

Fisa de îndeplinire a standardelor minimale

CANDIDAT:

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Fisa de îndeplinire a standardelor minimale necesare si obligatorii pentru conferirea titlului de conferențiar universitar (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
TOTAL		250 puncte	250 puncte	400 puncte	400 puncte

Categoria: Profesor Universitar			
Nr. Crt.	Domeniul de activitate	Minim de îndeplinit (puncte)	Punctaj calculat
1.	Activitate didactică / profesională (A1)	Minim 180 de puncte	206.82 puncte
2.	Activitate de cercetare (A2)	Minim 200 de puncte	471.61 puncte
3.	Recunoașterea impactului activității (A3)	Minim 100 de puncte	661.32 puncte
	Total	Minim 400 de puncte	1339.75 puncte

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.aurori)	20.58 puncte 13 carti / capitole de carte	
				1.1.1.2 naționale	nr.pag/(5*nr.aurori)	66.8 puncte 2 carti/ capitole de carte	
			1.1.2. Carti/ capitole, ca editor	1.1.2.1 internaționale	nr.pag/(3*nr.editori)	38 puncte 2 carti / capitole de carte ca editor	
				1.1.2.2 naționale	nr.pag/(7*nr.editori)	-	
		1.2 Material didactic / Lucrari 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.aurori)	31.2 puncte 2 manuale didactice / monografii, 1 ca unic autor	
			1.2.2. Indrumatoare de laborator/aplicatii; Profesor/CSI-minim 2, din care 1 prim autor; Conferențiar/CS II- minim 1		nr.pag/(20*nr.aurori)	10.25 puncte 2 îndrumare de laborator ca unic autor	
		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	-
		1.4 Conducere proiecte de diploma, disertație	max. 50 pct. în total			1/1,5	-
		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	40 puncte 5 discipline noi
			1.5.2 Lucrari noi de laborator (max. 40 puncte împreună cu 1.5.1)			2 / lucrare	-
		1.6 Director/responsabil programe parteneriat academic internațional / Erasmus				20 / activitate	-
		TOTAL Criteriu A1					

2. Activitatea de cercetare (A2)

Nr.crt.	Domeniul	Tipul activitatilor	Categoriile si restrictiile	Subcategoriile	Indicatori (kpi)	Punctaj candidat	
0	1	2	3	4	5	6	
2	Activitatea de cercetare științifică (A2)	2.1 Articole in extenso in reviste cotate si in proceedings indexate ISI Thomson Reuters sau SAE	<p>Profesor / CS I: Minimum 11 articole sau 60 puncte, din care minimum 1 articol în revistă cotate ISI</p> <p>Conferențiar / CS II: Minimum 6 articole sau 30 puncte</p>		(25+20*factor impact)/nr. autori	<p>239.37 puncte</p> <p>14 articole indexate ISI, 6 in reviste cotate ISI cu factor de impact</p>	
		2.2 Brevete de invenție	2.2.1 Internaționale		25/nr. autori	-	
			2.2.2 Naționale		20/nr. autori	-	
		2.3 Articole publicate în reviste naționale și volumele unor manifestări științifice indexate în BDI recunoscute de CNATDCU	<p>Profesor / CS I: Minimum 30 puncte; minimum 5 articole</p> <p>Conferențiar / CS II: Minimum 20 puncte; minimum 3 articole</p>		20/nr. autori;	<p>60.66 puncte</p> <p>7 articole în reviste naționale sau volumele unor manifestări științifice</p>	
		2.4 Articole publicate in reviste nationale si volumele unor manifestari stiintifice nationale si internationale neindexate			5/nr. autori	<p>4.582 puncte</p> <p>3 articole în volumele unor manifestari stiintifice nationale si internationale neindexate</p>	
		2.5 Granturi/proiecte castigate prin competitie/ de cercetare / consultanta pentru mediul economic	2.5.1. Director/ responsabil Profesor / CS I: Minim 2 granturi sau val. contracte cu mediul economic minimum 200.000 lei	2.5.1.1 internationale		20* nr.ani de desfasurare (1 an = 12 luni)	<p>60 puncte</p> <p>1 proiect H2020 - coordonator</p>
				2.5.1.2 nationale		10* nr. ani de desfasurare (1 an = 12 luni)	<p>85 puncte</p> <p>1 proiect PNIII – coordonator</p> <p>2 proiecte (ROSA și PNII) – director/responsabil tehnic</p>
			2.5.2. Membru in echipa – confirmare prin documente oficiale	2.5.2.1 internationale		4* nr. ani de desfasurare (1 an = 12 luni)	-
				2.5.2.2 nationale		2* nr. ani de desfasurare (1 an = 12 luni)	<p>22 puncte</p> <p>(membru în 3 proiecte de cercetare)</p>
		Total Criteriu A2					

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 Citări 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	246.32 puncte Citat în peste 35 lucrări ISI cu factor de impact
			3.1.2 ISI fără factor de impact		15/nr. autori	145 puncte Citat în peste 20 lucrări ISI fără factor de impact
			3.1.3 BDI		10/nr. autori	-
		3.2 Prezentări în plenul unor manifestări științifice naționale și internaționale	3.2.1 internaționale		20	20
			3.2.2 naționale		10	
		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 redacție sau comitete științifice al revistelor și manifestărilor științifice, organizator de manifestări științifice / Recenzor	3.4.1 Reviste ISI cu factor de impact	3.4.1.1 Membru în comitetul științific / editor	15	15
				3.4.1.2 Recenzor	10/articol recezat	220
			3.4.2 Reviste ISI fără factor de impact / proceedings ISI	3.4.2.1 Membru în comitetul științific / editor	10	-
				3.4.2.2 Recenzor	5/articol recezat	-
			3.4.3 Reviste / manifestări științifice indexate BDI	3.4.3.1 Membru în comitetul științific / editor	8	-
				3.4.3.2 Recenzor	2/articol recezat	-
3.4.4 Reviste / manifestări științifice neindexate	3.4.4.1 Membru în comitetul științific / editor	5	-			

				3.4.4.2 Recenzor	1/articol recezat	-	
	3.5 Experienta de management, analiza si evaluare in cercetare si/sau invatamant	3.5.1 Organizații internaționale		3.5.1.1 Conducere	10* nr. ani de desfasurare	-	
				3.5.1.2 Membru / evaluator	5* nr. ani de 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	-	
		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	-
			3.8.4.2 Nationale			5	5 puncte Membru SIAR
	3.8.5 Organizații în domeniul educației și cercetării	3.8.5.1 Conducere			15	-	
		3.8.5.2 Membru			10	10 puncte Membru ENCATC	
Total						661.32	

Detaliere punctaje

Activitate didactică și profesională (A1)

Nr. Crt.	Titlu	KPI	Punctaj
1.1.1.1	Duguleana M., Barbuceanu F.G., Mogan G. (2011) Evaluating Human-Robot Interaction during a Manipulation Experiment Conducted in Immersive Virtual Reality. In: Shumaker R. (eds) Virtual and Mixed Reality - New Trends. VMR 2011. Lecture Notes in Computer Science, vol 6773. Springer, ISBN 978-3-642-22020-3; https://link.springer.com/chapter/10.1007/978-3-642-22021-0_19	10 pagini / 2 * 3 = 1.66	1.66
	Duguleana M., Mogan G. (2010) Using Eye Blinking for EOG-Based Robot Control. In: Camarinha-Matos L.M., Pereira P., Ribeiro L. (eds) Emerging Trends in Technological Innovation. DoCEIS 2010. IFIP Advances in Information and Communication Technology, vol 314. Springer, ISBN 978-3-642-11627-8; https://link.springer.com/chapter/10.1007/978-3-642-11628-5_37	8 pagini / 2 * 2 = 2	2
	Barbuceanu F., Antonya C., Duguleana M., Rusak Z. (2011) Attentive User Interface for Interaction within Virtual Reality Environments Based on Gaze Analysis. In: Jacko J.A. (eds) Human-Computer Interaction. Interaction Techniques and Environments. HCI 2011. Lecture Notes in Computer Science, vol 6762. Springer, ISBN 978-3-642-21604-6; https://link.springer.com/chapter/10.1007/978-3-642-21605-3_23	10 pagini / 2 * 4 = 1.25	1.25
	Postelnicu CC., Machidon OM., Girbacia F., Voinea GD., Duguleana M. (2016) Effects of Playing Mobile Games While Driving. In: Streitz N., Markopoulos P. (eds) Distributed, Ambient and Pervasive Interactions. DAPI 2016. Lecture Notes in Computer Science, vol 9749. Springer, ISBN 978-3-319-39861-7; https://link.springer.com/chapter/10.1007/978-3-319-39862-4_27	11 pagini / 2 * 5 = 1.1	1.1
	Duguleana M., Brodi R., Girbacia F., 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. Springer, ISBN 978-3-319-48495-2; https://link.springer.com/chapter/10.1007/978-3-319-48496-9_73	11 pagini / 2 * 6 = 0.91	0.91
	Carrozzino M., Lorenzini C., Duguleana M., Evangelista C., Brondi R., Tecchia F., Bergamasco M. (2016) An Immersive VR Experience to Learn the Craft of Printmaking. In: De Paolis L., Mongelli A. (eds) Augmented Reality, Virtual Reality, and Computer Graphics. AVR 2016. Lecture Notes in Computer Science, vol 9769. Springer, ISBN 978-3-319-40650-3. https://link.springer.com/chapter/10.1007/978-3-319-40651-0_30	12 pagini / 2 * 7 = 0.85	0.85
	Duguleana M., Girbacia F., 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. Springer, ISBN 978-3-319-40650-3. https://link.springer.com/chapter/10.1007/978-3-319-20804-6_37	10 pagini / 2 * 5 = 1	1
	Bărbuceanu F., Duguleană M., Vlad S., Nedelcu A. (2011) Evaluation of the Average Selection Speed Ratio between an Eye Tracking and a Head Tracking Interaction Interface. In: Camarinha-Matos L.M. (eds) Technological Innovation for	6 pagini / 2 * 4	0.75

	Sustainability. DoCEIS 2011. IFIP Advances in Information and Communication Technology, vol 349. Springer, ISBN 978-3-642-19169-5. https://link.springer.com/chapter/10.1007/978-3-642-19170-1_20		
	Voinea, G. D., Postelnicu, C., & Duguleana, M. (2017, June). Towards Using an Augmented Reality Mobile Assistant for Improving Driving Skills. In International Conference on Technologies for E-Learning and Digital Entertainment (pp. 52-55). Springer; https://link.springer.com/chapter/10.1007/978-3-319-65849-0_7	4 pagini / 2 * 3	0.66
	Duguleana, M., & Voinea, G. D. (2018, July). Enhancing the Experience of Visiting Outdoor Heritage Sites Using Handheld AR. In International Conference on Human-Computer Interaction (pp. 184-191). Springer; https://link.springer.com/chapter/10.1007/978-3-319-92285-0_26	8 pagini / 2 * 2	2
	Duguleana, M., & Postelnicu, C. C. (2018, May). Towards Preserving Transylvanian Fortified Churches in Virtual Reality. In International Conference on VR Technologies in Cultural Heritage (pp. 34-45). Springer. https://link.springer.com/chapter/10.1007/978-3-030-05819-7_4	12 pagini / 2 * 2	3
	Duguleană, M. (2018, October). eHERITAGE Project–Building a Cultural Heritage Excellence Center in the Eastern Europe. In Euro-Mediterranean Conference (pp. 215-223). Springer; https://link.springer.com/chapter/10.1007/978-3-030-01765-1_24	9 pagini / 2	4.5
	Carrozzino, M., Evangelista, C., Faita, C., Duguleana, M., & Bergamasco, M. (2017, June). A Virtual Travel in Leonardo's Codex of Flight. In International Conference on Augmented Reality, Virtual Reality and Computer Graphics (pp. 310-318). Springer; https://link.springer.com/chapter/10.1007/978-3-319-60928-7_27	9 pagini / 2 * 5	0.9
1.1.1.2	Duguleană Mihai – „Noțiuni de Economie pentru ingineri”, ISBN: 978-606-19-0938-4, Editura Universitatii Transilvania, 2017	265 pagini / 5	53
	Mihai Duguleană, Florin Gîrbacia, Laszlo Barothi - Explorarea Automobilului Secolului XXI - Editura Universitatii Transilvania din Brasov, 2019. ISBN: 978-606-19-1125-7	207 pagini / 5 * 3	13.8
1.1.2.1	Special issue on “Virtual reality in Cultural heritage”. Informatica, 40(3), ISSN 0350-5596, 2016. Editori: Carrozzino Marcello și Duguleană Mihai; http://www.informatica.si/index.php/informatica/issue/view/203	104 pagini / (3*2)	17.33
	Duguleană, M. (2019). VR Technologies in Cultural Heritage: First International Conference, VRTCH 2018, Brasov, Romania, May 29–30, 2018, Revised Selected Papers. Springer; https://www.springer.com/us/book/9783030058180	248 pagini / (3*4)	20.66
1.2.1	Duguleană Mihai – „Programarea prin învățare a roboților mobili roți”, Ed. Universității "Transilvania", Brașov, 2014, ISBN: 978-606-19-0472-3.	139 pagini / 10	13.9
	Gîrbacia Florin, Duguleană Mihai – „Virtual and augmented reality in automotive design and maintenance: course notes”, Editura Universitatii Transilvania din Brasov, 2019. ISBN: 978-606-19-1124-0	346 pagini / 10*2	17.3
1.2.2	Duguleană Mihai – „Îndrumar de laborator pentru Realitate Virtuală în Robotică”, ISBN: 978-606-19-0939-1, Editura Universitatii Transilvania, 2017	100 pagini / 20	5
	Duguleană Mihai – „Economie pentru Ingineri - Îndrumar de Laborator”, ISBN: 978-606-19-0939-1, Editura Universitatii Transilvania, 2017	105 pagini / 20	5.25
1.5.1	În cadrul Departamentului de Automatică și Tehnologia Informației al Facultății de Inginerie Electrică și Știința Calculatoarelor, am participat activ la elaborarea documentației pentru acreditarea unor noi specializări de licență și masterat, propunând în acest sens mai multe discipline de specialitate din care se pot aminti: <ul style="list-style-type: none"> • Încercarea și testarea roboților • Programarea roboților industriali • Programarea roboților mobili • Sisteme mecatronice și robotice avansate 	40 de puncte (maxim 40 de puncte)	40

	<ul style="list-style-type: none"> Realitate virtuală în robotică http://ati.unitbv.ro/pages/docs/ROBO/Plan_de_invatamant_ROBO.pdf http://ati.unitbv.ro/pages/docs/SAATI/Plan_invatamant_SAATI.pdf 		
1.5.2	Introducerea unor noi lucrări de laborator: <ol style="list-style-type: none"> Sistem holografic de proiecție, programul de masterat SAATI, anul 2018 Sistem de realitate virtuală cu retur haptic, programul de masterat SAATI, anul 2018 Sistem de digitizare cu interfață touch, programul de masterat SAATI, anul 2018 Sistem de realitate augmentată pentru exterior, programul de masterat SAATI, anul 2018 		
Total punctaj			206.82

Activitatea de cercetare (A2)

2.1 Articole in extenso în reviste cotate și în proceedings indexate ISI Thomson Reuters sau SAE

Nr.	Referința bibliografică	Punctaj
1.	Duguleana, M., Barbuceanu, F. G., Teirelbar, A., & Mogan, G. (2012). Obstacle avoidance of redundant manipulators using neural networks based reinforcement learning, Robotics and Computer-Integrated Manufacturing, 28(2), 132-146.pp. 840-848, (2012) DOI: 10.1016/j.rcim.2011.07.004, Factor de impact: 3.464 , https://www.sciencedirect.com/science/article/pii/S0736584511000962	23.57
2	Duguleana, M., & Mogan, G. (2016). Neural networks based reinforcement learning for mobile robots obstacle avoidance. Expert Systems with Applications, 62, 104-115, DOI: 10.1016/j.eswa.2016.06.021, Factor de impact: 3.768 https://www.sciencedirect.com/science/article/pii/S0957417416303001	50.18
3	Roșca, L., & Duguleană, M. (2016). An Online Observer for Minimization of Pulsating Torque in SMPM Motors. PloS one, 11(4), e0153255, DOI: 10.1371/journal.pone.0153255, Factor de impact: 2.766 ; https://www.ncbi.nlm.nih.gov/pmc/articles/PMC4835102/	40.16
4	Kuznar, D., Tavcar, A., Zupancic, J., & Duguleana, M. (2016). Virtual assistant platform. Informatica, 40(3), 285, ISSN: 0350-5596, http://www.informatica.si/index.php/informatica/article/view/1437	6.25
5	Machidon, O. M., Duguleana, M. ; Carrozzino, M. (2018) Virtual humans in cultural heritage ICT applications: A review. Journal of Cultural Heritage, DOI: 10.1016/j.culher.2018.01.007, Factor de impact: 1.706 , https://www.sciencedirect.com/science/article/pii/S1296207417301796	19.70
6	Carrozzino, M. & Duguleana, M. (2016). Editors' introduction to the special issue on virtual reality in cultural heritage. Informatica, 40(3), 285, ISSN: 0350-5596; https://search.proquest.com/docview/1883988726	12.5
7	Butnariu, S., Duguleană, M. , Brondi, R., Gîrbacia, F., Postelnicu, C., & Carrozzino, M. (2018). An Interactive Haptic System for Experiencing Traditional Archery. Acta Polytechnica Hungarica, 15(5), Factor de impact: 0.909 ; http://uni-obuda.hu/journal/Butnariu_Duguleana_Brondi_Girbacia_Postelnicu_Carrozzino_84.pdf	7.19
8	Girbacia, T., Girbacia, F., 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). http://apps.webofknowledge.com.am.e-nformation.ro/full_record.do?product=WOS&search_mode=GeneralSearch&qid=3&SID=C1Nmt1iISFN46hKdSAs&page=2&doc=14	6.25

9	Nedelcu, A. V., Duguleana, M. , & Sandu, F. (2014). Evaluating the Energy Overhead Generated by Interferences within the 2.4 GHz Band for a Hybrid RFID Network. <i>Procedia Engineering</i> , 69, 210-215; https://www.sciencedirect.com/science/article/pii/S1877705814002252	8.33
10	Duguleană, M. , Nedelcu, A., & Bărbuceanu, F. (2014). Measuring Eye Gaze Convergent Distance within Immersive Virtual Environments. <i>Procedia Engineering</i> , 69, 333-339; https://www.sciencedirect.com/science/article/pii/S1877705814002422	8.33
11	Gîrbacia, F., Duguleana, M. , & Stavar, A. (2012). Off-line programming of industrial robots using co-located environments. In <i>Advanced Materials Research</i> (Vol. 463, pp. 1654-1657). Trans Tech Publications; https://www.scientific.net/AMR.463-464.1654	8.33
12	Duguleana, M. , & Barbuceanu, F. G. (2010). Designing of virtual reality environments for mobile robots programming. In <i>Solid State Phenomena</i> (Vol. 166, pp. 185-190). Trans Tech Publications; https://www.scientific.net/SSP.166-167.185	12.5
13	Duguleana, M. (2009). Developing a brain-computer-based human-robot interaction for industrial environments. <i>Annals of DAAAM & Proceedings</i> , 191-193; http://eds.a.ebscohost.com/abstract?site=eds&scope=site&jrnl=17269679&asa=Y&AN=47080589&h=YLrq3UCbzmAMYmMEiTN%2bFG6x3bDoP HmNLowZjk%2bkLVO4iAZXjc0zh2RWiXbqavlb3nSyeXLTTfy9vkBq0HHmQg%3d%3d&cr=c&resultLocal=ErrCrNoResults&resultNs=Ehost&rlhashurl=login.aspx%3fdirect%3dtrue%26profile%3dehost%26scope%3dsite%26authype%3dcrawler%26jrnl%3d17269679%26asa%3dY%26AN%3d47080589	25
14	Boboc, R. G., Duguleană, M. , Voinea, G. D., Postelnicu, C. C., Popovici, D. M., & Carrozzino, M. (2019). Mobile Augmented Reality for Cultural Heritage: Following the Footsteps of Ovid among Different Locations in Europe. <i>Sustainability</i> , 11(4), 1167. Factor de impact: 2.075 ; https://www.mdpi.com/2071-1050/11/4/1167	11.08
Total		239.37

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

Nr.	Referința bibliografică	Punctaj
1	Duguleana, M. , Gîrbacia, F., Postelnicu, C., Brodi, R., & Carrozzino, M. (2016). Exploring Pisa Monuments Using Mobile Augmented Reality. <i>World Academy of Science, Engineering and Technology, International Journal of Computer, Electrical, Automation, Control and Information Engineering</i> , 10 (11), 1885-1888; https://waset.org/Publications/exploring-pisa-monuments-using-mobile-augmented-reality/10005700	4
2	Duguleană, M. , & Mogan, G. (2015). Need For Vision Sensing Dimension In Modern Manual-Controlled Vacuum Cleaners. <i>Bulletin of the Transilvania University of Brasov. Engineering Sciences. Series I</i> , 8(2), 7; http://rs.unitbv.ro/BU2015/Series%20I/BULETIN%20I/Duguleana%20M.pdf	10
3	Boboc, R. G., Duguleană, M. , & Talabă, D. (2015). Natural Interaction with an Assistive Humanoid Robot. <i>Applied Mechanics & Materials</i> , 762; https://www.scientific.net/AMM.762.189	6.66
4	Boboc, R. G., Gîrbacia, F., Duguleană, M. , & Tavčar, A. (2017, March). A handheld Augmented Reality to revive a demolished Reformed Church from Brașov. In <i>Proceedings of the Virtual Reality International Conference-Laval Virtual 2017</i> (p. 18). ACM; https://dl.acm.org/citation.cfm?id=3110311	5
5	Duguleana, M. , & Mogan, G. (2008). Aspects Concerning a Mobile Robot Cognitive System. <i>Bulletin of the Transilvania University of Brasov. Engineering Sciences. Series I</i> , 1, 129; http://webbut.unitbv.ro/BU2008/BULETIN%20I%20PDF/Industrial%20Engineering/Duguleana%20M_08.pdf	10
6	Duguleană M. , Considerations for Designing Efficient User Interfaces in Augmented Reality Enabled Head-Up Displays (2018) In <i>Proceedings of the 4th International Congress of Automotive and Transport Engineering (AMMA'18)</i> , Technical University of Cluj-Napoca; http://www.amma2018.ro/index.php/amma/2018/paper/view/142	20

7	Nedelcu, A. V., Machedon-Pisu, M., Duguleana, M. , & Talaba, D. (2015). "Pervasive radio mapping of industrial environments using a virtual reality approach". The Scientific World Journal, 2015; https://www.hindawi.com/journals/tswj/2015/701848/abs/	5
Total		60.66

2.4 Articole publicate în reviste naționale și volumele unor manifestări științifice naționale și internaționale neindexate

Nr.	Referința bibliografică	Punctaj
1	Octavian-Mihai Machidon, Raffaello Brondi, Mihai Duguleana . Cloud-based development of a natural language conversational virtual agent for cultural heritage applications. Information Society 2016 eHeritage Workshop – Ljubljana (Slovenia), October 10-14 2016, In proceedings of the 19th international multi-conference Information Society, pp. 12-15; http://www.eheritage.org/ro/lucrari-publicate/	1.66
2	Postelnicu, C., Duguleana, M. , Garbacia, F., & 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). https://diglib.eg.org/handle/10.2312/eurovr.20141347.107-111	1.25
3	Mureșan, Laura; Poțincu, C.; Duguleană, Mihai . Ecological Responsibility, Component of the Corporate Social Responsibility. In: Proceedings of WSEAS International Conference on Risk Management, Assessment and Mitigation (RIMA'10) București, România. 2010. p. 318-322. https://www.researchgate.net/publication/267934654_Ecological_Responsibility_Component_of_the_Corporate_Social_Responsibility	1.66
Total		4.582

2.5.1.1 Proiecte câștigate prin competiție internațională în calitate de director

Denumire proiect	Tip proiect	Perioada de implementare	Funcția în proiect	Valoare proiect / partener	Punctaj obținut
eHERITAGE ('Expanding the Research and Innovation Capacity in Cultural Heritage Virtual Reality Applications'), grant number 692103 http://www.eheritage.org/ro/echipa-proiect/	H2020-TWINN-2015	2015-2018	Director proiect	975625 EUR	20 * 3 = 60

2.5.1.2 Proiecte câștigate prin competiție națională în calitate de director

Denumire proiect	Tip proiect	Perioada de implementare	Funcția în proiect	Valoare proiect / partener	Punctaj obținut
Premiere H2020, Contract numărul: 18/2016 http://www.eheritage.org/ro/echipa-proiect/	PN-III-P3-3.6-H2020-2016	2016-2018	Director proiect	189483 RON	10 * 2.25 (27 de luni) = 25
Interacțiune multimodală cu mașini pentru aplicații spațiale bazate pe utilizarea biopotențialelor omului (BRAIN SPACE) http://brainspaceproject.org/ro/echipa-proiectului/	ROSA	2017-2019	Responsabil științific	600000 RON	10 * 2 = 20
NAVIEYES: Asistent inteligent de navigare auto pentru dispozitive mobile bazat pe urmărirea privirii http://navieyes.unitbv.ro/?page_id=33	PN-II-PT-PCCA-2013-4-2023	2014-2017	Director tehnic	894250 RON	10 * 4 = 40

2.5.2.2 Proiecte câștigate prin competiție națională în calitate de membru în echipă

Denumire proiect	Tip proiect	Perioada de implementare	Funcția în proiect	Punctaj obținut
Programarea cognitivă a roboților din celulele flexibile de fabricație – PROROB, cod CNC SIS ID_775/2008 http://www.rrv.ro/prorob/	IDEI	2009-2011	Membru în echipă	6
SPINE - Sistem de diagnosticare și terapie a afecțiunilor coloanei vertebrale, PN-II-PT-PCCA-2013-4-1596, Contract Nr. 227/2014 http://spine.unitbv.ro/colectiv.php	National, PCCA TIP 2	2014-2017	Membru în echipă	8
PN-II-PT-PCCA-2013-4-0647 - ROBOCORE - Biopsia prostatei asistată robotic, o metodă inovativă de mare precizie, Contract numărul 247/2014 https://cester.utcluj.ro/robocore/team.html	National, PCCA TIP 2	2014-2017	Membru în echipă	8
Total				22

Recunoașterea impactului activității (A3)

3.1.1 Citări în reviste ISI cu factor de impact

Nr	Referința bibliografică	Factor de impact	Punctaj
	Duguleana, M., Barbuceanu, F. G., Teirelbar, A., & Mogan, G. (2012). Obstacle avoidance of redundant manipulators using neural networks based reinforcement learning. Robotics and Computer-Integrated Manufacturing, 28(2), 132-146, pp. 840-848.		
1	Köker, R. (2013). A genetic algorithm approach to a neural-network-based inverse kinematics solution of robotic manipulators based on error minimization. Information Sciences, 222, 528-543. https://www.sciencedirect.com/science/article/pii/S0020025512005233	4.305	5
2	Toshani, H., & Farrokhi, M. (2014). Real-time inverse kinematics of redundant manipulators using neural networks and quadratic programming: a Lyapunov-based approach. Robotics and Autonomous Systems, 62(6), 766-781. https://www.sciencedirect.com/science/article/pii/S0921889014000360	2.638	5
3	Köker, R., Çakar, T., & Sari, Y. (2014). A neural-network committee machine approach to the inverse kinematics problem solution of robotic manipulators. Engineering with Computers, 30(4), 641-649. https://link.springer.com/article/10.1007/s00366-013-0313-2	0.951	5
4	Chen, B., Zhang, A., & Cao, L. (2014). Autonomous intelligent decision-making system based on Bayesian SOM neural network for robot soccer., Neurocomputing, 128, 447-458. https://www.sciencedirect.com/science/article/pii/S0925231213008977	3.241	5
5	Lin, C. J., Li, T. H. S., Kuo, P. H., & Wang, Y. H. (2015). Integrated particle swarm optimization algorithm based obstacle avoidance control design for home service robot. Computers & Electrical Engineering. https://www.sciencedirect.com/science/article/pii/S0045790615002189	1.747	5
6	Lucas, M., Boyraz, P., Mahmoodi, M., Keramati, F., Mills, J. K., & Benhabib, B. (2016). An Emulator-Based Prediction of Dynamic Stiffness for Redundant Parallel Kinematic Mechanisms. Journal of Mechanisms and Robotics, 8(2), 021021. http://mechanismsrobotics.asmedigitalcollection.asme.org/article.aspx?articleid=2480977	2.233	5
7	Zhou, D., Wang, L., & Zhang, Q. (2016). Obstacle avoidance planning of space manipulator end-effector based on improved ant colony algorithm. SpringerPlus, 5(1), 509. https://link.springer.com/article/10.1186/s40064-016-2157-x	0.982	5

8	Meziane, R., Otis, M. J. D., & Ezzaïdi, H. (2017). Human-robot collaboration while sharing production activities in dynamic environment: SPADER system. <i>Robotics and Computer-Integrated Manufacturing</i> , 48, 243-253. https://www.sciencedirect.com/science/article/pii/S0736584515301447	3.464	5
9	Han, D., Nie, H., Chen, J., & Chen, M. (2018). Dynamic obstacle avoidance for manipulators using distance calculation and discrete detection. <i>Robotics and Computer-Integrated Manufacturing</i> , 49, 98-104. https://www.sciencedirect.com/science/article/pii/S0736584516303957	3.464	5
10	Xue, F., Xiang, J., & Li, N. (2014). Inner-Learning Mechanism Based Control Scheme for Manipulator with Multitasking and Changing Load. <i>Advances in Mechanical Engineering</i> , 6, 305696. https://journals.sagepub.com/doi/full/10.1155/2014/305696	0.848	5
11	Jiang, G., Luo, M., Bai, K., & Chen, S. (2017). A Precise Positioning Method for a Puncture Robot Based on a PSO-Optimized BP Neural Network Algorithm. <i>Applied Sciences</i> , 7(10), 969. https://www.mdpi.com/2076-3417/7/10/969	1.689	5
12	Dairi, A., Harrou, F., Senouci, M., & Sun, Y. (2018). Unsupervised obstacle detection in driving environments using deep-learning-based stereovision. <i>Robotics and Autonomous Systems</i> , 100, 287-301. https://www.sciencedirect.com/science/article/pii/S0921889017304736	2.638	5
13	Zhao, T., Deng, M., Li, Z., & Hu, Y. (2018). Cooperative manipulation for a mobile dual-arm robot using sequences of dynamic movement primitives. <i>IEEE Transactions on Cognitive and Developmental Systems</i> ; https://ieeexplore.ieee.org/abstract/document/8456609	1.952	5
14	Chen, G., Liu, D., Wang, Y., Jia, Q., & Zhang, X. (2018). Path planning method with obstacle avoidance for manipulators in dynamic environment. <i>International Journal of Advanced Robotic Systems</i> , 15(6), 1729881418820223; https://journals.sagepub.com/doi/full/10.1177/1729881418820223	0.952	5
15	Dairi, A., Harrou, F., Sun, Y., & Senouci, M. (2018). Obstacle detection for intelligent transportation systems using deep stacked autoencoder and k-nearest neighbor scheme. <i>IEEE Sensors Journal</i> , 18(12), 5122-5132; https://ieeexplore.ieee.org/abstract/document/8352801	2.617	5
16	Zhou, Z., Guo, H., Wang, Y., Zhu, Z., Wu, J., & Liu, X. (2018). Inverse kinematics solution for robotic manipulator based on extreme learning machine and sequential mutation genetic algorithm. <i>International Journal of Advanced Robotic Systems</i> , 15(4), 1729881418792992. https://journals.sagepub.com/doi/full/10.1177/1729881418792992	0.952	5
17	Qu, J., Zhang, F., Wang, Y., & Fu, Y. (2019). Human-like coordination motion learning for a redundant dual-arm robot. <i>Robotics and Computer-Integrated Manufacturing</i> , 57, 379-390; https://www.sciencedirect.com/science/article/pii/S073658451730409X	3.464	5
18	Li, Z., Zhao, T., Chen, F., Hu, Y., Su, C. Y., & Fukuda, T. (2018). Reinforcement learning of manipulation and grasping using dynamical movement primitives for a humanoidlike mobile manipulator. <i>IEEE/ASME Transactions on Mechatronics</i> , 23(1), 121-131. https://ieeexplore.ieee.org/abstract/document/7953692	3.936	5
	Duguleana, M., Barbuceanu, F., & Mogan, G. (2011). Evaluating human-robot interaction during a manipulation experiment conducted in immersive virtual reality; <i>Virtual and Mixed Reality-New Trends</i>, 164-173.		
19	Broquère, X., Finzi, A., Mainprice, J., Rossi, S., Sidobre, D., & Staffa, M. (2014). An attentional approach to human–robot interactive manipulation. <i>International Journal of Social Robotics</i> , 6(4), 533-553; https://link.springer.com/article/10.1007/s12369-014-0236-0	2.009	6.66
20	Caccavale, R., & Finzi, A. (2017). Flexible task execution and attentional regulations in human-robot interaction. <i>IEEE Transactions on Cognitive and Developmental Systems</i> , 9(1), 68-79; https://ieeexplore.ieee.org/abstract/document/7580626	1.952	6.66
	Duguleana, M., & Mogan, G. (2016). Neural networks based reinforcement learning for mobile robots obstacle avoidance. <i>Expert Systems with Applications</i>, 62, 104-115.		
21	Savargave, S. B., & Lengare, M. J. (2018). Modeling and Optimizing Boiler Design using Neural Network and Firefly Algorithm. <i>Journal of Intelligent Systems</i> , 27(3), 393-412; https://www.degruyter.com/view/j/jisys.2018.27.issue-3/jisys-2016-0113/jisys-2016-0113.xml	0.96	10
22	Cheng, Y., & Zhang, W. (2017). Concise deep reinforcement learning obstacle avoidance for underactuated unmanned marine vessels. <i>Neurocomputing</i> ; https://www.sciencedirect.com/science/article/pii/S0925231217311943	3.241	10
23	Martínez-Tenor, A., Fernández-Madrigal, J. A., Cruz-Martín, A., & González-Jiménez, J. (2017). Towards a common implementation of reinforcement learning for multiple robotic tasks. <i>Expert Systems with Applications</i> ; https://www.sciencedirect.com/science/article/pii/S0957417417307613	3.768	10
24	Cui, M., Liu, H., Liu, W., & Qin, Y. (2017). An Adaptive Unscented Kalman Filter-based Controller for Simultaneous Obstacle Avoidance and Tracking of Wheeled Mobile Robots with Unknown Slipping Parameters. <i>Journal of Intelligent & Robotic Systems</i> , 1-16. https://link.springer.com/content/pdf/10.1007/s10846-017-0761-9.pdf	1.583	10

25	Ruan, Y., Zhang, Y., Mao, T., Zhou, X., Li, D., & Zhou, H. (2019). Trajectory optimization and positioning control for batch process using learning control. <i>Control Engineering Practice</i> , 85, 1-10; https://www.sciencedirect.com/science/article/pii/S0967066119300024	2.616	10
26	Zhang, J. H., Zhang, Y., & Zhou, Y. (2018). Path Planning of Mobile Robot Based on Hybrid Multi-Objective Bare Bones Particle Swarm Optimization With Differential Evolution. <i>IEEE Access</i> , 6, 44542-44555; https://ieeexplore.ieee.org/abstract/document/8436432	3.557	10
27	Zhou, C., Li, F., Cao, W., Wang, C., & Wu, Y. (2018). Design and implementation of a novel obstacle avoidance scheme based on combination of CNN-based deep learning method and LiDAR-based image processing approach. <i>Journal of Intelligent & Fuzzy Systems</i> , (Preprint), 1-11. https://content.iospress.com/articles/journal-of-intelligent-and-fuzzy-systems/ifs169706	1.426	10
28	Clemente, E., Meza-Sánchez, M., Bugarin, E., & Aguilar-Bustos, A. Y. (2018). Adaptive behaviors in autonomous navigation with collision avoidance and bounded velocity of an omnidirectional mobile robot. <i>Journal of Intelligent & Robotic Systems</i> , 92(2), 359-380. https://link.springer.com/article/10.1007/s10846-017-0751-y	1.583	10
29	Soong, L. E., Pauline, O., & Chun, C. K. (2019). Solving the optimal path planning of a mobile robot using improved Q-learning. <i>Robotics and Autonomous Systems</i> ; https://www.sciencedirect.com/science/article/pii/S0921889018308285	2.638	10
30	Yuan, R., Zhang, F., Wang, Y., Fu, Y., & Wang, S. (2019). A Q-learning approach based on human reasoning for navigation in a dynamic environment. <i>Robotica</i> , 1-24; https://www.cambridge.org/core/journals/robotica/article/qlearning-approach-based-on-human-reasoning-for-navigation-in-a-dynamic-environment/D537D9098FEC9A3FA7115FC4FC875610	1.177	10
31	Lin, C., Wang, H., Yuan, J., Yu, D., & Li, C. (2019). Research on UUV Obstacle Avoiding Method Based on Recurrent Neural Networks. <i>Complexity</i> , 2019; https://www.hindawi.com/journals/complexity/2019/6320186/abs/	1.829	10
32	Zeng, J., Qin, L., Hu, Y., Hu, C., & Yin, Q. (2019). Combining Subgoal Graphs with Reinforcement Learning to Build a Rational Pathfinder. <i>Applied Sciences</i> , 9(2), 323 ; https://www.mdpi.com/2076-3417/9/2/323	1.689	10
	Barbuceanu, F., Antonya, C., Duguleana, M. , & Rusak, Z. (2011). Attentive user interface for interaction within virtual reality environments based on gaze analysis. <i>Human-Computer Interaction. Interaction Techniques and Environments</i> , 204-213.		
33	Postelnicu, C. C., & Talaba, D. (2013). P300-based brain-neuronal computer interaction for spelling applications. <i>IEEE Transactions on Biomedical Engineering</i> , 60(2), 534-543; https://ieeexplore.ieee.org/abstract/document/6363580	4.288	5
34	Bixler, R., & D'mello, S. (2016). Automatic gaze-based user-independent detection of mind wandering during computerized reading. <i>User Modeling and User-Adapted Interaction</i> , 26(1), 33; https://link.springer.com/article/10.1007/s11257-015-9167-1	2.808	5
35	Li, S., & Zhang, X. (2017). Implicit Intention Communication in Human-Robot Interaction Through Visual Behavior Studies. <i>IEEE Transactions on Human-Machine Systems</i> , 47(4), 437-448; https://ieeexplore.ieee.org/abstract/document/7822895	2.563	5
	Postelnicu CC., Machidon OM., Gîrbacia F., Voinea GD., Duguleana M. (2016) Effects of Playing Mobile Games While Driving. In: Streitz N., Markopoulos P. (eds) <i>Distributed, Ambient and Pervasive Interactions</i> . DAPI 2016. Lecture Notes in Computer Science, vol 9749. Springer, Cham, ISBN 978-3-319-39861-7.		
36	Oviedo-Trespalacios, O., King, M., Haque, M. M., & Washington, S. (2017). Risk factors of mobile phone use while driving in Queensland: Prevalence, attitudes, crash risk perception, and task-management strategies. <i>PLoS one</i> , 12(9), e0183361; https://journals.plos.org/plosone/article?id=10.1371/journal.pone.0183361	2.766	4
37	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. <i>Computers in Human Behavior</i> ; https://www.sciencedirect.com/science/article/pii/S0747563218300177	3.536	4
Total			246.32

3.1.2 Citări în reviste ISI fără factor de impact

Nr	Referința bibliografică	Punctaj
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	Duguleana, M., & Mogan, G. (2010). Using eye blinking for eog-based robot control; <i>Emerging Trends in Technological Innovation</i> , 343-350.	
1	Postelnicu, C. C., Talaba, D., & Toma, M. I. (2011). Controlling a robotic arm by brainwaves and eye movement. <i>Technological innovation for sustainability</i> , 157-164; https://link.springer.com/chapter/10.1007/978-3-642-19170-1_17	7.5
2	Duvinage, M., Castermans, T., & Dutoit, T. (2011, April). Control of a lower limb active prosthesis with eye movement sequences. In <i>Computational Intelligence, Cognitive Algorithms, Mind, and Brain (CCMB)</i> , 2011 IEEE Symposium on (pp. 1-7). IEEE; https://ieeexplore.ieee.org/abstract/document/5952116	7.5
3	Iáñez, E., Azorín, J. M., Fernández, E., & Úbeda, A. (2010). Interface based on electrooculography for velocity control of a robot arm. <i>Applied Bionics and Biomechanics</i> , 7(3), 199-207; https://content.iospress.com/articles/applied-bionics-and-biomechanics/abb503107	7.5
4	Ning, B., Li, M. J., Liu, T., Shen, H. M., Hu, L., & Fu, X. (2012). Human brain control of electric wheelchair with eye-blink electrooculogram signal. <i>Intelligent robotics and applications</i> , 579-588; https://link.springer.com/chapter/10.1007/978-3-642-33509-9_58	7.5
	Duguleana, M., & Barbuceanu, F. G. (2010). Designing of virtual reality environments for mobile robots programming. In <i>Solid State Phenomena</i> (Vol. 166, pp. 185-190). Trans Tech Publications.	
5	Dziemian, S., Abbott, W. W., & Faisal, A. A. (2016, June). Gaze-based teleprosthetic enables intuitive continuous control of complex robot arm use: Writing & drawing. In <i>Biomedical Robotics and Biomechanics (BioRob)</i> , 2016 6th IEEE International Conference on (pp. 1277-1282). IEEE. https://ieeexplore.ieee.org/abstract/document/7523807	7.5
6	Postelnicu, C., Barbuceanu, F., Topoleanu, T., & Talaba, D. (2012). EOG-based interface for manipulation tasks. In <i>Applied Mechanics and Materials</i> (Vol. 162, pp. 537-542). Trans Tech Publications; https://www.scientific.net/AMM.162.537	7.5
	Duguleana, M., Barbuceanu, F., & Mogan, G. (2011). Evaluating human-robot interaction during a manipulation experiment conducted in immersive virtual reality. <i>Virtual and Mixed Reality-New Trends</i> , 164-173.	
7	Rossi, S., Leone, E., Fiore, M., Finzi, A., & Cutugno, F. (2013, November). An extensible architecture for robust multimodal human-robot communication. In <i>Intelligent Robots and Systems (IROS)</i> , 2013 IEEE/RSJ International Conference on (pp. 2208-2213). IEEE. https://ieeexplore.ieee.org/abstract/document/6696665	5
8	Iengo, S., Origlia, A., Staffa, M., & Finzi, A. (2012, September). Attentional and emotional regulation in human-robot interaction. In <i>RO-MAN, 2012 IEEE</i> (pp. 1135-1140). IEEE; https://ieeexplore.ieee.org/abstract/document/6343901	5
9	Matsas, E., & Vosniakos, G. C. (2015). Design of a virtual reality training system for human-robot collaboration in manufacturing tasks. <i>Int. J. Interact. Des. Manuf</i> , 1-15; https://link.springer.com/article/10.1007/s12008-015-0259-2	5
10	Iengo, S., Rossi, S., Staffa, M., & Finzi, A. (2014, May). Continuous gesture recognition for flexible human-robot interaction. In <i>Robotics and Automation (ICRA)</i> , 2014 IEEE International Conference on (pp. 4863-4868). IEEE; https://ieeexplore.ieee.org/abstract/document/6907571	5
11	Caccavale, R., & Finzi, A. (2017). Flexible task execution and attentional regulations in human-robot interaction. <i>IEEE Transactions on Cognitive and Developmental Systems</i> , 9(1), 68-79; https://ieeexplore.ieee.org/abstract/document/7580626	5
12	Rossi, S., Staffa, M., Giordano, M., De Gregorio, M., Rossi, A., Tamburro, A., & Vellucci, C. (2015, March). User tracking in hri applications with the human-in-the-loop. In <i>Proceedings of the Tenth Annual ACM/IEEE International Conference on Human-Robot Interaction Extended Abstracts</i> (pp. 33-34). ACM; https://dl.acm.org/citation.cfm?id=2701980	5
	Duguleana, M., & Mogan, G. (2016). Neural networks based reinforcement learning for mobile robots obstacle avoidance. <i>Expert Systems with Applications</i> , 62, 104-115.	
13	Wong, C., Yang, E., Yan, X. T., & Gu, D. (2017, May). Adaptive and intelligent navigation of autonomous planetary rovers—a survey. In <i>The 11th NASA/ESA Conference on Adaptive Hardware and Systems</i> ; https://ieeexplore.ieee.org/document/8046384	7.5
14	Lei, W. A. N. G., et al. "An Improved Artificial Potential Field for Unmanned Aerial Vehicles Path Planning." <i>DEStech Transactions on Computer Science and Engineering</i> cst (2017); https://www.researchgate.net/publication/318808457_An_Improved_Artificial_Potential_Field_for_Unmanned_Aerial_Vehicles_Path_Planning	7.5
	Duguleana, M., Brodi, R., Girbacia, F., Postelnicu, C., Machidon, O., & Carrozzino, M. (2016, October). Time-Travelling with Mobile Augmented Reality: A Case Study on the Piazza dei Miracoli. In <i>Euro-Mediterranean Conference</i> (pp. 902-912). Springer International Publishing.	

15	Koutsabasis, P. (2017). Empirical Evaluations of Interactive Systems in Cultural Heritage: A Review. International Journal of Computational Methods in Heritage Science (IJCMHS), 1(1), 100-122; https://www.igi-global.com/article/empirical-evaluations-of-interactive-systems-in-cultural-heritage/178596	2.5
	Duguleana, M. (2009). Developing a brain-computer-based human-robot interaction for industrial environments. Annals of DAAAM & Proceedings, 191-193.	
16	Martisius, I., Vasiljevas, M., Sidlauskas, K., Turcinas, R., Plauska, I., & Damasevicius, R. (2012, September). Design of a Neural Interface Based System for Control of Robotic Devices. In International Conference on Information and Software Technologies (pp. 297-311). Springer, Berlin, Heidelberg. https://link.springer.com/chapter/10.1007/978-3-642-33308-8_25	15
	Duguleană, M., Nedelcu, A., & Bărbuceanu, F. (2014). Measuring Eye Gaze Convergent Distance within Immersive Virtual Environments. Procedia Engineering, 69, 333-339.	
17	Ryu, K., Hwang, W., Lee, J. J., Kim, J. S., & Park, J. M. (2015, October). Distant 3D object grasping with gaze-supported selection. In Ubiquitous Robots and Ambient Intelligence (URAI), 2015 12th International Conference on (pp. 541-544). IEEE; https://ieeexplore.ieee.org/abstract/document/7358825	5
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21	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); http://eds.a.ebscohost.com/abstract?site=eds&scope=site&jrnl=18612121&AN=109971173&h=gza3FO%2bWNbgeV2JaG9Qpj3RYuy1PnK2fVBVlfnXy7XNrdL8wEEh94mWBkagvIJFt0RfKbq1M4wD3wvDF654ynQ%3d%3d&crl=c&resultLocal=ErrCrlNoResults&resultNs=Ehost&crlhashurl=login.aspx%3fdirect%3dtrue%26pr ofile%3dehost%26scope%3dsite%26authype%3dcrawler%26jrn%3d18612121%26AN%3d109971173	5
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23	Sittner, F., Aschenbrenner, D., Fritscher, M., Kheirkhah, A., Kraus, M. and Schilling, K., 2013; Maintenance and telematics for robots (maintelrob). IFAC Proceedings Volumes, 46(29), pp.113-118; https://www.sciencedirect.com/science/article/pii/S1474667015343755	5
24	Ioaneș, C. and Chioreanu, A., Current Trends Regarding The Intuitive Programming Of Industrial Robots; Acta Technica Napocensis-Series: Applied Mathematics, Mechanics, And Engineering, 55(1). 2012; https://atna-mam.utcluj.ro/index.php/Acta/article/view/194	5
Total		145

3.4.1.1. Membru in colectivele de redactie sau comitete stiintifice ale revistelor si manifestarilor stiintifice ISI cu fi, membru comitet stiintific/editor

Editor al revistei Springer VR Technologies in Cultural Heritage (<https://link.springer.com/book/10.1007/978-3-030-05819-7>).

3.4.1.2 Recenzor în colectivele de redactie sau comitete științifice al revistelor ISI cu factor de impact

Sunt în prezent recenzor pentru următoarele jurnale:

- International Journal of Advanced Robotic Systems – **Factor de impact 0.952**
- Neural Computing & Applications – **Factor de impact 4.213**
- PLoS One – **Factor de impact 2.766**
- IET Intelligent Transport Systems – **Factor de impact 1.387**
- Advances in Manufacturing – **Factor de impact 1.706**
- Computers in Human Behavior – **Factor de impact 3.536**
- IEEE Transactions on Cybernetics – **Factor de impact 8.803**
- IEEE Transactions on Automation Science and Engineering – **Factor de impact 3.667**
- IEEE Robotics & Automation Magazine – **Factor de impact 3.573**

În perioada 2013-2019, am recenzat peste 20 de articole in aceste jurnale:

Nr.	Indicator articol	Revista	An	Punctaj
1	ARX-18-0099	International Journal of Advanced Robotic Systems	2018	10 puncte
2	ARX-16-0025	International Journal of Advanced Robotic Systems	2019	10 puncte
3	NCAA-D-17-01117	Neural Computing and Applications	2017	10 puncte
4	IJARS-D-13-00168	International Journal of Advanced Robotic Systems	2013	10 puncte
5	IJARS-D-13-00207	International Journal of Advanced Robotic Systems	2013	10 puncte
6	IJARS-D-13-00241	International Journal of Advanced Robotic Systems	2013	10 puncte
7	IJARS-D-14-00107	International Journal of Advanced Robotic Systems	2014	10 puncte
8	IJARS-D-14-00277	International Journal of Advanced Robotic Systems	2014	10 puncte
9	IJARS-D-14-00321	International Journal of Advanced Robotic Systems	2014	10 puncte
10	IJARS-D-14-00197	International Journal of Advanced Robotic Systems	2014	10 puncte
11	IJARS-D-16-00038	International Journal of Advanced Robotic Systems	2016	10 puncte
12	IJARS-D-16-00203	International Journal of Advanced Robotic Systems	2016	10 puncte
13	IJARS-D-16-00298	International Journal of Advanced Robotic Systems	2016	10 puncte
14	IJARS-D-16-00311	International Journal of Advanced Robotic Systems	2016	10 puncte
15	IJARS-D-16-00127R2	International Journal of Advanced Robotic Systems	2016	10 puncte
16	PONE-D-15-41445	PLOS ONE	2015	10 puncte
17	MANU-D-17-00186	Advances in Manufacturing	2017	10 puncte
18	CYB-E-2014-11-1203	IEEE Transactions on Cybernetics	2014	10 puncte
19	ITS-2016-0110	IET Intelligent Transport Systems	2016	10 puncte
20	T-ASE-2014-187	IEEE Transactions on Automation Science and Engineering	2014	10 puncte
21	T-ASE-2014-554	IEEE Transactions on Automation Science and Engineering	2014	10 puncte
22	CHB-D-17-00238	Computers in Human Behavior	2017	10 puncte

3.8.4.2 Membru în asociații profesionale nationale

Membru SIAR (Societatea Inginerilor de Automobile din România) Perioada: 2018- prezent

3.8.5.2 Membru în organizații în domeniul educației și cercetării

Membru ENCATC (European network on cultural management and policy) Perioada: 2018- prezent

<https://www.encatc.org/en/members/find-a-member/187/>

02.04.2019

Conf. dr. ing. Mihai Duguleană

