978-0-85729-433-3_13
- B03. Radu-Daniel Vatavu. (2011). The Understanding of Meaningful Events in Gesture-Based Interaction. In J. Zhang, L. Shao, L. Zhang and G.A. Jones (Eds.), *Intelligent Video Event Analysis and Understanding* (pp. 1-19). Springer Studies in Computational Intelligence vol. 332. Springer. doi:10.1007/978-3-642-17554-1_1
- B04. Radu-Daniel Vatavu. (2010). Creativity in Interactive TV: Personalize, Share, and Invent Interfaces. In A. Marcus, A. Cereijo Roibas, R. Sala (Eds.), *Mobile TV: Customizing Content and Experience* (pp. 121-139), Springer Human-Computer Interaction Series. London: Springer. doi:10.1007/978-1-84882-701-1_12
- B05. Radu-Daniel Vatavu. (2009). Interfaces that Should Feel Right: Natural Interaction with Multimedia Information. In M. Grgic, K. Delac, M. Ghanbari (Eds.), *Recent Advances in Multimedia Signal Processing and Communications* (pp. 145-170). Springer Studies in Computational Intelligence vol. 231. Berlin: Springer. doi:10.1007/978-3-642-02900-4_7

Alte publicații

01. Radu-Daniel Vatavu. (2017). Fundamentals of Gesture Production, Recognition, and Analysis. *Proceedings of the 2017 CHI Conference Extended Abstracts on Human Factors in Computing Systems (CHI EA '17)*. ACM, New York, NY, USA. IN PRESS
02. Radu-Daniel Vatavu. (2016). Tools for Designing for Home Entertainment: Gesture Interfaces, Augmented Reality, and Smart Spaces. *Proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems (CHI EA '16)*. ACM, New York, NY, USA, 1003-1006. doi:10.1145/2851581.2856676
03. Dorin-Mircea Popovici, Radu-Daniel Vatavu, and Mihai Polceanu. (2015). GRASphere: a prototype to augment indirect touch with grasping gestures.

- Proceedings of the 14th International Conference on Mobile and Ubiquitous Multimedia (MUM '15)*. ACM, New York, NY, USA, 350-354. doi: [10.1145/2836041.2841206](https://doi.org/10.1145/2836041.2841206)
04. Radu-Daniel Vatavu. (2015). Gesture Interfaces, Ambient Intelligence, and Augmented Reality for the Interactive TV. In *In Proceedings of the ACM International Conference on Interactive Experiences for TV and Online Video (TVX '15)*. ACM, New York, NY, USA, 197-198. doi:[10.1145/2745197.2745698](https://doi.org/10.1145/2745197.2745698)
 05. Radu-Daniel Vatavu. (2014). Designing New Interactive TV Applications with Gestures, Ambient Intelligence, and Augmented Reality. In *Adjunct Proceedings of TVX'14, the ACM International Conference on Interactive Experiences for TV and Online Video*.
 06. Radu-Daniel Vatavu. (2013). Designing Gestural Interfaces for the Interactive TV. In *Proceedings of EuroITV'2013, the 11th European Conference on Interactive TV and Video*. New York: ACM Press, 167-168. doi:[10.1145/2465958.2465981](https://doi.org/10.1145/2465958.2465981)
 07. Radu-Daniel Vatavu. (2012). Designing Gestural Interfaces for Future Home Entertainment Environments. In *Adjunct Proceedings of EuroITV'2012, the 10th European Conference on Interactive TV and Video*. Berlin, Fraunhofer Institute for Open Communication Systems, 136-137
 08. Radu-Daniel Vatavu, Ionuț-Alexandru Zaiți. (2011). An Investigation of Extrinsic-Oriented Ambient Exploration for Gaming Applications. In R. Wichert, K. Van Laerhoven, J. Gelissen (Eds.), *Constructing Ambient Intelligence* (pp. 245-248). Springer Communications in Computer and Information Science vol. 277. Berlin: Springer-Verlag. doi:[10.1007/978-3-642-31479-7_42](https://doi.org/10.1007/978-3-642-31479-7_42)
 09. Radu-Daniel Vatavu. (2010). Understanding Challenges in Designing Interactions for the Age of Ambient Media. *Proceedings of SAME'10, the 3rd Workshop on Semantic Ambient Media Experience, in conjunction with AmI'2010*. Tampere: Tampere University of Technology, 8-13
 10. 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, in conjunction with AmI'2009*.
 11. Radu-Daniel Vatavu, Ovidiu Ciprian Ungurean, Ștefan-Gheorghe Pentiu. (2009). Gestures for your Workplace: Investigating Body Interaction for Everyday Desk Scenarios. In *Proceedings of WBI'2009, the 3rd Workshop on Whole Body Interaction, in conjunction with CHI'2009*
 12. Ovidiu Ciprian Ungurean, Ștefan-Gheorghe Pentiu, Radu-Daniel Vatavu. (2009). Use Your Head: An Interface for Computer Games using Head Gestures. In *Proceedings of GW'2009, the 8th International Gesture Workshop*.
 13. Radu-Daniel Vatavu, Ștefan-Gheorghe Pentiu, Tudor Ioan Cerlincă. (2007). Bringing Context into Play: Supporting Game Interaction through Real-Time Context Acquisition. In *Proceedings of WMISI'07, the Workshop on Multimodal Interfaces in Semantic Interaction at ICMI'2007*, 3-8. New York: ACM Press. doi:[10.1145/1330572.1330573](https://doi.org/10.1145/1330572.1330573)

14. Radu-Daniel Vatavu, Ștefan-Gheorghe Pentiu. (2005). A Graphical User Interface with Real-Time Information Feedback for a Video Camera Controlled Arm Robot. In *Proceedings of IWCIT'2005, the International Workshop of Control and Information Technologies*, 49-54. Technical University of Ostrava.

Proiecte de cercetare

Aumentare senzorială în contexte de percepție vizuală redusă folosind tehnologii interactive wearable

- Director de proiect
- PNIII, P1 – Tinere echipe
- Octombrie 2018 – Septembrie 2020
- <http://www.eed.usv.ro/mintviz/projects/Senses++>

Noi tehnici de interacțiune pentru medii inteligente bazate pe atenția periferică

- Co-Director de proiect împreună cu Wenjun Wu (Beihang University, Beijing)
- PNIII, P3 – Cooperare europeană și internațională
- Iulie 2018 – Decembrie 2019
- <http://www.eed.usv.ro/mintviz/projects/PeriphInt>

MotorSkill: Interacțiuni eficiente cu ecrane tactile în condiții de dizabilitate motorie

- Director de proiect
- PNIII, P2 – Proiect experimental demonstrativ
- August 2017 – Decembrie 2018
- <http://www.eed.usv.ro/mintviz/projects/MotorSkill/>

Computational Psychology of Human Movement to Understand Gestures and Body Kinesics

- Co-Director de proiect împreună cu [Jean Vanderdonckt](#) (Université catholique de Louvain, Belgium).
- Proiectul se derulează în perioada Ianuarie 2017 - Decembrie 2018 (24 luni) în cooperare cu Université catholique de Louvain, Belgia, fiind finanțat de către UEFISCDI, România (în cadrul programului PNCDI III, Cooperări bilaterale) și Wallonie-Bruxelles International Belgia.
- Pagina web a proiectului: <http://www.eed.usv.ro/mintviz/projects/PSYKINESICS/>

Interaction Techniques with Massive Data Clouds in Smart Environments

- Co-Director de proiect împreună cu [Wenjun Wu](#) (Beihang University, China).
- Proiectul se derulează în perioada Octombrie 2016 - Decembrie 2017 (15 luni) în cooperare cu Beihang University, China, fiind finanțat de către UEFISCDI, România (în cadrul programului PNCDI III, Cooperări bilaterale) și Ministry of Science and Technology, China.
- Pagina web a proiectului: <http://www.eed.usv.ro/mintviz/projects/InteractCloud/>

Interfețe gestuale pentru contexte interactive deficitare vizual

- Director de proiect
- Proiectul se derulează în perioada Octombrie 2015 - Decembrie 2017 (24 luni) fiind finanțat de către UEFISCDI, România (în cadrul programului PNCDI II, Tinere echipe de cercetare).

- Pagina web a proiectului:
<http://www.eed.usv.ro/mintviz/projects/GIVISIMP/>

Multimodal Feedback for Supporting Gesture Interaction in Smart Environments

- Co-Director de proiect împreună cu [Hannes Kaufmann](#) (Technical University of Vienna, Austria).
- Proiectul s-a derulat în perioada Ianuarie 2014 - Decembrie 2015 (24 luni) fiind finanțat de către UEFISCDI, România (în cadrul programului PNCDI II, Cooperări bilaterale) și OeAD, Austria.
- Pagina web a proiectului:
<http://www.eed.usv.ro/mintviz/projects/LifeStage/>

Gesture-based Interactive System for the Development and Educational Support of Children: Applications in Education, Tourism, and Discovery of Patrimony

- Co-Director de proiect împreună cu [Matei Mancas](#) (University of Mons, Belgium).
- Proiectul s-a derulat în perioada Septembrie 2012 – Septembrie 2014 (24 luni) fiind finanțat de către UEFISCDI, România (în cadrul programului PNCDI II, Cooperări bilaterale) și WBI, Belgia.
- Pagina web a proiectului:
<http://www.eed.usv.ro/mintviz/projects/InteractEDU/>

Interacțiune gestuală dependentă de context

- Cercetare post-doctorală în perioada Iulie 2010 – Februarie 2013 (30 luni), finanțată în cadrul proiectului "Progress and development through post-doctoral research and innovation in engineering and applied sciences - PRIDE" (POSDRU/89/1.5/S/57083)

Wallonie-Bruxelles International post-doctoral scholarship

- Am câștigat o bursă post-doctorală din partea Wallonie-Bruxelles International, Belgia (Ref. no. 2009/05914) pe care am refuzat-o din motive personale.

Burse de cercetare AUF

- Am câștigat trei burse de cercetare doctorală finanțate de către Agence Universitaire de la Francophonie (AUF) în perioada 2005-2007.

Implicarea în alte proiecte

Membru al Management Committee pentru acțiunea ICT COST IC1307, the European Network on Integrating Vision and Language (iV&L Net): Combining Computer Vision and Language Processing For Advanced Search, Retrieval, Annotation and Description of Visual Data

- Acțiune finanțată de Comisia Europeană (acțiuni COST)
- Perioada de desfășurare Martie 2014 – Martie 2018.

Membru al EUCogIII: the European Network for the Advancement of Artificial Cognitive Systems, Interaction and Robotics, ref. 269981

- Acțiune finanțată de Comisia Europeană (FP7 ICT, Coordination Action)
- Perioada de desfășurare Noiembrie 2011 – Decembrie 2014.

Premii și distincții

Best Paper Award, 2016

The 34th ACM SIGCHI Conference on Human Factors in Computing

Activitatea în comunitatea științifică

Systems – CHI'16 (San Jose, CA, May 2016) pentru lucrarea *"Smart Touch: Improving Touch Accuracy for People with Motor Impairments with Template Matching"* împreună cu Martez E. Mott, Shaun K. Kane, și Jacob O. Wobbrock

Best Paper Award, 2015

The ACM International Conference on Interactive Experiences for TV and Online Video – TVX '15 (Brussels, Belgium, June 2015) pentru lucrarea *"Audience Silhouettes: Peripheral Awareness of Synchronous Audience Kinesics for Social Television"*.

Best of CHI Honorable Mention Award, 2015

The 33rd ACM SIGCHI Conference on Human Factors in Computing Systems – CHI'15 (Seoul, South Korea, April 2015) pentru lucrarea *"Formalizing Agreement Analysis for Elicitation Studies: New Measures, Significance Test, and Toolkit"* împreună cu Jacob O. Wobbrock.

Tânăruț Cercetător al Anului 2013

Universitatea Ștefan cel Mare din Suceava

Outstanding Paper Award, 2012

The ACM International Conference on Multimodal Interaction - ICMI'12 (Santa Monica, California, USA, Oct. 2012) pentru lucrarea *"Gestures as Point Clouds: A 3D Recognizer for User Interface Prototypes"* împreună cu Lisa Anthony și Jacob O. Wobbrock.

Premiul Profesor Bologna, 2010

Din partea Asociației Naționale a Studenților, România

Distincție Cum Laude pentru teza de doctorat, 2008

Membru în cadrul comitetelor de program (ordine alfabetică)

EICS 2017, the 9th ACM SIGCHI Symposium on Engineering Interactive Computing Systems

INTETAIN 2016, the 8th International Conference on Intelligent Technologies for Interactive Entertainment

INTETAIN 2015, the 7th International Conference on Intelligent Technologies for Interactive Entertainment

INTETAIN 2014, the 6th International Conference on Intelligent Technologies for Interactive Entertainment

INTETAIN 2013, the 5th International Conference on Intelligent Technologies for Interactive Entertainment

ISAmI 2017, the 8th International Symposium on Ambient Intelligence

ISAmI 2016, the 7th International Symposium on Ambient Intelligence

ISAmI 2015, the 6th International Symposium on Ambient Intelligence

ISAmI 2014, the 5th International Symposium on Ambient Intelligence

ISAmI 2013, the 4th International Symposium on Ambient Intelligence

ISAmI 2012, the 3rd International Symposium on Ambient Intelligence

ISEA 2015, the 21st International Symposium on Electronic Art

SAME 2012, the 5th Workshop on Semantic Ambient Media Experience

TVX 2016, the ACM International Conference on Interactive Experiences for TV

and Online Video

TVX 2014, the ACM International Conference on Interactive Experiences for TV and Online Video

VSMM 2009, the 15th International Conference on Virtual Systems and Multimedia

UIST 2016, the 29th ACM User Interface Software and Technology Symposium

WBI 2011, Whole Body Interaction in Games and Entertainment

Peer reviewing, reviste (ordine alfabetică)

ACM Transactions on Interactive Intelligent Systems (ACM)

Behavior & Information Technology (Taylor & Francis)

Creative Technologies (EAI, Member of the Editorial Board)

Engineering Applications of Artificial Intelligence (Elsevier)

IEEE Pervasive Computing (IEEE)

IEEE Transactions on Human-Machine Systems (IEEE)

Interacting with Computers (Oxford Journals)

International Journal of Human-Computer Studies (Elsevier)

Multimedia Tools and Applications (Springer)

Pervasive and Mobile Computing (Springer)

Peer reviewing, conferințe (ordine alfabetică)

3DUI, the IEEE Symposium on 3D User Interfaces: 2009, 2010

CHI, the Annual SIGCHI Conference on Human Factors in Computing Systems: 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017

CSCW, the ACM Conference on Computer Supported Cooperative Work and Social Computing: 2014

DIS, the ACM Designing Interactive Systems Conference: 2010, 2012, 2014

EICS, the Symposium on Engineering Interactive Computing Systems: 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017

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, 2012, 2013, 2014, 2015, 2016

INTERACT, the IFIP TC13 Conference on Human-Computer Interaction: 2009, 2011, 2013, 2015, 2017

INTETAIN, the International Conference on Intelligent Technologies for Interactive Entertainment: 2013, 2014, 2015, 2016

ISAmI, the International Symposium on Ambient Intelligence: 2012, 2013, 2014, 2015, 2016, 2017

ISEA, the 21st International Symposium on Electronic Art: 2015

ISWC, the Annual IEEE International Symposium on Wearable Computers: 2009

ITS, the ACM Interactive Tabletops and Surfaces Conference: 2013, 2014

IUI, the ACM International Conference on Intelligent User Interfaces: 2010, 2012, 2013, 2015, 2017

MobileHCI, the ACM International Conference on Human-Computer Interaction with Mobile Devices and Services: 2008, 2009, 2010, 2012, 2013, 2014, 2015, 2016

MOCO, the International Workshop on Movement and Computing: 2014, 2015

MUM, the International Conference on Mobile and Ubiquitous Multimedia: 2013
SUI, the ACM Symposium on Spatial User Interaction: 2013
TEI, the International Conference on Tangible, Embedded and Embodied
Interaction: 2012, 2013, 2017
TVX 2014, the ACM International Conference on Interactive Experiences for TV
and Online Video: 2014, 2015, 2016
UIST, the ACM Symposium on User Interface Software and Technology: 2012,
2013, 2014, 2016
VR, the IEEE Virtual Reality Conference: 2010
VSMM, the Int. Conference on Virtual Systems and Multimedia: 2009