

# **Fisa de îndeplinire a standardelor minimale**

CANDIDAT:

**Conf. dr. ing. Florin Stelian GÎRBACIA**

**Fisa de îndeplinire a standardelor minimale necesare si obligatorii pentru conferirea titlului de conferențiar universitar (OMENCS nr. 6129/20.12.2016, Anexa nr. 13 din MONITORUL OFICIAL AL ROMANIEI, COMISIA INGINERIE AEROSPAȚIALĂ, AUTOVEHICULE ȘI TRANSPORTURI ).**

Conditii minimale					
Nr. crt.	Categoria				
	Domeniul de activitate	Conditii Conferentiar	Conditii CS II	Conditii Profesor	Conditii CS I
1	Activitatea didactică și profesională (A1)	Minim 100 puncte		Minim 180 puncte	
2	Activitatea de cercetare (A2)	Minim 100 puncte	Minim 200 puncte	Minim 200 puncte	Minim 380 puncte
3	Recunoașterea impactului activității (A3)	Minim 50 puncte	Minim 50 puncte	Minim 100 puncte	Minim 100 puncte
<b>TOTAL</b>		250 puncte	250 puncte	400 puncte	400 puncte

<b>Categoria: Profesor Universitar</b>			
Nr. Crt.	Domeniul de activitate	Minim de îndeplinit (puncte)	Punctaj calculat
1.	Activitate didactică / profesională (A1)	Minim 180 de puncte	<b>199.129 puncte</b>
2.	Activitate de cercetare (A2)	Minim 200 de puncte	<b>603.264 puncte</b>
3.	Recunoașterea impactului activității (A3)	Minim 100 de puncte	<b>792.31 puncte</b>
	<b>Total</b>	Minim 400 de puncte	<b>1594.7 puncte</b>

# Structura activității candidatului

## 1. Activitate didactică și profesională (A1)

Nr.crt.	Domeniul	Tipul activitatilor	Categoriile și restricții	Subcategoriile	Indicatori (kpi)	Punctaj candidat
0	1	2	3	4	5	6
1	Activitatea didactică și profesională (A1)	1.1 Carti și capitole în carti de specialitate	1.1.1. Carti/ capitole, ca autor, în edituri naționale sau internaționale Profesor minim 4; Conferențiar minim 2	1.1.1.1 internaționale	nr.pag/(2*nr. autori)	<b>17.28</b> <b>14 carti / capitole de carte</b>
				1.1.1.2 naționale	nr.pag/(5*nr. autori)	<b>50</b> <b>2 carti/ capitol de carte</b>
			1.1.2. Carti/ capitole, ca editor	1.1.2.1 internaționale	nr.pag/(3*nr. editori)	-
				1.1.2.2 naționale	nr.pag/(7*nr. editori)	-
		1.2 Material didactic / Lucrări didactice	1.2.1. Manuale didactice / monografii- pentru Profesor/CSI minim 2 din care 1 prim autor ; Pentru Conferențiar/CS II minim 1	nr.pag/(10*nr. autori)	<b>63.3</b> <b>3 manual didactic / monografie ca unic autor</b>	
			1.2.2. Îndrumătoare de laborator/aplicații; Profesor/CSI-minim 2, din care 1 prim autor; Conferențiar/CS II- minim 1	nr.pag/(20*nr. autori)	<b>4.049</b> <b>2 îndrumare de laborator, 1 ca prim autor</b>	
		1.3 Coordonare de programe de studii, organizare și coordonare programe de formare continuă	1.3.1. Director/responsabil		10* nr. ani de desfășurare	-
			1.3.2. Membru		3* nr. ani de desfășurare	<b>15</b>
		1.4 Conducere proiecte de diploma, disertație	max. 50 pct. în total		1/1,5	<b>13.5</b>
		1.5 Introducere discipline și laboratoare noi, confirmate prin manuale și îndrumare publicate	1.5.1 Discipline noi (max. 40 puncte împreună cu 1.5.2)		10	<b>30</b>
			1.5.2 Lucrări noi de laborator (max. 40 puncte împreună cu 1.5.1)		2 / lucrare	<b>6</b>
		1.6 Director/responsabil programe parteneriat academic internațional / Erasmus			20 / activitate	-
		<b>TOTAL Criteriu A1</b>				

## 2. Activitatea de cercetare (A2)

Nr.crt.	Domeniul	Tipul activitatilor	Categoriile și restricții	Subcategoriile	Indicatori (kpi)	Punctaj candidat
0	1	2	3	4	5	6
2	Activitatea de cercetare științifică (A2)	2.1 Articole în extenso în reviste cotate și în proceedings indexate ISI Thomson Reuters sau SAE	Profesor / CS I: Minimum 11 articole sau 60 puncte, din care minimum 1 articol în revistă cotate ISI Conferențiar / CS II: Minimum 6 articole sau 30 puncte		(25+20*factor impact)/nr. autori	<b>270.117</b> <b>26 articole indexate ISI, 4 în reviste cotate ISI</b>
		2.2 Brevete de invenție	2.2.1 Internaționale		25/nr. autori	-
			2.2.2 Naționale		20/nr. autori	<b>5</b> <b>1 brevet</b>
		2.3 Articole publicate în reviste naționale și volumele unor manifestări științifice indexate în BDI recunoscute de comisia CNATDCU	Profesor / CS I: Minimum 30 puncte; minimum 5 articole Conferențiar / CS II: Minimum 20 puncte; minimum 3 articole		20/nr. autori;	<b>117.49</b> <b>13 articole în reviste naționale sau volumele unor manifestări științifice</b>
		2.4 Articole publicate în reviste naționale și volumele unor manifestări științifice naționale și internaționale neindexate			5/nr. autori	<b>22.997</b> <b>14 articole în volumele unor manifestări științifice naționale și internaționale neindexate</b>
		2.5 Granturi/proiecte castigate prin competiție/ de cercetare / consultanță pentru mediul economic	2.5.1. Director/ responsabil Profesor / CS I: Minim 2 granturi sau val. contracte cu mediul economic minimum 200.000 lei Conferențiar / CS II: Minim 1 grant sau val. contracte cu mediul economic minimum 100.000 lei	2.5.1.1 internaționale	20* nr.ani de desfășurare (1 an = 12 luni)	<b>36.66</b> <b>2 contracte cu mediul economic valoare &gt; 200000 lei</b>
				2.5.1.2 naționale	10* nr. ani de desfășurare (1 an = 12 luni)	<b>75</b> <b>4 granturi</b>
				2.5.2.1 internaționale	4* nr. ani de desfășurare (1 an = 12 luni)	<b>24</b> <b>2 granturi</b>
				2.5.2.2 naționale	2* nr. ani de desfășurare (1 an = 12 luni)	<b>52</b> <b>10 granturi</b>
		<b>Total Criteriu A2</b>				

### 3. Recunoașterea impactului activității (A3)

Nr.crt.	Domeniul	Tipul activitatilor	Categoriile și restricții	Subcategoriile	Indicatori (kpi)	Punctaj candidat
3	Recunoașterea performanțelor profesionale și impactul activității (A3)	3.1 Citari în reviste ISI și BDI (fără autocitări)	3.1.1 ISI cu factor de impact	Profesor/CS I : Minim 40 Conf. /CS II : Minim 20	20/nr. autori	<b>246.985</b> <b>Citat în 38 lucrari ISI cu factor de impact</b>
			3.1.2 ISI fara factor de impact		15/nr. autori	<b>115</b> <b>Citat în 16 lucrari ISI fără factor de impact</b>
			3.1.3 BDI		10/nr. autori	<b>137.325</b> <b>Citat în 37 lucrari BDI</b>
		3.2 Prezentari în plenul unor manifestari stiintifice nationale si internationale	3.2.1 internationale	20	-	
			3.2.2 nationale	10	<b>30</b>	
		3.3 Profesor invitat în cadrul acordurilor academice internaționale și programelor de colaborare cu instituții și firme internaționale, inclusiv programele Erasmus+ (predare)		30	-	
		3.4 Membru în colectivele de redactie sau comitete stiintifice al revistelor si manifestarilor stiintifice, organizator de manifestari stiintifice / Recenzor	3.4.1 Reviste ISI cu factor de impact	3.4.1.1 Membru în comitetul științific / editor	15	-
				3.4.1.2 Recenzor	10/articol recezat	<b>140</b>
			3.4.2 Reviste ISI fara factor de impact / proceedings ISI	3.4.2.1 Membru în comitetul științific / editor	10	-
				3.4.2.2 Recenzor	5/articol recezat	<b>25</b>
			3.4.3 Reviste / manifestări științifice indexate BDI	3.4.3.1 Membru în comitetul științific / editor	8	<b>8</b>
				3.4.3.2 Recenzor	2/articol recezat	<b>2</b>
			3.4.4 Reviste / manifestări științifice neindexate	3.4.4.1 Membru în comitetul științific / editor	5	<b>20</b>
				3.4.4.2 Recenzor	1/articol recezat	<b>13</b>
		3.5 Experienta de management, analiza si evaluare în cercetare si/sau invatamant	3.5.1 Organizații internaționale	3.5.1.1 Conducere	10* nr. ani de desfasurare	-
3.5.1.2 Membru /	5* nr. ani de			-		

			evaluator	desfasurare		
		3.5.2 Organizații naționale	3.5.2.1 Conducere	5* nr. ani de desfasurare	-	
			3.5.2.2 Membru / evaluator	2* nr. ani de desfasurare	-	
	3.6 Referent in comisii de doctorat /abilitare; Membru în echipe de îndrumare doctorat	3.6.1. International		10	-	
			3.6.2. National		5	-
	3.7 Premii / distincții	3.7.1 Academia Romana		30	-	
			3.7.2 Academii de ramura si CNCSIS		15	-
			3.7.3 Premii internationale în domeniu		10	<b>10</b>
			3.7.4 Premii nationale in domeniu		5	-
	3.8 Membru in academii, organizatii, asociatii profesionale de prestigiu, nationale si internationale, apartenenta la organizatii din domeniul educatiei si cercetarii	3.8.1 Academia Romana		100	-	
			3.8.2 Academii de ramura		30	-
			3.8.3 Conducere asociații profesionale	3.8.3.1 Internationale	30	-
				3.8.3.2 Nationale	15	-
			3.8.4 Membru în asociații profesionale	3.8.4.1 Internationale	10	<b>10</b>
				3.8.4.2 Nationale	5	<b>5</b>
			3.8.5 Organizații în domeniul educației și cercetării	3.8.5.1 Conducere	15	-
		3.8.5.2 Membru		10	-	
<b>Total</b>					<b>762.31</b>	

# Detaliere punctaje

## Activitate didactică și profesională (A1)

Nr. Crt.	Titlu	KPI	Punctaj
1.1.1.1	Postelnicu CC., Machidon OM., <b>Gîrbacia F.</b> , Voinea GD., Duguleana M. (2016) Effects of Playing Mobile Games While Driving. Chapter in: Streitz N., Markopoulos P. (eds) Distributed, Ambient and Pervasive Interactions. DAPI 2016. Lecture Notes in Computer Science, vol 9749, pp. 291-301. Springer, Cham, ISBN 978-3-319-39861-7; <a href="https://link.springer.com/chapter/10.1007/978-3-319-39862-4_27">https://link.springer.com/chapter/10.1007/978-3-319-39862-4_27</a>	<b>10 pagini / 2</b> <b>* 5 = 1.0</b>	<b>1.0</b>
	<b>Gîrbacia F.</b> , Voinea GD., Gîrbacia T. (2019) Vibrotactile Patterns for Smartphone Based ADAS Warnings. In: Burnete N., Varga B. (eds) Proceedings of the 4th International Congress of Automotive and Transport Engineering (AMMA 2018). AMMA2018 2018. Proceedings in Automotive Engineering. pp 122-127, Springer, Cham; <a href="https://link.springer.com/chapter/10.1007/978-3-319-94409-8_15">https://link.springer.com/chapter/10.1007/978-3-319-94409-8_15</a>	<b>6 pagini/</b> <b>2 * 3 = 1</b>	<b>1</b>
	Duguleana M., <b>Gîrbacia F.</b> , Postelnicu C., Beraru A., Mogan G. (2015) Aspects Concerning the Calibration Procedure for a Dual Camera Smartphone Based ADAS. In: Streitz N., Markopoulos P. (eds) Distributed, Ambient, and Pervasive Interactions. DAPI 2015. Lecture Notes in Computer Science, vol 9189, pp. 408-417. Springer, Cham, ISBN 978-3-319-40650-3; <a href="https://link.springer.com/chapter/10.1007/978-3-319-20804-6_37">https://link.springer.com/chapter/10.1007/978-3-319-20804-6_37</a>	<b>10 pagini / 2</b> <b>* 5 = 1</b>	<b>1.0</b>
	Oancea, G., <b>Gîrbacia, F.</b> and Nedelcu, A.(2008) Software Module for Data Exchange Between AutoCAD and a Virtual Reality System. Chapter in: Talaba D., Amditis A. (eds) Product Engineering, pp. 383-394 Springer Netherlands, ISBN: 978-1-4020-8199-6; <a href="https://link.springer.com/chapter/10.1007/978-1-4020-8200-9_19">https://link.springer.com/chapter/10.1007/978-1-4020-8200-9_19</a>	<b>12 pagini/ 2</b> <b>* 3 = 2</b>	<b>2.0</b>
	Runde, C., <b>Gîrbacia, F.</b> , Butila, E. (2013) Virtual & augmented environments for concurrent engineering - Concurrent Virtual engineering. Chapter in: Stjepandić J., Rock G., Bil C. (eds) Concurrent Engineering Approaches for Sustainable Product Development in a Multi-Disciplinary Environment, pp. 849-860, Springer, London, DOI: 10.1007/978-1-4471-4426-7_72; <a href="https://link.springer.com/chapter/10.1007/978-1-4471-4426-7_72">https://link.springer.com/chapter/10.1007/978-1-4471-4426-7_72</a>	<b>12 pagini/ 2</b> <b>* 3 = 2</b>	<b>2.0</b>
	Butnaru, T., <b>Gîrbacia, F.</b> , Tîrziu, F., Talabă, D. (2005) Mobile robot system controlled through mobile communications. Chapter in: Talabă D., Roche T. (eds) Product Engineering: Eco-Design, Technologies and Green Energy, pp. 433-442. Ed. Springer DOI: 10.1007/1-4020-2933-0_26, ISBN 978-1-4020-2932-5; <a href="https://link.springer.com/chapter/10.1007/1-4020-2933-0_26">https://link.springer.com/chapter/10.1007/1-4020-2933-0_26</a>	<b>10 pagini / 2</b> <b>* 4 = 1.25</b>	<b>1.25</b>
	<b>Gîrbacia F.</b> , Pîslă D., Butnariu S., Gherman B., Gîrbacia T., Plitea N. (2017) An Evolutionary Computational Algorithm for Trajectory Planning of an Innovative Parallel Robot for Brachytherapy. Chapter in: Corves B., Lovasz EC., Hüsing M., Maniu I., Gruescu C. (eds) New Advances in Mechanisms, Mechanical Transmissions and Robotics. Mechanisms and Machine Science, vol 46, pp 427-435. Springer, Cham; <a href="https://link.springer.com/chapter/10.1007/978-3-319-45450-4_43">https://link.springer.com/chapter/10.1007/978-3-319-45450-4_43</a>	<b>8 pagini/</b> <b>2 * 6 = 0.666</b>	<b>0.666</b>

Nr. Crt.	Titlu	KPI	Punctaj
	<b>Gîrbacia, F.</b> , Boboc, R., Gherman, B., Gîrbacia, T., Pîsla, D. (2017) Planning of needle insertion for robotic-assisted prostate biopsy in augmented reality using RGB-D camera. Chapter in: Borangiu T. (eds) Advances in Robot Design and Intelligent Control, No.540, Chapter No: 56, pp. 515-522. Springer International Publishing, DOI: 10.1007/978-3-319-49058-8_56, ISBN: 978-3-319-49057-1; <a href="https://link.springer.com/chapter/10.1007/978-3-319-49058-8_56">https://link.springer.com/chapter/10.1007/978-3-319-49058-8_56</a>	<b>8 pagini/ 2 * 5 = 0.8</b>	<b>0.8</b>
	Pîsla, D., Gherman, B., <b>Gîrbacia, F.</b> , Vaida, C., Butnariu, S., Gîrbacia, T., Plitea, N. (2015) Optimal Planning of Needle Insertion for Robotic-assisted Prostate Biopsy, Chapter in: Borangiu T. (eds) Advances in Robot Design and Intelligent Control, Advances in Intelligent Systems and Computing Volume 371, 2016, pp. 339-346, Springer International Publishing, DOI: 10.1007/978-3-319-21290-6_34, ISBN: 978-3-319-21289-0; <a href="https://link.springer.com/chapter/10.1007/978-3-319-21290-6_34">https://link.springer.com/chapter/10.1007/978-3-319-21290-6_34</a>	<b>8 pagini/ 2 * 7 = 0.571</b>	<b>0.571</b>
	Duguleana M., Brodi R., <b>Gîrbacia, F.</b> , Postelnicu C., Machidon O., Carrozzino M. (2016) Time-Travelling with Mobile Augmented Reality: A Case Study on the Piazza dei Miracoli. In: Ioannides M. et al. (eds) Digital Heritage. Progress in Cultural Heritage: Documentation, Preservation, and Protection. EuroMed 2016. Lecture Notes in Computer Science, vol 10058, pp 902-912. Springer, Cham, ISBN 978-3-319-48495-2; <a href="https://link.springer.com/chapter/10.1007/978-3-319-48496-9_73">https://link.springer.com/chapter/10.1007/978-3-319-48496-9_73</a>	<b>11 pagini / 2 * 6 = 0.91</b>	<b>0.91</b>
	Machidon, O.M., Postelnicu, C.C. and <b>Gîrbacia, F.</b> (2016) 3D Reconstruction as a Service–Applications in Virtual Cultural Heritage Chapter in: De Paolis L., Mongelli A. (eds) Augmented Reality, Virtual Reality, and Computer Graphics. AVR 2016. Lecture Notes in Computer Science, vol 9769, pp. 261-268.Springer International Publishing DOI: 10.1007/978-3-319-40651-0_21, ISBN: 978-3-319-40650-3 <a href="https://link.springer.com/chapter/10.1007/978-3-319-40651-0_21">https://link.springer.com/chapter/10.1007/978-3-319-40651-0_21</a>	<b>8 pagini/ 2 * 3 = 1.333</b>	<b>1.333</b>
	Postelnicu CC., <b>Gîrbacia F.</b> , Machidon O., Voinea GD. (2018) Long Term Use Effects of a P300-Based Spelling Application. In: Schmorow D., Fidopiastis C. (eds) Augmented Cognition: Intelligent Technologies. AC 2018. Lecture Notes in Computer Science, vol 10915, pp 170-179. Springer, Cham, ISBN 978-3-319-91469-5 <a href="https://link.springer.com/chapter/10.1007/978-3-319-91470-1_15">https://link.springer.com/chapter/10.1007/978-3-319-91470-1_15</a>	<b>10 pagini / 2 * 4 = 1.25</b>	<b>1.25</b>
	Boboc R.G., <b>Gîrbacia F.</b> , Postelnicu C.C., Gîrbacia T. (2019) Evaluation of Using Mobile Devices for 3D Reconstruction of Cultural Heritage Artifacts. In: Duguleană M., Carrozzino M., Gams M., Tanea I. (eds) VR Technologies in Cultural Heritage. VRTCH 2018. Communications in Computer and Information Science, vol 904, pp 46-59. Springer, Cham, ISBN 978-3-030-05818-0 <a href="https://link.springer.com/chapter/10.1007/978-3-030-05819-7_5">https://link.springer.com/chapter/10.1007/978-3-030-05819-7_5</a>	<b>14 pagini / 2 * 4 = 1.75</b>	<b>1.75</b>
	Voinea GD., <b>Gîrbacia F.</b> , Postelnicu C.C., Marto A. (2019) Exploring Cultural Heritage Using Augmented Reality Through Google’s Project Tango and ARCore. In: Duguleană M., Carrozzino M., Gams M., Tanea I. (eds) VR Technologies in Cultural Heritage. VRTCH 2018. Communications in Computer and Information Science, vol 904, pp 93-106. Springer, Cham, ISBN 978-3-030-05818-0 <a href="https://link.springer.com/chapter/10.1007/978-3-030-05819-7_8">https://link.springer.com/chapter/10.1007/978-3-030-05819-7_8</a>	<b>14 pagini / 2 * 4 = 1.75</b>	<b>1.75</b>
<b>1.1.1.2</b>	<b>Gîrbacia Florin</b> –, „Tehnologii de realitate virtuală pentru proiectarea asistată de calculator”, Editura Universitatii Transilvania, 2019. ISBN 978-606-19-1123-3	<b>181 pagini / 5 = 36.2</b>	<b>36.2</b>
	Mihai Duguleană, <b>Florin Gîrbacia</b> , Laszlo Barothi - EXPLORAREA AUTOMOBILULUI SECOLULUI XXI - Editura Universitatii Transilvania din Brasov, 2019. ISBN 978-606-19-1125-7	<b>207 pagini/ 5*3=13.8</b>	<b>13.8</b>
<b>1.2.1</b>	<b>Gîrbacia Florin</b> – „Tehnologii de Realitate Virtuala si Augmentata Aplicate in Inginerie. Note de curs”, Editura Universitatii Tranilvania din Brasov, 2016. ISBN 978-606-19-0785-4	<b>256 pagini / 10 = 25.6</b>	<b>25.6</b>



Nr. Crt.	Titlu	KPI	Punctaj
	<b>Gîrbacia Florin</b> – „Computer aided design and graphics programming : lecture notes”, Editura Universitatii Transilvania din Brasov, 2016. ISBN 978-606-19-0784-7	<b>204 pagini / 10 = 25.6</b>	<b>20.4</b>
	<b>Gîrbacia Florin, Duguleană Mihai</b> – „Virtual and augmented reality in automotive design and maintenance: course notes”, Editura Universitatii Transilvania din Brasov, 2019. ISBN 978-606-19-1124-0	<b>346 pagini / 10*2 = 17.3</b>	<b>17.3</b>
<b>1.2.2</b>	<b>Gîrbacia Florin, Talabă Doru</b> – „Tehnologiile realității virtuale. Lucrari practice”, Ed. Universității Transilvania din Brasov, ISBN 978-606-19-0071-8, 2012	<b>103 pagini / 20*2 = 2.575</b>	<b>2.575</b>
	Radu Alexandru Ionut, <b>Gîrbacia Florin</b> – Informatică aplicată. Lucrări practice editura: Ed. Universității Transilvania din Brasov, 2018, ISBN 979-606-19-1095-3	<b>59 pagini / 20*2 = 1.475</b>	<b>1.474</b>
<b>1.3.2</b>	Programul de studii: Autovehicule rutiere, perioada:2014-2018	<b>5 ani *3</b>	<b>15</b>
<b>1.4.2</b>	Development and evaluation of an Advanced Driver Assistance System integrated in an immersive 3D environment, masterand:Alin-Gabriel PÂNTEA.	<b>1.5</b>	<b>1.5</b>
	Assembly/disassembly task evaluation by arm fatigue estimation using a naturaluser interface Masterand:Iulia MARICESCU	<b>1.5</b>	<b>1.5</b>
	Developing an Android application for the reduction of fuel consumption based on the vehicle’s OBD system information, masterand:Lorena MITELUT	<b>1.5</b>	<b>1.5</b>
	Sistem de Realitate Augmentată pentru simularea vizualizărilor CAE, masterand:Plămadă Teleanu V. Mihai	<b>1.5</b>	<b>1.5</b>
	Studii privind concepția, proiectarea, dezvoltarea și implementarea unui asistent de navigare bazat pe urmărirea fetei conducătorului auto.Model experimental demonstrativ, masterand:Peltea Gabriel	<b>1.5</b>	<b>1.5</b>
	Navigarea în cadrul unui oraș medieval virtual reconstruit utilizând gesturi, masterand:Alexandru Constantin GEORGESCU	<b>1.5</b>	<b>1.5</b>
	Realizarea unei aplicații de Realitate Augmentată pentru tratarea fobiilor masterand:Georgiana MAXIM	<b>1.5</b>	<b>1.5</b>
	Dezvoltarea unei interfețe de Realitate Augmentată pentru vizualizarea co-localizata a componentelor auto. masterand:Gabureanu Stelian Felix	<b>1.5</b>	<b>1.5</b>
	Development of a knowledge based engineering application for the design automation of 3D automotive CAD models masterand:Mazilu A. Adrian Stefan	<b>1.5</b>	<b>1.5</b>
<b>1.5.1</b>	Simularea dinamica a sistemelor autovehiculelor utilizand C++ și Matlab , Specializarea : Master Inginerie virtuală în proiectarea autovehiculelor, Anul de studii : 2, An introducere disciplină: 2014	<b>10</b>	<b>10</b>
	Realitate virtuala si augmentata pentru proiectarea si mentenanta autovehiculelor, Specializarea : Master Inginerie virtuală în proiectarea autovehiculelor, Anul de studii : 1, An introducere disciplină: 2014	<b>10</b>	<b>10</b>
	Programare grafică și proiectare asistată de calculator, Specializarea : Master Inginerie virtuală în proiectarea autovehiculelor, Anul de studii : 1, An introducere disciplină: 2013	<b>10</b>	<b>10</b>
<b>1.5.2</b>	Sistem imersiv pentru vizualizarea 3D a modelelor CAD, Specializarea : Master Inginerie virtuală în proiectarea autovehiculelor, Anul de studii : 1, An introducere lucrare laborator: 2014 <a href="https://icdt.unitbv.ro/centre-de-cercetare/informatica-industrial-a-virtuala-si-robotica/infrastructur%C4%83.html">https://icdt.unitbv.ro/centre-de-cercetare/informatica-industrial-a-virtuala-si-robotica/infrastructur%C4%83.html</a>	<b>2</b>	<b>2</b>
	Sistem de Realitate Augmentată pentru vizualizarea colocalizată a modelelor CAD 3D, Specializarea: Master Inginerie virtuală în proiectarea autovehiculelor, Anul de studii : 1, An introducere lucrare laborator: 2014	<b>2</b>	<b>2</b>
	Asamblarea virtuală a modelelor 3D utilizand Leap Motion Specializarea : Master Inginerie virtuală în proiectarea	<b>2</b>	<b>2</b>

Nr. Crt.	Titlu	KPI	Punctaj
	autovehiculelor, Anul de studii : 1, An introducere lucrare laborator: 2016		
<b>Total punctaj</b>			<b>199.129</b>

## Activitatea de cercetare (A2)

### 2.1 Articole in extenso in reviste cotate si in proceedings indexate ISI Thomson Reuters sau SAE

Nr.	Referința bibliografică	Punctaj
1.	<b>Gîrbacia, F.</b> , Beraru, A., Talabă, D., Mogan, G. (2012). Visual depth perception of 3D CAD models in desktop and immersive virtual environments, International Journal of Computers, Communications and Control, 7 (5), pp. 840-848, DOI: 10.15837/ijccc.2012.5.1339, <b>Factor de impact: 1.374</b> ; <a href="http://univagora.ro/jour/index.php/ijccc/article/view/1339">http://univagora.ro/jour/index.php/ijccc/article/view/1339</a>	<b>13.12</b>
2	Postelnicu, C.-C., <b>Gîrbacia, F.</b> , Talaba, D. (2012). EOG-based visual navigation interface development, Expert Systems with Applications, 39 (12), pp. 10857-10866, DOI: 10.1016/j.eswa.2012.03.007, <b>Factor de impact: 3.928</b> ; <a href="https://www.sciencedirect.com/science/article/pii/S0957417412004770">https://www.sciencedirect.com/science/article/pii/S0957417412004770</a>	<b>34.52</b>
3	Butnariu, S., Duguleană, M., Brondi, R., <b>Gîrbacia, F.</b> , Postelnicu, C. and Carrozzino, M., (2018) .An Interactive Haptic System for Experiencing Traditional Archery. Acta Polytechnica Hungarica, 15(5), pp 185-208. DOI: 10.12700/APH.15.5.2018.5.11. <b>Factor de impact: 0.909</b> ; <a href="http://uni-obuda.hu/journal/Butnariu_Duguleana_BronDi_Girbacia_Postelnicu_Carrozzino_84.pdf">http://uni-obuda.hu/journal/Butnariu_Duguleana_BronDi_Girbacia_Postelnicu_Carrozzino_84.pdf</a>	<b>7.196</b>
4	<b>Gîrbacia, F.</b> , Butnariu, S., Orman, A. and Postelnicu, C., (2013) .Virtual restoration of deteriorated religious heritage objects using augmented reality technologies. European Journal of Science and Theology, 9(2), pp.223-231. <b>Factor de impact: 0.3</b> ; <a href="http://www.ejst.tuiasi.ro/issue9.html">http://www.ejst.tuiasi.ro/issue9.html</a>	<b>8.2</b>
5	Pantea, A., <b>Gîrbacia, F.</b> and Gîrbacia, T. (2016). Development of an Advanced Driver Assistance System Using RGB-D Camera; Chapter in: Chiru A., Ispas N. (eds) International Congress of Automotive and Transport Engineering, pp. 746-751, Springer International Publishing. DOI: 10.1007/978-3-319-45447-4_82, ISBN: 978-3-319-45446-7; <a href="https://link.springer.com/chapter/10.1007/978-3-319-45447-4_82">https://link.springer.com/chapter/10.1007/978-3-319-45447-4_82</a>	<b>8.333</b>
6	Butnaru, Tiberiu; <b>Gîrbacia, Florin</b> ; Butnaru, Silviu; Beraru Andreea, Talaba Doru (2011). An approach for teaching mechanisms using haptic systems. Proceedings of the International Conference on Virtual learning ICVL 2011 Book Series: Proceedings of the International Conference on Virtual learning Pages: 30-36 Published: 2011, ISSN 1844 – 8933; <a href="http://c3.icvl.eu/files/content-authors-ICVL2011.pdf">http://c3.icvl.eu/files/content-authors-ICVL2011.pdf</a>	<b>5</b>
7	Butnariu S., <b>Gîrbacia F.</b> , Șupială A. (2014). An approach to teaching Machine Tools using Virtual Reality technologies .Proceedings of the International Conference on Virtual learning 2014, (pp. 254-258), ISSN 1844 – 8933; <a href="http://c3.icvl.eu/files/cuprins%20ICVL_index.pdf">http://c3.icvl.eu/files/cuprins%20ICVL_index.pdf</a>	<b>8.333</b>
8	Butnariu, S., Georgescu, A., <b>Gîrbacia, F.</b> Using a natural user interface to enhance the ability to interact with reconstructed virtual heritage environments. INFORMATICA - JOURNAL OF COMPUTING AND INFORMATICS, 40 (3), pp. 291-301, (2016); <a href="http://www.informatica.si/ojs-2.4.3/index.php/informatica/article/view/1429">http://www.informatica.si/ojs-2.4.3/index.php/informatica/article/view/1429</a>	<b>8.333</b>
9	Erdelyi, H., Talaba, D., <b>Gîrbacia, F.</b> (2009). Virtual prototyping of an automobile steering system using haptic feedback. Proceedings of the 2nd WSEAS International Conference on Sensors and Signals, SENSIG '09, Visualization, Imaging and Simulation, VIS '09, Materials Science, MATERIALS '09, pp. 21-26. <a href="http://www.wseas.us/e-library/conferences/2009/baltimore/MAVISE/MAVISE-01.pdf">http://www.wseas.us/e-library/conferences/2009/baltimore/MAVISE/MAVISE-01.pdf</a>	<b>8,333</b>
10	<b>Gîrbacia, Florin</b> ; Butnariu, Silviu (2012). An innovative approach to teaching mechanism using augmented reality technologies, Edited by: Frunzeti, T; Jugureanu, R; Ciolan, L; et al. Conference: 8th International Scientific Conference eLearning and Software for Education	<b>12.5</b>

	Location: Bucharest, ROMANIA Date: APR 26-27, 2012. LEVERAGING TECHNOLOGY FOR LEARNING, VOL II Book Series: eLearning and Software for Education Pages: 140-143 Published:; <a href="http://search.ebscohost.com/login.aspx?direct=true&amp;profile=ehost&amp;scope=site&amp;authtype=crawler&amp;jrnl=2066026X&amp;AN=87641796&amp;h=73tlu4VnKXyPuOk2CIH6nwjs9S7IW7Rm75kGkjC7xWfjJKPvWVvk8lMs99oeZnZC%2BfrD0MhMcwS%2F6Vmx2XMw%3D%3D&amp;cr l=c">http://search.ebscohost.com/login.aspx?direct=true&amp;profile=ehost&amp;scope=site&amp;authtype=crawler&amp;jrnl=2066026X&amp;AN=87641796&amp;h=73tlu4VnKXyPuOk2CIH6nwjs9S7IW7Rm75kGkjC7xWfjJKPvWVvk8lMs99oeZnZC%2BfrD0MhMcwS%2F6Vmx2XMw%3D%3D&amp;cr l=c</a>	
11	Butnariu, S., <b>Gîrbacia, F.</b> (2012). Development of a natural user interface for intuitive presentations in educational process. In Conference proceedings of» eLearning and Software for Education «(eLSE) (No. 02, pp. 74-79). Universitatea Nationala de Aparare Carol I. <a href="http://search.ebscohost.com/login.aspx?direct=true&amp;profile=ehost&amp;scope=site&amp;authtype=crawler&amp;jrnl=2066026X&amp;AN=87641785&amp;h=5Bb13KyOgbXzpqRr0tE0madxJ%2B9Set77FVD219TbjPSc94S8S5lyjAV1aZm73Ks151Z%2FaIsLXj%2FmwCQZG%2BAIeg%3D%3D&amp;cr l=c">http://search.ebscohost.com/login.aspx?direct=true&amp;profile=ehost&amp;scope=site&amp;authtype=crawler&amp;jrnl=2066026X&amp;AN=87641785&amp;h=5Bb13KyOgbXzpqRr0tE0madxJ%2B9Set77FVD219TbjPSc94S8S5lyjAV1aZm73Ks151Z%2FaIsLXj%2FmwCQZG%2BAIeg%3D%3D&amp;cr l=c</a>	12.5
12	Gîrbacia, T., <b>Gîrbacia, F.</b> , Duguleana, M., Butila, E. (2015). Augmented Reality System for Training Robotic Prostate Biopsy Needle Guidance, Proceedings of the 10th International Conference on Virtual Learning (pp. 254-258), ISSN 1844 – 8933; <a href="http://c3.icvl.eu/papers2015/icvl/documente/pdf/section2/section2_paper36.pdf">http://c3.icvl.eu/papers2015/icvl/documente/pdf/section2/section2_paper36.pdf</a>	6.25
13	Butnariu, S., <b>Gîrbacia, F.</b> (2014),The command of a virtual industrial robot using a dedicated haptic interface. Advanced Materials Research, 837, pp. 543-548. Trans Tech Publications; <a href="https://www.scientific.net/AMR.837.543">https://www.scientific.net/AMR.837.543</a>	12.5
14	<b>Gîrbacia, Florin</b> ; Mogan, Gheorghe; Paunescu, Tudor (2012). AR-based Off-Line Programming of the RV-M1 Robot.Edited by: Gogu, G; Maniu, I; Lovasz, EC; et al. Conference: 11th International Conference on Mechanisms and Mechanical Transmissions/International Conference on Robotics Location: Clermont Ferrand, FRANCE Date: JUN 06-08, 2012 Book Series: Applied Mechanics and Materials Volume: 162 Pages: 344-351; <a href="https://www.scientific.net/AMM.162.344">https://www.scientific.net/AMM.162.344</a>	8.333
15	Gîrbacia, F., <b>Duguleana, M.</b> , & Stavar, A. (2012).Off-line programming of industrial robots using co-located environments. In Advanced Materials Research (Vol. 463, pp. 1654-1657). Trans Tech Publications; <a href="https://www.scientific.net/AMR.463-464.1654">https://www.scientific.net/AMR.463-464.1654</a>	8.333
16	<b>Florin, Gîrbacia</b> ; Tiberiu, Butnaru; Cristian, Postelnicu; Talaba, D. (2011).Methods for mobile robots path planning based on co-located environment. Book Group Author(s): ASME PROCEEDINGS OF THE 2011 3RD INTERNATIONAL CONFERENCE ON FUTURE COMPUTER AND COMMUNICATION (ICFCC 2011) Pages: 139-144 ;DOI: 10.1115/1.859711.paper22; <a href="http://ebooks.asmedigitalcollection.asme.org/content.aspx?bookid=326&amp;sectionid=38784447&amp;resultClick=1">http://ebooks.asmedigitalcollection.asme.org/content.aspx?bookid=326&amp;sectionid=38784447&amp;resultClick=1</a>	6.25
17	Madalina-Ioana, Toma; <b>Florin, Gîrbacia</b> ; Csaba, Antonya; Cristian, Postelnicu. (2011).Ubiquitous human interaction with a virtual reality interface for robot programming.Book Group Author(s): ASME PROCEEDINGS OF THE 2011 3RD INTERNATIONAL CONFERENCE ON FUTURE COMPUTER AND COMMUNICATION (ICFCC 2011) Pages: 145-150; <a href="http://ebooks.asmedigitalcollection.asme.org/content.aspx?bookid=326&amp;sectionid=38784450&amp;resultClick=1">http://ebooks.asmedigitalcollection.asme.org/content.aspx?bookid=326&amp;sectionid=38784450&amp;resultClick=1</a>	6.25
18	Cristian-Cezar, Postelnicu; <b>Florin, Gîrbacia</b> ; Mihai, Duguleana; Talaba, D. (2011). Eog-based teleoperation of a mobile robot. Book Group Author(s): ASME PROCEEDINGS OF THE 2011 3RD INTERNATIONAL CONFERENCE ON FUTURE COMPUTER AND COMMUNICATION (ICFCC 2011), Pages: 151-156; <a href="http://ebooks.asmedigitalcollection.asme.org/content.aspx?bookid=326&amp;sectionid=38784453">http://ebooks.asmedigitalcollection.asme.org/content.aspx?bookid=326&amp;sectionid=38784453</a>	6.25
19	Adrian, Stavar; Madalina, Dascalu L.; <b>Gîrbacia, Florin</b> ; Talaba, D. (2011) Walking compensation treadmill based system: device, environment and testing method. Book Group Author(s): ASME PROCEEDINGS OF THE 2011 3RD INTERNATIONAL CONFERENCE ON FUTURE COMPUTER AND COMMUNICATION (ICFCC 2011) Pages: 133-138, ASME; <a href="http://ebooks.asmedigitalcollection.asme.org/content.aspx?bookid=326&amp;sectionid=38784444&amp;resultClick=1">http://ebooks.asmedigitalcollection.asme.org/content.aspx?bookid=326&amp;sectionid=38784444&amp;resultClick=1</a>	6.25
20	Butnariu, S., <b>Gîrbacia, F.</b> (2014). High quality 3D restoration of photographed structures using V.R. technologies. Applied Mechanics and Materials, 464, pp. 391-398; <a href="https://www.scientific.net/AMM.464.391">https://www.scientific.net/AMM.464.391</a>	12.5
21	Butnariu, S., <b>Gîrbacia, F.</b> (2013). Methodology for the identification of needles trajectories in robotic brachytherapy procedure using VR	12.5

	technology. Applied Mechanics and Materials, 332, pp. 503-508. DOI: 10.4028/www.scientific.net/AMM.332.503; <a href="https://www.scientific.net/AMM.332.503">https://www.scientific.net/AMM.332.503</a>	
22	Butnaru, T., <b>Gîrbacia, F.</b> (2009) Collaborative pre-surgery planning in a tele-immersive environment using VR technology IFMBE Proceedings, 26, pp. 9-14. Ed. Springer DOI: 10.1007/978-3-642-04292-8_3; <a href="https://link.springer.com/chapter/10.1007/978-3-642-04292-8_3">https://link.springer.com/chapter/10.1007/978-3-642-04292-8_3</a>	12.5
23	Butnariu, S., Gîrbacia, T., & <b>Gîrbacia, F.</b> (2017). An analysis on tissue deformation during robotic biopsy needle insertion. In 2017 E-Health and Bioengineering Conference (EHB) (pp. 213-216). IEEE. DOI: 10.1109/EHB.2017.7995399; <a href="https://ieeexplore.ieee.org/document/7995399">https://ieeexplore.ieee.org/document/7995399</a>	8.333
24	Butnariu, S., Mogan, G., Antonya, C., & <b>Gîrbacia, F.</b> (2016). A new approach to diagnosis and rehabilitation in spine diseases. In Proceedings of the 2016 Virtual Reality International Conference (p. 27). ACM; <a href="https://dl.acm.org/citation.cfm?id=2927929.2927951">https://dl.acm.org/citation.cfm?id=2927929.2927951</a>	6.25
25	<b>Gîrbacia, F.</b> (2009). An approach to augmented reality technical drawings. Proceedings of the 2nd WSEAS International Conference on Sensors and Signals, SENSIG '09, Visualization, Imaging and Simulation, VIS '09, Materials Science, MATERIALS '09, pp. 27-29; <a href="http://www.wseas.us/e-library/conferences/2009/baltimore/MAVISE/MAVISE-02.pdf">http://www.wseas.us/e-library/conferences/2009/baltimore/MAVISE/MAVISE-02.pdf</a>	25
26	Dreucean, M., Sticlaru, C., Hoigne, D., <b>Gîrbacia, F.</b> (2009) . Engineering aspects of pre-surgery planning using virtual reality;.Annals of DAAAM and Proceedings of the International DAAAM Symposium, pp. 749-750; <a href="http://search.ebscohost.com/login.aspx?direct=true&amp;profile=ehost&amp;scope=site&amp;authtype=crawler&amp;jrnl=17269679&amp;asa=Y&amp;AN=4708086&amp;h=7EeJRdb6Me1a7df7ZwsQAVXAH%2FymjPyvZbPJOZ%2BfUcmGEW2GNuLlxMNIHedy5rzTDzONcs33NAeu1EQGMP6Q%3D%3D&amp;crl=c">http://search.ebscohost.com/login.aspx?direct=true&amp;profile=ehost&amp;scope=site&amp;authtype=crawler&amp;jrnl=17269679&amp;asa=Y&amp;AN=4708086&amp;h=7EeJRdb6Me1a7df7ZwsQAVXAH%2FymjPyvZbPJOZ%2BfUcmGEW2GNuLlxMNIHedy5rzTDzONcs33NAeu1EQGMP6Q%3D%3D&amp;crl=c</a>	6.25
<b>Total</b>		<b>270.117</b>

## 2.2.2 Brevete de invenție naționale

Nr.	Denumire	Punctaj
1.	Doru Talabă, <b>Florin Gîrbacia</b> , Tiberiu Butnaru, Sebastian Sisca „Sistem Reconfigurabil de Vizualizare Stereoscopica”, Brevet de Invenție nr. RO125800B1, An aparitie:2014; <a href="http://pub.osim.ro/publication-server/pdf-document?PN=RO125800%20RO%20125800&amp;iDocId=5257&amp;iepatch=.pdf">http://pub.osim.ro/publication-server/pdf-document?PN=RO125800%20RO%20125800&amp;iDocId=5257&amp;iepatch=.pdf</a>	5
<b>Total</b>		<b>5</b>

### 2.3 Articole publicate în reviste naționale și volumele unor manifestări științifice indexate în BDI recunoscute de comisia CNATDCU

Nr.	Referința bibliografică	Punctaj
1	Toma, M.I., <b>Gîrbacia, F.</b> and Antonya, C., (2012). A comparative evaluation of human interaction for design and assembly of 3D CAD models in desktop and immersive environments. International Journal on Interactive Design and Manufacturing, 6(3), pp.179-193. <b>Indexată SpringerLink, Scopus;</b> <a href="https://link.springer.com/article/10.1007/s12008-012-0144-1">https://link.springer.com/article/10.1007/s12008-012-0144-1</a>	<b>6.666</b>
2	Butilă, E.V., <b>Gîrbacia, F.</b> (2011). Expert system for chose material used gears.World Academy of Science, Engineering and Technology, 79, pp. 205-207. <b>Indexată Scopus;</b> <a href="https://www.waset.org/publications/10356">https://www.waset.org/publications/10356</a>	<b>10</b>
3	Girbacia, T., <b>Gîrbacia, F.</b> , Mogan, G. (2014). Virtual planning of robot trajectories for spray painting applications Applied Mechanics and Materials, 658, pp. 632-637. DOI: 10.4028/www.scientific.net/AMM.658.632. <b>Indexată Scopus;</b>	<b>6.666</b>
4	<b>Gîrbacia, F.</b> (2013). Evaluation of CAD model manipulation in desktop and multimodal immersive interface. Applied Mechanics and Materials, 327, pp. 289-293. DOI: 10.4028/www.scientific.net/AMM.325-326.289. <b>Indexată Scopus;</b> <a href="https://www.scientific.net/AMM.325-326.289">https://www.scientific.net/AMM.325-326.289</a>	<b>20</b>
5	<b>Gîrbacia, F.</b> (2012). Evaluation of cognitive effort in the perception of engineering drawings as 3D models. ACHI 2012 - 5th International Conference on Advances in Computer-Human Interactions, pp. 247-250. <b>Indexată Scopus;</b> <a href="https://www.thinkmind.org/download.php?articleid=achi_2012_10_10_20221">https://www.thinkmind.org/download.php?articleid=achi_2012_10_10_20221</a>	<b>20</b>
6	M., Duguleana, <b>F. Gîrbacia,</b> Gh, Mogan. (2015) Using dual camera smartphones as advanced driver assistance systems: Navieyes system architecture. 8th ACM International Conference on PErvasive Technologies Related to Assistive Environments, PETRA 2015 - Proceedings, art. no. a23, <b>Indexată Scopus, ACM;</b> <a href="https://dl.acm.org/citation.cfm?id=2769513">https://dl.acm.org/citation.cfm?id=2769513</a>	<b>6.666</b>
7	<b>Gîrbacia, F.</b> , Gîrbacia, T. and Butnariu, S.,( 2015) DESIGN REVIEW OF CAD MODELS USING A NUI LEAP MOTION SENSOR. Journal of Industrial Design & Engineering Graphics, 10. <b>Indexata EBSCO – Publishing;</b> <a href="https://web.a.ebscohost.com/abstract?direct=true&amp;profile=ehost&amp;scope=site&amp;authtype=crawler&amp;jrnl=18433766&amp;AN=116239612&amp;h=JW2SBm%2bTzSX2OIfOxuwjLqgMANbcFuPYnTPRbwZbqCJyNcj%2bMaoMktokOGDPZbrlPYCIndA5F6FpQBILU3oeA%3d%3d&amp;crl=c&amp;resultNs=AdminWebAuth&amp;resultLocal=ErrCrlNotAuth&amp;crlhashurl=login.aspx%3fdirect%3dtrue%26profile%3dehost%26scope%3dsite%26authtype%3dcrawler%26jrnl%3d18433766%26AN%3d116239612">https://web.a.ebscohost.com/abstract?direct=true&amp;profile=ehost&amp;scope=site&amp;authtype=crawler&amp;jrnl=18433766&amp;AN=116239612&amp;h=JW2SBm%2bTzSX2OIfOxuwjLqgMANbcFuPYnTPRbwZbqCJyNcj%2bMaoMktokOGDPZbrlPYCIndA5F6FpQBILU3oeA%3d%3d&amp;crl=c&amp;resultNs=AdminWebAuth&amp;resultLocal=ErrCrlNotAuth&amp;crlhashurl=login.aspx%3fdirect%3dtrue%26profile%3dehost%26scope%3dsite%26authtype%3dcrawler%26jrnl%3d18433766%26AN%3d116239612</a>	<b>6.666</b>
8	<b>Gîrbacia, F.</b> , Butnariu, S., Voinea, D., Tolea, B., Gîrbacia, T. and Pîsla, D. A Virtual Reality System for Pre-Planning of Robotic-Assisted Prostate Biopsy. Applied Mechanics and Materials, 772, p.585, 2015.DOI: <a href="https://www.scientific.net/AMM.772.585">https://www.scientific.net/AMM.772.585</a> . <b>Indexată Proquest;</b> <a href="https://www.scientific.net/AMM.772.585">https://www.scientific.net/AMM.772.585</a>	<b>3.333</b>
9	Boboc, R. G., <b>Gîrbacia, F.</b> , Duguleană, M., & Tavčar, A. (2017). A handheld Augmented Reality to revive a demolished Reformed Church from Brașov. In Proceedings of the Virtual Reality International Conference-Laval Virtual 2017 (p. 18). <b>Indexată ACM, Scopus;</b> <a href="https://dl.acm.org/citation.cfm?id=3110311">https://dl.acm.org/citation.cfm?id=3110311</a>	<b>5</b>
10	Gîrbacia, T., <b>Gîrbacia, F.</b> , Butnariu, S. Gherman, B., Vaida, C., Pîslă, D. (2016). Development of a virtual reality application for planning of robotic prostate transperineal biopsy. In Bulletin of the Transilvania University of Brasov, Vol. 9 (58), Series I, no.2, special issue - 2016, pag. 133-139, ISSN 2065-2119. <b>Indexată EBSCO;</b> <a href="http://webbut.unitbv.ro/Bulletin/Serie%20I/BUT_PRASIC/Girbacia%20T.pdf">http://webbut.unitbv.ro/Bulletin/Serie%20I/BUT_PRASIC/Girbacia%20T.pdf</a>	<b>3.333</b>
11	<b>Gîrbacia, F.</b> , Dumitru, A., Postelnicu, C., Duguleana, M., Girbacia, T., Butila, E., Beraru A. & Mogan, G. (2016). Effects of ADAS notifications on driver's visual attention under simulator driving conditions. In PERCEPTION (Vol. 45, pp. 307-308). 1 Olivers Yard, 55 City Road, London Ec1y 1sp, England: Sage Publications Ltd. ISSN: 0301-0066 <b>Indexată ISI;</b> <a href="https://journals.sagepub.com/doi/full/10.1177/0301006616671273">https://journals.sagepub.com/doi/full/10.1177/0301006616671273</a>	<b>2.5</b>

Nr.	Referința bibliografică	Punctaj
12	<b>Gîrbacia, F.</b> ; Beraru, A.; Talaba, D.(2012) The influence of shape complexity in visual depth perception of CAD models PERCEPTION Volume: 41 Supplement: S Pages: 81-82. <b>Indexată ISI</b> ; <a href="https://journals.sagepub.com/doi/pdf/10.1177/03010066120410S101">https://journals.sagepub.com/doi/pdf/10.1177/03010066120410S101</a>	<b>6.66</b>
13	<b>Gîrbacia, F.</b> (2010) An approach to an augmented reality interface for computer aided design;Annals of DAAAM and Proceedings of the International DAAAM Symposium, pp. 791-792. <b>Indexată Scopus</b> ; <a href="http://www.daaam.info/Downloads/Pdfs/proceedings/proceedings_2010/22853_Annals_1_head.pdf">http://www.daaam.info/Downloads/Pdfs/proceedings/proceedings_2010/22853_Annals_1_head.pdf</a>	<b>20</b>
<b>Total</b>		<b>88.33</b>

## 2.4 Articole publicate in reviste nationale si volumele unor manifestari stiintifice nationale si internationale neindexate

Nr.	Referința bibliografică	Punctaj
1	Razvan Gabriel Boboc, <b>Florin Gîrbacia</b> , Aleš Tavcar, Eugen Butila. Reviving the memory of demolished buildings using Augmented Reality. Information Society 2016 eHeritage Workshop – Ljubljana (Slovenia), October 10-14 2016, In proceedings of the 19th international multi-conference Information Society, pp. 5-8. <a href="http://www.eheritage.org/publications/">http://www.eheritage.org/publications/</a>	<b>1.25</b>
2	<b>Gîrbacia, F.</b> ; Duguleana, M.; Postelnicu, C.; Gîrbacia, T.; Voinea, D.(2016) A Mobile Application For Discovering Brasov Monuments Using Augmented Reality. In proceedings of the 2016 International Conference on Augmented Reality for Technical Entrepreneurs, ARTE 2016 – Bucarest (Romania), pp. 23-26. <a href="http://tms.camis.pub.ro/index.php/en/programme-arte">http://tms.camis.pub.ro/index.php/en/programme-arte</a>	<b>1</b>
3	Postelnicu, C., Duguleana, M., <b>Gîrbacia, F.</b> , & Talaba, D. (2014). Towards P300 based brain computer interface for Computer Aided Design. In Conference and Exhibition of the European Association of Virtual and Augmented Reality, EuroVR (pp. 107-111); <a href="https://diglib.eg.org/handle/10.2312/eurovr.20141347.107-111">https://diglib.eg.org/handle/10.2312/eurovr.20141347.107-111</a>	<b>1.25</b>
4	<b>Gîrbacia, Florin</b> , and Teodora Gîrbacia (2014). Tehnologii de interfațare naturală aplicate în proiectarea asistată de calculator.Proceedings of the Romanian National Human-Computer Interaction Conference - RoCHI 2014, pp.25-28, <a href="http://rochi.utcluj.ro/articole/2/RoCHI-2014-Girbacia.pdf">http://rochi.utcluj.ro/articole/2/RoCHI-2014-Girbacia.pdf</a>	<b>2.5</b>
5	Mogan, G., Talaba, D., <b>Gîrbacia, F.</b> , Butnaru, T., Sisca, S. and Aron, C., (2008) A generic multimodal interface for design and manufacturing applications. In Proceedings of the 2nd International Workshop Virtual Manufacturing (VirMan08)-Part of the 5th INTUITION International Conference: Virtual Reality in Industry and Society: From Research to Application (pp. 6-8); <a href="http://www.rrv.ro/ireal/pdf/2008_VM12.pdf">http://www.rrv.ro/ireal/pdf/2008_VM12.pdf</a>	<b>0.833</b>
6	<b>Gîrbacia, F.</b> , Runde, C., Butnaru, T., Sisca, S. and Talaba, D.,(2006) An interactive multi wall projected virtual environment for virtual reality based design and manufacturing simulation. In 12th International Conference on Machine Design and Production, Kusadasi, Turkey; <a href="https://www.researchgate.net/publication/308966831_An_interactive_multi_wall_projected_virtual_environment_for_virtual_reality_based_design_and_manufacturing_simulation">https://www.researchgate.net/publication/308966831_An_interactive_multi_wall_projected_virtual_environment_for_virtual_reality_based_design_and_manufacturing_simulation</a> .	<b>5</b>
7	Runde, C., Decker, F., TALABA, D. and <b>Gîrbacia, F.</b> (2006) A multi server multi user approach for distributed virtual environments. In Workshop on Virtual Reality in Product Engineering and Robotics: Technology and Applications, Special issue of: Bulletin of the Transilvania University of Brașov; <a href="http://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.458.2186&amp;rep=rep1&amp;type=pdf">http://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.458.2186&amp;rep=rep1&amp;type=pdf</a>	<b>1.25</b>
8	<b>Gîrbacia, F.</b> , BUTNARU, T. and Erdélyi, H., (2009) An approach for the integration of 3D CAD models into augmented reality environments. In Proceedings of International Conference on Engineering Graphics and Design (pp. 12-13); <a href="http://www.rrv.ro/ireal/pdf/2009_GIRBACIA_ICEGD.pdf">http://www.rrv.ro/ireal/pdf/2009_GIRBACIA_ICEGD.pdf</a>	<b>1.666</b>

Nr.	Referința bibliografică	Punctaj
9	Butnariu, S., <b>Gîrbacia, F.</b> , & Orman, A. (2012). Methodology for 3D reconstruction of objects for teaching virtual restoration. On Virtual Learning, 46; <a href="http://www.icvl.eu/2012/disc/icvl/documente/pdf/work/ICVL_Workshop_paper04.pdf">http://www.icvl.eu/2012/disc/icvl/documente/pdf/work/ICVL_Workshop_paper04.pdf</a>	1.666
10	Staretu, I., Dudulean, C., & <b>Gîrbacia, F.</b> (2009). Interface for manipulation of the 3D virtual objects in the training activities to disciplines of applied mechanics. In The International Conference Interdisciplinarity in Engineering INTER-ENG (p. 300). Editura Universitatii" Petru Maior" din Tirgu Mures; <a href="http://inter-eng.upm.ro/2009/files/proceedings/papers/paper57.pdf">http://inter-eng.upm.ro/2009/files/proceedings/papers/paper57.pdf</a>	1.666
11	Staretu, I., Dudulean, C., & Gîrbacia, F. (2009). Pilot station for training process specific to disciplines of applied mechanics using virtual reality, The 3rd International Conference on "Computational Mechanics and Virtual Engineering" COMEC 2009; <a href="https://sites.google.com/site/comec2009papers/papers-101-150/papers-141-150/paper142.pdf">https://sites.google.com/site/comec2009papers/papers-101-150/papers-141-150/paper142.pdf</a>	1.666
12	Dascălu, M., <b>Gîrbacia, F.S.</b> , Talabă, D. and Stavăr, A., (2008). COGNITIVE APPROACH OF HUMAN-MACHINE COMMUNICATION. Bulletin of the Transilvania University of Brasov, Series I: Engineering Sciences, 1(50). <a href="http://search.ebscohost.com/login.aspx?direct=true&amp;profile=ehost&amp;scope=site&amp;authtype=crawler&amp;jrnl=20652119&amp;AN=52551714&amp;h=wx0c4tek7EP5FHsXERLHr5oI0%2FGZek4Itd5JvnbmxF16itkTcRW8sgxya%2Fa3kPBOJUZ8JJyO%2BuTpM%2BW7brsvw%3D%3D&amp;crl=c">http://search.ebscohost.com/login.aspx?direct=true&amp;profile=ehost&amp;scope=site&amp;authtype=crawler&amp;jrnl=20652119&amp;AN=52551714&amp;h=wx0c4tek7EP5FHsXERLHr5oI0%2FGZek4Itd5JvnbmxF16itkTcRW8sgxya%2Fa3kPBOJUZ8JJyO%2BuTpM%2BW7brsvw%3D%3D&amp;crl=c</a>	1.25
13	Duguleana, M., <b>Gîrbacia, F.</b> , Postelnicu, C., Brodi, R., & Carrozzino, M. (2016). Exploring Pisa Monuments Using Mobile Augmented Reality. World Academy of Science, Engineering and Technology, International Journal of Computer, Electrical, Automation, Control and Information Engineering, 10(11), 1885-1888; <a href="https://www.waset.org/Publications/exploring-pisa-monuments-using-mobile-augmented-reality/10005700">https://www.waset.org/Publications/exploring-pisa-monuments-using-mobile-augmented-reality/10005700</a>	1
14	<b>Gîrbacia, F.</b> , Butnaru, T., Beraru, A., Butila, E. and Mogan, G., (2011). A Framework for Tele-Immersive Design Review of 3D CAD Models. In 3rd WSEAS International Conference on Manufacturing Engineering, Quality and Production Systems (MEQAPS'11), Braşov; <a href="http://www.wseas.us/e-library/conferences/2011/Brasov2/MEOAPS/MEOAPS-40.pdf">http://www.wseas.us/e-library/conferences/2011/Brasov2/MEOAPS/MEOAPS-40.pdf</a>	1
<b>Total</b>		<b>22,997</b>

### 2.5.1.1 Granturi/proiecte castigate prin competitie internationala sau proiecte de cercetare/consultantă cu mediul economic -Director/responsabil

Denumire proiect	Tip proiect	Perioada de implementare	Funcția in proiect	Valoare proiect / partener	Punctaj obținut
Proiect CDS Dynamic Tribology, Contract cu Schaeffler, nr. 4029/26.03.2008, Act adit.6 13494/19.10.2016 <a href="http://old.unitbv.ro/bmp/ProiecteUTBv/Contractecuterti.aspx">http://old.unitbv.ro/bmp/ProiecteUTBv/Contractecuterti.aspx</a>	International, Schaeffler Technologies AG & Co. KG	2016-2017 (10 luni)	Project Manager Director	24800 EUR	20 * 0.833 = 16.66
Proiect CDS Dynamic Tribology, Contract cu Schaeffler, nr. 4029/26.03.2008, Act adit. 5 Nr:1291/04.02.2015 <a href="http://old.unitbv.ro/bmp/ProiecteUTBv/Contractecuterti.aspx">http://old.unitbv.ro/bmp/ProiecteUTBv/Contractecuterti.aspx</a>	International, Schaeffler Technologies AG & Co. KG	2015-2016	Scientific Manager Responsabil Stiintific	34069.77 EUR	20 * 1 = 20
<b>Total</b>					<b>36.66</b>

**2.5.1.2 Granturi/proiecte castigate prin competitie natională sau proiecte de cercetare/consultantă cu mediul economic - Director/responsabil**

Denumire proiect	Tip proiect	Perioada de implementare	Funcția in proiect	Valoare proiect / partener	Punctaj obținut
PN-II-PT-PCCA-2013-4-0647 – ROBOCORE – Biopsia prostatei asistata robotic, o metoda inovativa de mare precizie, Contract numărul: 247/2014; <a href="https://cester.utcluj.ro/robocore/team.html">https://cester.utcluj.ro/robocore/team.html</a>	National, PCCA TIP 2	2014-2017	Responsabil partener	150000 Lei	<b>10 * 4 = 40</b>
Tehnologii ale realitatii virtuale si augmentate utilizate in simularea manoperelor prepararii dintilor in protezarea fixa, NrContract:Nr.12083/2008; <a href="http://www.univ-ovidius.ro/oralhealth/virdent.html">http://www.univ-ovidius.ro/oralhealth/virdent.html</a>	CNMP, Program 4, Parteneriate in domeniile prioritare	2008-2011	Responsabil partener Siemens PSE SRL 6 luni	6000 Lei	<b>10 * 0.5 = 5</b>
NAVIEYES: Asistent inteligent de navigare auto pentru dispozitive mobile bazat pe urmărirea privirii, Contract Nr. 240/ 2014; <a href="http://navieyes.unitbv.ro/?page_id=33">http://navieyes.unitbv.ro/?page_id=33</a>	National, PCCA TIP 2	2014-2017	Resonsabil etapa a-II-a, 2015, 1 an	894250 lei	<b>10 * 1 = 10</b>
Interactiune multimodala cu masini pentru aplicatii spatiale bazate pe utilizarea biopotentialelor omului perioada, Contract Nr. 566/ 2017; <a href="http://brainspaceproject.org/meet-the-team/">http://brainspaceproject.org/meet-the-team/</a>	National, Programul CDI pentru Tehnologie Spatiala si Cercetare Avansata – STAR, ROSA	2017-2019	Responsabil dezvoltare software și hardware	600000 lei	<b>10*2=20</b>
<b>Total</b>					<b>75</b>

**2.5.2.1 Granturi/proiecte castigate prin competitie internationala sau proiecte de cercetare/consultantă cu mediul economic -- membru in echipa confirmat cu documete oficiale**

Denumire proiect	Tip proiect	Perioada de implementare	Funcția in proiect	Valoare proiect / partener	Punctaj obținut
H2020-TWINN-2015 – eHERITAGE Expanding the Research and Innovation Capacity in Cultural	International, EU-H2020-TWINN-	2015-2018	Membru în echipă	420000 EURO	<b>4 * 3 = 12</b>



Heritage Virtual Reality Applications, Contract numarul: 692103; <a href="http://www.eheritage.org/meet-our-team/">http://www.eheritage.org/meet-our-team/</a>	2015				
FP6- Virtual Reality in Product Design and Robotics – VEGA, Contract numarul: 016565; <a href="http://www.project-vega.ro/">http://www.project-vega.ro/</a>	International, EU- FP6 – SSA Project	2005-2008	Membru în echipă	900000 EURO	4 * 3 = 12
<b>Total</b>					<b>24</b>

### 1.5.2.2 Granturi/proiecte castigate prin competitie natională sau proiecte de cercetare/consultantă cu mediul economic -- membru in echipa confirmat cu documete oficiale

Denumire proiect	Tip proiect	Perioada de implementare	Funcția în proiect	Valoare proiect / partener	Punctaj obținut
NAVIEYES: Asistent inteligent de navigare auto pentru dispozitive mobile bazat pe urmărirea privirii, Contract Nr. 240/ 2014; <a href="http://navieyes.unitbv.ro/">http://navieyes.unitbv.ro/</a>	National, PCCA TIP 2	2014-2017	Membru în echipă, 3 ani	894250 lei	6
SPINE- Sistem de diagnosticare și terapie a afecțiunilor coloanei vertebrale, PN-II-PT-PCCA-2013-4-1596, Contract Nr. 227/2014 <a href="http://spine.unitbv.ro/colectiv.php">http://spine.unitbv.ro/colectiv.php</a>	National, PCCA TIP 2	2014-2017	Membru în echipă	1437409 lei	8
CHANCE- Brahiterapia asistată robotic, o abordare inovativă în terapia cancerelor, Contract Nr. 227/2014 inoperabile <a href="https://cester.utcluj.ro/chance/parteneri.html">https://cester.utcluj.ro/chance/parteneri.html</a>	National, PCCA TIP 2	2012-2016	Membru în echipă	300000 lei	8
EXORAS- Nou sistem haptic de tip exoschelet pentru robotica si automatica spatiala, NrContract:13 / 2012 <a href="http://old.unitbv.ro/rrv/ro-ro/proiecte.aspx">http://old.unitbv.ro/rrv/ro-ro/proiecte.aspx</a>	National, Agenția Spațială Română – ROSA	2012-2015	Membru în echipă	174500 lei	6
IREAL – Interfață cu retur haptic pentru prototiparea virtuală în mediu imersiv, Nr. 96/2007 <a href="http://www.rrv.ro/ireal/index.htm">http://www.rrv.ro/ireal/index.htm</a> <a href="http://old.unitbv.ro/rrv/ro-ro/proiecte.aspx">http://old.unitbv.ro/rrv/ro-ro/proiecte.aspx</a>	National, Bugetul de stat – UEFISCSU	2007-2010	Membru în echipă	907068.12 lei	6
TOMIS – Utilizarea realității virtuale în reconstruirea Multimodală 3D a site-urilor Istorice, NrContract:Nr. 11-041/14.09.2007 <a href="http://cerva.ro/tomis/index.php?option=com_contact&amp;view=contact&amp;id=4:universitatea-transilvania-din-brasov&amp;catid=35:parteneri">http://cerva.ro/tomis/index.php?option=com_contact&amp;view=contact&amp;id=4:universitatea-transilvania-din-brasov&amp;catid=35:parteneri</a>	National, Buget de stat – Ministerul educatiei, Cercetării si Tineretului, Programul Parteneriate în	2007-2009	Membru în echipă	257757 lei	4

	domeniile prioritare				
MERVI – Mediu colaborativ de Realitate Virtuala pentru planificare pre-operatorie in ortopedie , NrContract:CEEX-II-03/15.08.2006; <a href="http://www.rrv.ro/mervi/">http://www.rrv.ro/mervi/</a>	National, CEEX-II, Buget de Stat – Autoritatea Natională pentru Cercetare Stiintifică	2006-2008	Membru în echipă	1635500 lei	<b>4</b>
TRIMA-Tehnici si tehnologii de realitate virtuala aplicate in inginerie, medicina si arta, NrContract:26/2006; <a href="http://www.rrv.ro/trima/index.html">http://www.rrv.ro/trima/index.html</a>	National, CNCSIS	2006-2008	Membru în echipă	2973922 lei	<b>4</b>
VIRPE- Realitate Virtuala pentru Ingineria Produsului, CEEX-II-5920/2006; <a href="http://www.rrv.ro/virpe/index.html">http://www.rrv.ro/virpe/index.html</a>	National, CEEX-II,Buget de Stat – Autoritatea Natională pentru Cercetare Stiintifică	2006-2008	Membru în echipă	162650 lei	<b>4</b>
Simularea in timp real a sistemelor multicorp cu elemente rigide si deformabile; <a href="http://old.unitbv.ro/bmp/ProiecteUTBv/Proiectenationale/Arhivacercetare.aspx">http://old.unitbv.ro/bmp/ProiecteUTBv/Proiectenationale/Arhivacercetare.aspx</a>	National, CNCSIS Tip A	2007-2008	Membru în echipă	145000 lei	<b>2</b>
<b>Total</b>					<b>52</b>

### 3. Recunoașterea impactului activității (A3)

#### 3.1.1 Citări în reviste ISI cu factor de impact

Nr	Referința bibliografică	Factor de impact	Punctaj
	Postelnicu, C.-C., <b>Gîrbacia, F.</b> , Talaba, D. (2012) EOG-based visual navigation interface development, Expert Systems with Applications, 39 (12), pp. 10857-10866, DOI: 10.1016/j.eswa.2012.03.007		
<b>1</b>	Hong, I., Bong, K., Shin, D., Park, S., Lee, K. J., Kim, Y., & Yoo, H. J. (2016). A 2.71 nJ/pixel gaze-activated object recognition system for low-power mobile smart glasses, IEEE Journal of Solid-State Circuits, 51(1), pp. 45-55. <a href="https://ieeexplore.ieee.org/document/7286768">https://ieeexplore.ieee.org/document/7286768</a>	<b>4.075</b>	<b>6.666</b>
<b>2</b>	Nam, Y., Koo, B., Cichocki, A., & Choi, S. (2014). GOM-Face: GKP, EOG, and EMG-based multimodal interface with application to humanoid robot control, IEEE Transactions on Biomedical Engineering, 61(2), pp. 453-462; <a href="https://ieeexplore.ieee.org/abstract/document/6589166">https://ieeexplore.ieee.org/abstract/document/6589166</a>	<b>4.288</b>	<b>6.666</b>
<b>3</b>	Aziz, F., Arof, H., Mokhtar, N., & Mubin, M. (2014). HMM based automated wheelchair navigation using EOG traces in EEG. Journal of neural engineering, 11(5), pp.056018; <a href="https://www.ncbi.nlm.nih.gov/pubmed/25188730">https://www.ncbi.nlm.nih.gov/pubmed/25188730</a>	<b>3.920</b>	<b>6.666</b>
<b>4</b>	Ramli, R., Arof, H., Ibrahim, F., Mokhtar, N., & Idris, M. Y. I. (2015). Using finite state machine and a hybrid of EEG signal and EOG artifacts for an asynchronous wheelchair navigation. Expert Systems with Applications, 42(5), pp. 2451-2463; <a href="https://www.sciencedirect.com/science/article/pii/S0957417414006903">https://www.sciencedirect.com/science/article/pii/S0957417414006903</a>	<b>3.768</b>	<b>6.666</b>

Nr	Referința bibliografică	Factor de impact	Punctaj
5	Lledó, L. D., Úbeda, A., Iáñez, E., & Azorín, J. M. (2013). Internet browsing application based on electrooculography for disabled people. <i>Expert Systems with Applications</i> , 40(7), pp. 2640-2648; <a href="https://www.sciencedirect.com/science/article/pii/S0957417412012225">https://www.sciencedirect.com/science/article/pii/S0957417412012225</a>	3.768	6.666
6	Hortal, E., Iáñez, E., Úbeda, A., Perez-Vidal, C., & Azorín, J. M. (2015). Combining a Brain–Machine Interface and an Electrooculography Interface to perform pick and place tasks with a robotic arm. <i>Robotics and Autonomous Systems</i> , 72, pp. 181-188; <a href="https://www.sciencedirect.com/science/article/pii/S0921889015001244">https://www.sciencedirect.com/science/article/pii/S0921889015001244</a>	2.638	6.666
7	Iáñez, E., Azorin, J. M., & Perez-Vidal, C. (2013). Using eye movement to control a computer: A design for a lightweight electro-oculogram electrode array and computer interface. <i>PloS one</i> , 8(7), e67099. <a href="https://journals.plos.org/plosone/article?id=10.1371/journal.pone.0067099">https://journals.plos.org/plosone/article?id=10.1371/journal.pone.0067099</a>	2.766	6.666
8	Belkacem, A. N., Saetia, S., Zintus-art, K., Shin, D., Kambara, H., Yoshimura, N., & Koike, Y. (2015). Real-time control of a video game using eye movements and two temporal EEG sensors. <i>Computational intelligence and neuroscience</i> , 2015, p. 1. <a href="https://www.hindawi.com/journals/cin/2015/653639/">https://www.hindawi.com/journals/cin/2015/653639/</a>	1.649	6.666
9	Rusydi, M., Sasaki, M., & Ito, S. (2014). Affine transform to reform pixel coordinates of EOG signals for controlling robot manipulators using gaze motions. <i>Sensors</i> , 14(6), pp. 10107-10123. <a href="https://www.mdpi.com/1424-8220/14/6/10107">https://www.mdpi.com/1424-8220/14/6/10107</a>	2.475	6.666
10	Phukpattaranont, P., Aungsakul, S., Phinyomark, A., & Limsakul, C. (2016). Efficient feature for classification of eye movements using electrooculography signals. <i>Thermal Science</i> , 20, pp. 563-572.; <a href="http://thermalscience.vinca.rs/pdfs/papers-2016/TSCI151005038P.pdf">http://thermalscience.vinca.rs/pdfs/papers-2016/TSCI151005038P.pdf</a>	1.431	6.666
11	Mala, S., & Latha, K. (2014). Feature selection in classification of eye movements using electrooculography for activity recognition. <i>Computational and mathematical methods in medicine</i> , 2014. <a href="https://www.hindawi.com/journals/cmmm/2014/713818/abs/">https://www.hindawi.com/journals/cmmm/2014/713818/abs/</a>	1.545	6.666
12	Ding, X., Lv, Z., Zhang, C., Gao, X., & Zhou, B. (2017). A Robust Online Saccadic Eye Movement Recognition Method Combining Electrooculography and Video. <i>IEEE Access</i> , 5, pp. 17997-18003. <a href="https://ieeexplore.ieee.org/abstract/document/803100">https://ieeexplore.ieee.org/abstract/document/803100</a>	3.557	6.666
13	Shen, H. M., Yue, Y., Lian, C., Ge, D., & Yang, G. (2018). Tongue–Computer Interface Prototype Design Based on T-Type Magnet Localization for Smart Environment Control. <i>Applied Sciences</i> , 8(12), pp. 2498; <a href="https://www.mdpi.com/2076-3417/8/12/2498">https://www.mdpi.com/2076-3417/8/12/2498</a>	1.689	6.666
14	Lv, Z., Wang, Y., Zhang, C., Gao, X., & Wu, X. (2018). An ICA-based spatial filtering approach to saccadic EOG signal recognition. <i>Biomedical Signal Processing and Control</i> , 43, pp. 9-17; <a href="https://www.sciencedirect.com/science/article/pii/S174680941830003X">https://www.sciencedirect.com/science/article/pii/S174680941830003X</a>	2.783	6.666
15	Jialu, G., Ramkumar, S., Emayavaramban, G., Thilagaraj, M., Muneeswaran, V., Rajasekaran, M. P., & Hussein, A. F. (2018). Offline Analysis for Designing Electrooculogram Based Human Computer Interface Control for Paralyzed Patients. <i>IEEE Access</i> , 6, pp.79151-79161; <a href="https://ieeexplore.ieee.org/abstract/document/8555992">https://ieeexplore.ieee.org/abstract/document/8555992</a>	3.557	6.666
16	Lv, Z., Zhang, C., Zhou, B., Gao, X., & Wu, X. (2018). Design and implementation of an eye gesture perception system based on electrooculography. <i>Expert Systems with Applications</i> , 91, pp. 310-321; <a href="https://www.sciencedirect.com/science/article/pii/S0957417417306188">https://www.sciencedirect.com/science/article/pii/S0957417417306188</a>	3.768	6.666
17	Hosni, S. M., Shedeed, H. A., Mabrouk, M. S., & Tolba, M. F. (2018). EEG-EOG based Virtual Keyboard: Toward Hybrid Brain Computer Interface. <i>Neuroinformatics</i> , pp. 1-19; <a href="https://link.springer.com/article/10.1007/s12021-018-9402-0">https://link.springer.com/article/10.1007/s12021-018-9402-0</a>	3.852	6.666
<b>Gîrbacia, F., Beraru, A., Talabă, D., Mogan, G. (2012) Visual depth perception of 3D CAD models in desktop and immersive virtual</b>			

Nr	Referința bibliografică	Factor de impact	Punctaj
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	<b>Gîrbacia, F.</b> , Butnariu, S., Orman, A. and Postelnicu, C., (2013) Virtual restoration of deteriorated religious heritage objects using augmented reality technologies. European Journal of Science and Theology, 9(2), pp.223-231.		
19	Di Franco, P. D. G., Matthews, J. L., & Matlock, T. (2016). Framing the past: How virtual experience affects bodily description of artefacts. Journal of Cultural Heritage, 17, pp. 179-187; <a href="https://www.sciencedirect.com/science/article/pii/S1296207415000850">https://www.sciencedirect.com/science/article/pii/S1296207415000850</a>	1.704	5
20	Durand, E., Merienne, F., Pere, C., & Callet, P. (2014). Ray-on, an on-site photometric augmented reality device. Journal on Computing and Cultural Heritage (JOCCH), 7(2), pp. 7; <a href="https://dl.acm.org/citation.cfm?doi=2635823.2629485">https://dl.acm.org/citation.cfm?doi=2635823.2629485</a>	1.62	5
21	Rubino, I., Xhembulla, J., Martina, A., Bottino, A., & Malnati, G. (2013). Musa: Using indoor positioning and navigation to enhance cultural experiences in a museum. Sensors, 13(12), pp. 17445-17471; <a href="https://www.mdpi.com/1424-8220/13/12/17445">https://www.mdpi.com/1424-8220/13/12/17445</a>	2.475	5
22	Siekański, P., Michoński, J., Bunsch, E., & Sitnik, R. (2018). CATCHA: Real-Time Camera Tracking Method for Augmented Reality Applications in Cultural Heritage Interiors. ISPRS International Journal of Geo-Information, 7(12), pp. 479; <a href="https://www.mdpi.com/2220-9964/7/12/479">https://www.mdpi.com/2220-9964/7/12/479</a>	1.723	5
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25	Musa, S. N., Rafi, A., & Woods, P. (2018). Experience Design Framework for Reconstructed Virtual Architectural Heritage. Advanced Science Letters, 24(2), 1352-1356; <a href="https://www.ingentaconnect.com/contentone/asp/asl/2018/00000024/00000002/art00122">https://www.ingentaconnect.com/contentone/asp/asl/2018/00000024/00000002/art00122</a>	1.253	5
	Butnariu, S., <b>Gîrbacia, F.</b> (2013) Methodology for the identification of needles trajectories in robotic brachytherapy procedure using VR technolog. Applied Mechanics and Materials, 332, pp. 503-508. DOI: 10.4028/www.scientific.net/AMM.332.503		
26	Liu, S., Xia, Z., Liu, J., Xu, J., Ren, H., Lu, T., & Yang, X. (2016). Automatic multiple-needle surgical planning of robotic-assisted microwave coagulation in large liver tumor therapy. PloS one, 11(3), e0149482; <a href="https://journals.plos.org/plosone/article?id=10.1371/journal.pone.0149482">https://journals.plos.org/plosone/article?id=10.1371/journal.pone.0149482</a>	2.766	10
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27	Boboc, R. G., Dumitru, A. I., & Antonya, C. (2015). Point-and-command paradigm for interaction with assistive robots. International Journal of Advanced Robotic Systems, 12(6), pp. 75; <a href="https://journals.sagepub.com/doi/full/10.5772/60582">https://journals.sagepub.com/doi/full/10.5772/60582</a>	0.952	10
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Nr	Referința bibliografică	Factor de impact	Punctaj
	modular-based automated factory operation in an augmented reality environment. Nature Scientific reports, 6, pp. 27380; <a href="https://www.nature.com/articles/srep27380">https://www.nature.com/articles/srep27380</a>		
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	Butnariu, S., <b>Gîrbacia, F.</b> , & Orman, A. (2012). Methodology for 3D reconstruction of objects for teaching virtual restoration. On Virtual Learning, pp.46.		
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31	Gede, M., & Mészáros, J. (2013). Digital archiving and on-line publishing of old relief models. The Cartographic Journal, 50(3), pp. 293-299; <a href="https://www.tandfonline.com/doi/abs/10.1179/1743277413Y.0000000064">https://www.tandfonline.com/doi/abs/10.1179/1743277413Y.0000000064</a>	0.841	6.666
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32	Langley, A., Lawson, G., Hermawati, S., D'Cruz, M., Apold, J., Arlt, F., & Mura, K. (2016). Establishing the usability of a virtual training system for assembly operations within the automotive industry. Human Factors and Ergonomics in Manufacturing & Service Industries, 26(6), pp.667-679; <a href="https://onlinelibrary.wiley.com/doi/abs/10.1002/hfm.20406">https://onlinelibrary.wiley.com/doi/abs/10.1002/hfm.20406</a>	0.917	6.666
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	Postelnicu CC., Machidon OM., <b>Gîrbacia F.</b> , Voinea GD., Duguleana M. (2016) Effects of Playing Mobile Games While Driving. Chapter in:: Streitz N., Markopoulos P. (eds) Distributed, Ambient and Pervasive Interactions. DAPI 2016. Lecture Notes in Computer Science, vol 9749, pp. 291-301. Springer, Cham, ISBN 978-3-319-39861-7.		
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36	Dumitru, A. I., Gîrbacia, T., Boboc, R. G., Postelnicu, C. C., & Mogan, G. L. (2018). Effects of smartphone based advanced driver assistance system on distracted driving behavior: A simulator study. Computers in Human Behavior, 83, pp.1-7; <a href="https://www.sciencedirect.com/science/article/pii/S0747563218300177">https://www.sciencedirect.com/science/article/pii/S0747563218300177</a>	3.536	4

Nr	Referința bibliografică	Factor de impact	Punctaj
	<b>Gîrbacia, F.</b> (2012) Evaluation of cognitive effort in the perception of engineering drawings as 3D models ACHI 2012 - 5th International Conference on Advances in Computer-Human Interactions, pp. 247-250.		
37	Barnawal, P., Dorneich, M. C., Frank, M. C., & Peters, F. (2017). Evaluation of design feedback modality in design for manufacturability. Journal of Mechanical Design, 139(9), 094503; <a href="http://mechanicaldesign.asmedigitalcollection.asme.org/article.aspx?articleid=2634528">http://mechanicaldesign.asmedigitalcollection.asme.org/article.aspx?articleid=2634528</a>	2.783	20
	<b>Gîrbacia, F.,</b> Boboc, R., Gherman, B., Gîrbacia, T., Pîsla, D. (2017) Planning of needle insertion for robotic-assisted prostate biopsy in augmented reality using RGB-D camera. Chapter in: Borangiu T. (eds) Advances in Robot Design and Intelligent Control, No.540, Chapter No: 56, pp. 515-522. Springer International Publishing		
38	Pisla, D., Tucan, P., Gherman, B., Crisan, N., Andras, I., Vaida, C., & Plitea, N. (2017). Development of a parallel robotic system for transperineal biopsy of the prostate. Mechanical Sciences, 8(1), 195-213; <a href="https://www.mech-sci.net/8/195/2017/">https://www.mech-sci.net/8/195/2017/</a>	1.352	4
<b>Total</b>			<b>246.98</b> <b>5</b>

### 3.1.2 Citări în reviste ISI fără factor de impact

Nr	Referința bibliografică	Punctaj
	Postelnicu, C.-C., <b>Gîrbacia, F.</b> , Talaba, D. (2012) EOG-based visual navigation interface development, Expert Systems with Applications, 39 (12), pp. 10857-10866, DOI: 10.1016/j.eswa.2012.03.007	
1	Ianosi-Andreeva-Dimitrova, A., & Mândru, D. S. (2015, November). Control systems of rehabilitation engineering equipment—A review. In 2015 E-Health and Bioengineering Conference (EHB) (pp. 1-4). IEEE; <a href="https://ieeexplore.ieee.org/document/7391377">https://ieeexplore.ieee.org/document/7391377</a>	5
2	Ogai, S., & Tanaka, T. (2017, December). A drag-and-drop type human computer interaction technique based on electrooculogram. In 2017 Asia-Pacific Signal and Information Processing Association Annual Summit and Conference (APSIPA ASC) (pp. 716-720). IEEE; <a href="https://ieeexplore.ieee.org/document/8282126">https://ieeexplore.ieee.org/document/8282126</a>	5
3	Antonya, C. (2012, December). Accuracy of gaze point estimation in immersive 3D interaction interface based on eye tracking. In 2012 12th International Conference on Control Automation Robotics & Vision (ICARCV) (pp. 1125-1129). IEEE; <a href="https://ieeexplore.ieee.org/document/6485315">https://ieeexplore.ieee.org/document/6485315</a>	5
4	Sriraam, N. (2016). Feature Based Reading Skill Analysis Using Electrooculogram Signals. In Advanced Computing and Communication Technologies (pp. 233-244). Springer, Singapore. <a href="https://link.springer.com/chapter/10.1007/978-981-10-1023-1_24">https://link.springer.com/chapter/10.1007/978-981-10-1023-1_24</a>	5
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	Toma, M.I., <b>Gîrbacia, F.</b> and Antonya, C., (2012) A comparative evaluation of human interaction for design and assembly of 3D CAD models in desktop and immersive environments. International Journal on Interactive Design and Manufacturing, 6(3), pp.179-193.	
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7	Millette, A., & McGuffin, M. J. (2016, September). DualCAD: integrating augmented reality with a desktop GUI and smartphone interaction. In 2016 IEEE International Symposium on Mixed and Augmented Reality (ISMAR-Adjunct) (pp. 21-26). IEEE. <a href="https://ieeexplore.ieee.org/document/7836451">https://ieeexplore.ieee.org/document/7836451</a>	5

<b>Nr</b>	<b>Referința bibliografică</b>	<b>Punctaj</b>
<b>8</b>	Martin, P., Masfrand, S., Okuya, Y., & Bourdot, P. (2017, June). A VR-CAD data model for immersive design. In International Conference on Augmented Reality, Virtual Reality and Computer Graphics (pp. 222-241). Springer, Cham; <a href="https://www.sciencedirect.com/science/article/pii/S0007850607000364">https://www.sciencedirect.com/science/article/pii/S0007850607000364</a>	<b>5</b>
<b>Gîrbacia, F., Duguleana, M., &amp; Stavar, A. (2012). Off-line programming of industrial robots using co-located environments. In Advanced Materials Research (Vol. 463, pp. 1654-1657). Trans Tech Publications.</b>		
<b>9</b>	Abreu, P., Barbosa, M. R., & Lopes, A. M. (2015). Experiments with a Virtual Lab for Industrial Robots Programming. International Journal of Online Engineering, 11(5); <a href="https://online-journals.org/index.php/i-joe/article/view/4752">https://online-journals.org/index.php/i-joe/article/view/4752</a>	<b>5</b>
<b>10</b>	Abreu, P., Barbosa, M. R., & Lopes, A. M. (2013, September). Robotics virtual lab based on off-line robot programming software. In Experiment@ International Conference (exp. at'13), 2013 2nd (pp. 109-113). IEEE; <a href="https://ieeexplore.ieee.org/abstract/document/6703040">https://ieeexplore.ieee.org/abstract/document/6703040</a>	<b>5</b>
<b>Gîrbacia, F., Butnariu, S., Orman, A. and Postelnicu, C., )2013). Virtual restoration of deteriorated religious heritage objects using augmented reality technologies. European Journal of Science and Theology, 9(2), pp.223-231.</b>		
<b>11</b>	Inagaki, T., & Motoyama, K. (2014). ONSITE EXPERIENCE OF PAST EXHIBITIONS USING REALITY TECHNOLOGY AND DISPLAY OF SCULPTURE. In SGEM2014 CONFERENCE ON ARTS, PERFORMING ARTS, ARCHITECTURE & DESIGN (Vol. 1, No. SGEM2014 Conference Proceedings, ISBN 978-619-7105-30-08/ISSN 2367-5659, September 1-9, 2014, Vol. 1, 195-202 pp, pp. 195-202). STEF92 Technology; <a href="http://www.citeulike.org/group/19359/article/13490462">http://www.citeulike.org/group/19359/article/13490462</a>	<b>5</b>
<b>Gîrbacia, Florin; Butnariu, Silviu (2012). AN INNOVATIVE APPROACH TO TEACHING MECHANISM USING AUGMENTED REALITY TECHNOLOGIES, Conference: 8th International Scientific Conference eLearning and Software for Education Location: Bucharest LEVERAGING TECHNOLOGY FOR LEARNING, VOL II Book Series: eLearning and Software for Education Pages: 140-143</b>		
<b>12</b>	Antonya, Csaba, Force Feedback in String Based Haptic Systems, 2013 INTERNATIONAL CONFERENCE ON VIRTUAL AND AUGMENTED REALITY IN EDUCATION Book Series: Procedia Computer Science Volume: 25 Pages: 90-97 Published: 2013; <a href="https://www.sciencedirect.com/science/article/pii/S1877050913012167">https://www.sciencedirect.com/science/article/pii/S1877050913012167</a>	<b>7.5</b>
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<b>Gîrbacia, F. (2009) An approach to augmented reality technical drawings, Proceedings of the 2nd WSEAS International Conference on Sensors and Signals, SENSIG '09, Visualization, Imaging and Simulation, VIS '09, Materials Science, MATERIALS '09, pp. 27-29.</b>		
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<b>15</b>	Fiorentino, Michele; Uva, Antonio E.; Monno, Giuseppe, PRODUCT MANUFACTURING INFORMATION MANAGEMENT IN INTERACTIVE AUGMENTED TECHNICAL DRAWINGS,PROCEEDINGS OF THE ASME WORLD CONFERENCE ON INNOVATIVE VIRTUAL REALITY - 2011 Pages: 113-122 Published: 2011; <a href="https://proceedings.asmedigitalcollection.asme.org/proceeding.aspx?articleid=1623625">https://proceedings.asmedigitalcollection.asme.org/proceeding.aspx?articleid=1623625</a>	<b>15</b>
<b>Gîrbacia, F. (2010) An approach to an augmented reality interface for computer aided design, Annals of DAAAM and Proceedings of the International DAAAM Symposium, pp. 791-792.</b>		
<b>16</b>	Krichenbauer, M., Yamamoto, G., Taketomi, T., Sandor, C. and Kato, H., Towards Augmented Reality user interfaces in 3D media production. In Mixed and Augmented Reality (ISMAR), 2014 IEEE International Symposium on (pp. 23-28). IEEE. 2014; <a href="https://ieeexplore.ieee.org/document/6948405">https://ieeexplore.ieee.org/document/6948405</a>	<b>15</b>
<b>Total</b>		<b>115</b>

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Nr	Referința bibliografică	Punctaj
	<b>Gîrbacia, F.,</b> Beraru, A., Talabă, D., Mogan, G. (2012). Visual depth perception of 3D CAD models in desktop and immersive virtual environments, <i>International Journal of Computers, Communications and Control</i> , 7 (5), pp. 840-848, DOI: 10.15837/ijccc.2012.5.1339	
1	Beattie, N., Horan, B., & McKenzie, S. (2015). Taking the LEAP with the Oculus HMD and CAD-Plucking at thin Air?. <i>Procedia Technology</i> , 20, 149-154. BDI:Elsevier, Scopus; <a href="https://www.sciencedirect.com/science/article/pii/S2212017315002029">https://www.sciencedirect.com/science/article/pii/S2212017315002029</a>	2.5
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	Postelnicu, C.-C., <b>Gîrbacia, F.</b> , Talaba, D. (2012) EOG-based visual navigation interface development, <i>Expert Systems with Applications</i> , 39 (12), pp. 10857-10866, DOI: 10.1016/j.eswa.2012.03.007	
3	Roza, V. C. C., de Araújo, M. V., Alsina, P. J., & Matamoros, E. P. (2014, October). EOG based interface to command a powered orthosis for lower limbs. In 2014 Joint Conference on Robotics: SBR-LARS Robotics Symposium and Robocontrol (pp. 43-48). IEEE; BDI: Scopus, IEEE; <a href="http://ieeexplore.ieee.org/document/7024254/references">http://ieeexplore.ieee.org/document/7024254/references</a>	3.333
4	Aziz, F., Rahman, M. M., Ahmad, T., Jahan, M. S., Tosrif, T. M., Huq, M. M., ... & Al Mamoon, A. (2014, February). Discrimination analysis of EEG signals at eye open and eye close condition for ECS switching system. In 2013 International Conference on Electrical Information and Communication Technology (EICT) (pp. 1-4). IEEE.; BDI:Scopus, IEEE <a href="http://ieeexplore.ieee.org/document/6777812/references">http://ieeexplore.ieee.org/document/6777812/references</a>	3.333
5	Swami, P., & Gandhi, T. K. (2014, March). Assistive communication system for speech disabled patients based on electro-oculogram character recognition. In 2014 International Conference on Computing for Sustainable Global Development (INDIACom) (pp. 373-376). IEEE; BDI:Scopus, IEEE; <a href="http://ieeexplore.ieee.org/document/6828162/references">http://ieeexplore.ieee.org/document/6828162/references</a>	3.333
6	Zhang, J., Guo, F., Hong, J., & Zhang, Y. (2013, July). Human-robot shared control of articulated manipulator. In 2013 IEEE International Symposium on Assembly and Manufacturing (ISAM) (pp. 81-84). IEEE; BDI:Scopus, IEEE; <a href="http://ieeexplore.ieee.org/document/6643493/references">http://ieeexplore.ieee.org/document/6643493/references</a>	3.333
	Butnariu, S., <b>Gîrbacia, F.</b> (2013). Methodology for the identification of needles trajectories in robotic brachytherapy procedure using VR technology. <i>Applied Mechanics and Materials</i> , 332, pp. 503-508. DOI: 10.4028/www.scientific.net/AMM.332.503; <a href="https://www.scientific.net/AMM.332.503">https://www.scientific.net/AMM.332.503</a>	
7	Galdău, B., Plitea, N., Vaida, C., Covaciu, F., & Pîslă, D. (2014, May). Design and control system of a parallel robot for brachytherapy. In 2014 IEEE International Conference on Automation, Quality and Testing, Robotics (pp. 1-6). IEEE; BDI:Scopus, IEEE; <a href="http://ieeexplore.ieee.org/document/6857873/references">http://ieeexplore.ieee.org/document/6857873/references</a>	5
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8	Antonya, C. (2012, December). Accuracy of gaze point estimation in immersive 3D interaction interface based on eye tracking. In 2012 12th International Conference on Control Automation Robotics & Vision (ICARCV) (pp. 1125-1129). IEEE. BDI:Scopus, IEEE; <a href="http://ieeexplore.ieee.org/document/6485315/references">http://ieeexplore.ieee.org/document/6485315/references</a>	5
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10	Park, M., Kang, J., Park, S., & Cho, K. (2014). A Natural User Interface for E-learning Learners: Focused on the Automatic Speed Control of Multimedia Materials. <i>International Journal of Multimedia and Ubiquitous Engineering</i> , 9(7), 347-358. BDI:Scopus <a href="http://www.sersc.org/journals/IJMUE/vol9_no7_2014/29.pdf">www.sersc.org/journals/IJMUE/vol9_no7_2014/29.pdf</a>	5
11	Ikram W., Jeong Y., Lee B., Um K., Cho K. (2015) Smart Virtual Lab Using Hand Gestures. In: Park J., Chao HC., Arabia H., Yen N. (eds) <i>Advanced Multimedia and Ubiquitous Engineering. Lecture Notes in Electrical Engineering</i> , vol 352. Springer, Berlin, Heidelberg; BDI:Springer, Scopus; <a href="https://link.springer.com/chapter/10.1007/978-3-662-47487-7_25">https://link.springer.com/chapter/10.1007/978-3-662-47487-7_25</a>	5



Nr	Referința bibliografică	Punctaj
12	Wardhany, V. A., Kurnia, M. H., Sukaridhoto, S., Sudarsono, A., & Pramadihanto, D. (2015, September). Smart presentation system using hand gestures and Indonesian speech command. In 2015 International Electronics Symposium (IES) (pp. 68-72). IEEE; BDI:Scopus, IEEE; <a href="http://ieeexplore.ieee.org/document/7380816/references">http://ieeexplore.ieee.org/document/7380816/references</a>	5
Gîrbacia, F., <b>Duguleana, M.</b> , & Stavar, A. (2012). Off-line programming of industrial robots using co-located environments. In Advanced Materials Research (Vol. 463, pp. 1654-1657). Trans Tech Publications;		
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14	Krot, K., & Kutia, V. (2018, September). Intuitive Methods of Industrial Robot Programming in Advanced Manufacturing Systems. In International Conference on Intelligent Systems in Production Engineering and Maintenance (pp. 205-214). Springer, Cham. BDI:Springer, Scopus; <a href="https://link.springer.com/chapter/10.1007/978-3-319-97490-3_20">https://link.springer.com/chapter/10.1007/978-3-319-97490-3_20</a>	3.333
Butnaru, Tiberiu; <b>Gîrbacia, Florin</b> ; Butnaru, Silviu; Beraru Andreea, Talaba Doru (2011). An approach for teaching mechanisms using haptic systems. Proceedings of the International Conference on Virtual learning ICVL 2011 Book Series: Proceedings of the International Conference on Virtual learning Pages: 30-36 Published: 2011, ISSN 1844 – 8933;		
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16	Deaky, B. A., & Parv, A. L. (2018, August). Virtual Reality for Real Estate—a case study. In IOP Conference Series: Materials Science and Engineering (Vol. 399, No. 1, p. 012013). IOP Publishing. <a href="https://iopscience.iop.org/article/10.1088/1757-899X/399/1/012013/meta">https://iopscience.iop.org/article/10.1088/1757-899X/399/1/012013/meta</a>	2
Butnaru, T., <b>Gîrbacia, F.</b> (2009) Collaborative pre-surgery planning in a tele-immersive environment using VR technology IFMBE Proceedings, 26, pp. 9-14. Ed. Springer DOI: 10.1007/978-3-642-04292-8_3;		
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19	Renno, F., & Papa, S. (2015). Direct Modeling Approach to Improve Virtual Prototyping and FEM Analyses of Bicycle Frames. Engineering Letters, 23(4), BDI:Scopus, <a href="http://www.engineeringletters.com/issues_v23/issue_4/EL_23_4_14.pdf">www.engineeringletters.com/issues_v23/issue_4/EL_23_4_14.pdf</a>	3.333
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22	Hassan, M. A. A. (2012). A review of wireless technology usage for mobile robot controller. In Proceeding of the International Conference on System Engineering and Modeling (ICSEM 2012) (pp. 7-12); BDI:Ebsco; <a href="http://connection.ebscohost.com/c/articles/83362691/review-wireless-technology-usage-mobile-robot-controller">http://connection.ebscohost.com/c/articles/83362691/review-wireless-technology-usage-mobile-robot-controller</a>	2.5

Nr	Referința bibliografică	Punctaj
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24	Scott, J., Laing, R., & Hogg, G. (2013, December). Built heritage digitization: opportunities afforded by emerging cloud based applications. In 2013 IEEE 5th International Conference on Cloud Computing Technology and Science (Vol. 2, pp. 88-93). IEEE; BDI:IEEE; <a href="http://ieeexplore.ieee.org/document/6735401/references">http://ieeexplore.ieee.org/document/6735401/references</a>	3.333
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32	Maurya, S., Arai, K., Moriya, K., Arrighi, P. A., & Mougénot, C. (2018). A mixed reality tool for end-users participation in early creative design tasks. International Journal on Interactive Design and Manufacturing (IJIDeM), 1-20; BDI:Springer, Scopus; <a href="https://link.springer.com/article/10.1007/s12008-018-0499-z">https://link.springer.com/article/10.1007/s12008-018-0499-z</a>	3.333
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Nr	Referința bibliografică	Punctaj
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36	Raptis, G. E., Katsini, C., & Chrysikos, T. (2018, October). CHISTA: Cultural Heritage Information Storage and reTrieval Application. In Euro-Mediterranean Conference (pp. 163-170). Springer, Cham; BDI:Springer, Scopus; <a href="https://link.springer.com/chapter/10.1007/978-3-030-01765-1_19">https://link.springer.com/chapter/10.1007/978-3-030-01765-1_19</a>	1.666
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37	Manou, E., Vosniakos, G. C., & Matsas, E. (2018). Understanding industrial robot programming by aid of a virtual reality environment. International Journal of Mechanical Engineering Education, 0306419018762704; BDI:Scopus; <a href="https://journals.sagepub.com/doi/abs/10.1177/0306419018762704">https://journals.sagepub.com/doi/abs/10.1177/0306419018762704</a>	1.666
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39	Bernin, A., Müller, L., Ghose, S., Grecos, C., Wang, Q., Jettke, R., ... & Vogt, F. (2018, June). Automatic Classification and Shift Detection of Facial Expressions in Event-Aware Smart Environments. In Proceedings of the 11th PErvasive Technologies Related to Assistive Environments Conference (pp. 194-201). ACM.; BDI:Scopus, ACM ; <a href="https://dl.acm.org/citation.cfm?id=3201527">https://dl.acm.org/citation.cfm?id=3201527</a>	3.333
	Voinea GD., <b>Gîrbacia F.</b> , Postelnicu C.C., Marto A. (2019) Exploring Cultural Heritage Using Augmented Reality Through Google's Project Tango and ARCore. In: Duguleană M., Carrozzino M., Gams M., Tanea I. (eds) VR Technologies in Cultural Heritage. VRTCH 2018. Communications in Computer and Information Science, vol 904, pp 93-106. Springer, Cham, ISBN 978-3-030-05818-0	
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	Machidon, O.M., Postelnicu, C.C. and <b>Gîrbacia, F.</b> (2016) 3D Reconstruction as a Service–Applications in Virtual Cultural Heritage Chapter in: De Paolis L., Mongelli A. (eds) Augmented Reality, Virtual Reality, and Computer Graphics. AVR 2016. Lecture Notes in Computer Science, vol 9769, pp. 261-268.Springer International Publishing DOI: 10.1007/978-3-319-40651-0_21, ISBN: 978-3-319-40650-3	
41	Huang, H., Zhao, R., & Pang, M. (2018, October). On Multiple-View Matrix Based 3D Reconstruction from Multiple-View Images. In 2018 International Conference on Cyberworlds (CW) (pp. 114-119). IEEE; BDI:Scopus, IEEE; <a href="https://ieeexplore.ieee.org/abstract/document/8590025">https://ieeexplore.ieee.org/abstract/document/8590025</a>	3.333
<b>Total</b>		<b>137.325</b>

### 3.2.2 Prezentari invitate in plenul unor manifestari stiintifice nationale

Nr	Descriere	Punctaj
1	Titlul prezentarii:Cultural Heritage on the Web; Manifestarea stiintifica/Institutia gazda:Creative Summer School, Universitatea Ovidius Constanta perioada:2015; <a href="http://creative.cerva.ro/2015">http://creative.cerva.ro/2015</a>	10
2	Titlul prezentarii:Cultural Heritage on the Web; Manifestarea stiintifica/Institutia gazda:Creative Summer School, Universitatea Ovidius; Constanta perioada:2016; <a href="http://creative.cerva.ro/2016">http://creative.cerva.ro/2016</a>	10

<b>3</b>	Titlul prezentarii:Enhancing cultural experience using AR tehnologies; Manifestarea stiintifica/Institutia gazda:The 6-th Edition of creative Summer School in Virtual Environments perioada:2017; <a href="http://creative.cerva.ro/2017">http://creative.cerva.ro/2017</a>	<b>10</b>
<b>Total</b>		<b>30</b>

### 3.4.1.2 Recenzor in colectivele de redactie sau comitete stiintifice al revistelor ISI cu factor de impact

<b>Nr.</b>	<b>Indicator articol</b>	<b>Revista</b>	<b>An</b>	<b>Punctaj</b>
1	JAMT-D-16-01169	Revista:International Journal of Advanced Manufacturing Technology	2016	<b>10 puncte</b>
2	JAMT-D-14-0242	Revista:International Journal of Advanced Manufacturing Technology	2015	<b>10 puncte</b>
3	JAMT-D-15-02429	Revista:International Journal of Advanced Manufacturing Technology	2016	<b>10 puncte</b>
4	JAMT-D-15-01871	Revista:International Journal of Advanced Manufacturing Technology	2015	<b>10 puncte</b>
5	JAMT-D-12-09829	Revista:International Journal of Advanced Manufacturing Technology	2012	<b>10 puncte</b>
6	JAMT-D-12-09925	Revista:International Journal of Advanced Manufacturing Technology	2012	<b>10 puncte</b>
7	JAMT-D-18-05039	Revista:International Journal of Advanced Manufacturing Technology	2018	<b>10 puncte</b>
8	JAMT-D-18-03355	Revista:International Journal of Advanced Manufacturing Technology	2018	<b>10 puncte</b>
9	CAD-D-13-00280	Computer-Aided Design	2012	<b>10 puncte</b>
10	CAD-D-12-00232	Computer-Aided Design	2012	<b>10 puncte</b>
11	CAD-D-08-00072	Computer-Aided Design	2009	<b>10 puncte</b>
12	CAD-D-08-00075	Computer-Aided Design	2009	<b>10 puncte</b>
13	CAD-D-08-00124	Computer-Aided Design	2009	<b>10 puncte</b>
14	TIJR-2017-1065	IETE Journal of Research	2018	<b>10 puncte</b>
15	VIRE-240	Virtual Reality	2012	<b>10 puncte</b>
16	RCIM_2017_215	Robotics and Computer Integrated Manufacturing	2017	<b>10 puncte</b>
17	Access-2018-24853	IEEE Access	2019	<b>10 puncte</b>
<b>Total</b>				<b>170 puncte</b>

### 3.4.2.2 Membru in colectivele de redactie sau comitete stiintifice ale revistelor si manifestarilor stiintifice ISI fara fi, ca recenzor

<b>Nr</b>	<b>Descriere</b>	<b>Punctaj</b>
1	Cod articol recenzat: Submission 91; Revista:CONAT 2016 - CONAT International Congress , 2016	<b>5</b>
2	Cod articol recenzat: Paper 22; Revista: New Trends in Medical and Service Robots , 2016	<b>5</b>
3	Cod articol recenzat: Paper 28; Revista:Advances in Robot Design and Intelligent Control, 2016	<b>5</b>
4	Cod articol recenzat: Paper 57; Revista:Advances in Robot Design and Intelligent Control, 2016	<b>5</b>
5	Cod articol recenzat: Submission 41; Revista:Advances in Robot Design and Intelligent Control , 2015	<b>5</b>
<b>Total</b>		<b>25</b>

### 3.4.3.1 Membru in colectivele de redactie sau comitete stiintifice ale revistelor si manifestarilor stiintifice - BDI - membru in comitetul stiintific/editor

Nr	Descriere	Punctaj
1	Titlu manifestare:1st International Conference on VR Technologies in Cultural Heritage (VRTCH'18), Revista: VR Technologies in Cultural Heritage, 2018, <a href="https://www.springer.com/us/book/9783030058180">https://www.springer.com/us/book/9783030058180</a>	8

### 3.4.3.2 Membru in colectivele de redactie sau comitete stiintifice ale revistelor si manifestarilor stiintifice / Recenzor - BDI

Nr	Descriere	Punctaj
1	Cod articol: Paper 23, Revista:Proceeding AVI 16 Proceedings of the International Working Conference on Advanced Visual Interfaces 2016, Baza de date ACM	2

### 3.4.4.1 Membru in colectivele de redactie sau comitete stiintifice ale revistelor si manifestarilor stiintifice neindexate - membru in comitetul stiintific/editor

Nr	Descriere	Punctaj
1	RoCHI 2018 - International Conference on Human-Computer Interaction ; Revista:RoCHI Conference Proceedings, ISSN 2501-9422, 2018	5
2	RoCHI 2017 - International Conference on Human-Computer Interaction, Revista:RoCHI Conference Proceedings, ISSN 2501-9422 , 2017	5
3	RoCHI 2016 - International Conference on Human-Computer Interaction, Revista:RoCHI Conference Proceedings, ISSN 2501-9422, 2016	5
4	RoCHI 2015 - International Conference on Human-Computer Interaction , Revista:RoCHI Conference Proceedings, ISSN 2501-9422 2015	5
<b>Total</b>		<b>20</b>

### 3.4.4.2 Membru in colectivele de redactie sau comitete stiintifice ale revistelor si manifestarilor stiintifice / Recenzor - neindexate

Nr	Descriere	Punctaj
1	Cod articol:Paper 5; Revista:RoCHI Conference Proceedings, ISSN 2501-9422, 2018; <a href="http://rochi2018.utcluj.ro/">http://rochi2018.utcluj.ro/</a>	1
2	Cod articol: Paper 10, Revista:RoCHI Conference Proceedings, ISSN 2501-9422, :2018; <a href="http://rochi2018.utcluj.ro/">http://rochi2018.utcluj.ro/</a>	1
3	Cod articol: Paper 12; Revista:RoCHI Conference Proceedings, ISSN 2501-9422, 201, <a href="http://rochi2017.utcluj.ro/">http://rochi2017.utcluj.ro/</a>	1
4	Cod articol: Paper 34, Revista:RoCHI Conference Proceedings, ISSN 2501-9422, 2017 , 2017; <a href="http://rochi2017.utcluj.ro/">http://rochi2017.utcluj.ro/</a>	1
5	Cod articol: Paper , Revista:RoCHI Conference Proceedings, ISSN 2501-9422, 2016; <a href="http://rochi2016.utcluj.ro/">http://rochi2016.utcluj.ro/</a>	1
6	Cod articol: Paper 28, Revista:RoCHI Conference Proceedings, ISSN 2501-9422, 2016; <a href="http://rochi2016.utcluj.ro/">http://rochi2016.utcluj.ro/</a>	1
7	Cod articol: Paper 6, Revista:RoCHI Conference Proceedings, ISSN 2501-9422, 2015; <a href="http://rochi2015.utcluj.ro/">http://rochi2015.utcluj.ro/</a>	1
8	Cod articol: Paper 20, Revista:RoCHI Conference Proceedings, ISSN 2501-9422, 2015 ; <a href="http://rochi2015.utcluj.ro/">http://rochi2015.utcluj.ro/</a>	1
9	Cod articol: Paper 22, Revista:RoCHI Conference Proceedings, ISSN 2501-9422; 2015, <a href="http://rochi2015.utcluj.ro/">http://rochi2015.utcluj.ro/</a>	1
10	Cod articol: Paper 32,Revista:RoCHI Conference Proceedings, ISSN 2501-9422, 2015 ; <a href="http://rochi2015.utcluj.ro/">http://rochi2015.utcluj.ro/</a>	1
11	Cod articol: Paper 4,Revista:RoCHI Conference Proceedings, ISSN 2501-9422, 2014; <a href="http://rochi2014.utcluj.ro/">http://rochi2014.utcluj.ro/</a>	1

<b>12</b>	Cod articol: Paper 24, Revista:RoCHI Conference Proceedings, ISSN 2501-9422 , 2014; <a href="http://rochi2014.utcluj.ro/">http://rochi2014.utcluj.ro/</a>	<b>1</b>
<b>13</b>	Cod articol: Paper 26, Revista:RoCHI Conference Proceedings, ISSN 2501-9422, 2014 ; <a href="http://rochi2014.utcluj.ro/">http://rochi2014.utcluj.ro/</a>	<b>1</b>
<b>Total</b>		<b>13</b>

### 3.7.3 Premii internationale in domeniu

<b>Nr</b>	<b>Descriere</b>	<b>Punctaj</b>
<b>1</b>	Best paper Award conferinta The Fifth International Conference on Advances in Computer-Human Interactions An Acordare:2012 <a href="https://www.iaria.org/conferences2012/awardsACHI12/achi2012_a5.pdf">https://www.iaria.org/conferences2012/awardsACHI12/achi2012_a5.pdf</a>	<b>10</b>

### 3.8.4.1 Membru Asociatii profesionale internationale

<b>Nr</b>	<b>Descriere</b>	<b>Punctaj</b>
<b>1</b>	Denumire Asociatie:Institute of Electrical and Electronics Engineers -IEEE: Collabratec	<b>10</b>

### 3.8.4.2 Membru Asociatii profesionale nationale

<b>Nr</b>	<b>Descriere</b>	<b>Punctaj</b>
<b>1</b>	Societatea Inginerilor de Automobile din Romania	<b>5</b>

10.04.2019

Conf. dr. ing. Florin Stelian Gîrbacia