

UNIVERSITATEA TRANSILVANIA din BRAȘOV

Facultatea: INGINERIE MECANICĂ

Departamentul: AUTOVEHICULE ȘI TRANSPORTURI

DOMENIUL: Inginerie Aerospațială, Autovehicule și Transporturi

# Fisa de îndeplinire a standardelor minimele

**POST: CONFERENȚIAR**

**CANDIDAT:**

DIRECTOR DEPARTAMENT  
PROF. ISPAS NICOLAE

**Șef lucr. dr. ing. Mihai DUGULEANĂ**



**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	480 puncte	480 puncte

Categoria: Conferențiar Universitar			
Nr. Crt.	Domeniul de activitate	Minim de îndeplinit (puncte)	Punctaj calculat
1.	Activitate didactică / profesională (A1)	Minim 100 de puncte	<b>141.33 puncte</b> Grad de îndeplinire: 141%
2.	Activitate de cercetare (A2)	Minim 100 de puncte	<b>360.983 puncte</b> Grad de îndeplinire: 360%
3.	Recunoașterea impactului activității (A3)	Minim 50 de puncte	<b>494.66 puncte</b> Grad de îndeplinire: 989%
	Total	Minim 250 de puncte	<b>996.973 puncte</b> Grad de îndeplinire: 398%

## Structura activității candidatului

### 1. Activitate didactică și profesională (A1)

Nr.crt.	Domeniul	Tipul activitatilor	Categorii si restrictii	Subcategorii	Indicatori (kpi)	Punctaj candidat
0	1	2	3	4	5	6
1	Activitatea didactica si profesionala (A1)	1.1 Carti si capitole in carti de specialitate	1.1.1. Carti/ capitole, ca autor, in edituri nationale sau internationale Profesor minim 4; Conferențiar minim 2	1.1.1.1 internationale	nr.pag/(2*nr.autori)	11.105 10 carti / capitole de carte
				1.1.1.2 nationale	nr.pag/(5*nr.autori)	53 1 carte/ capitol de carte
			1.1.2. Carti/ capitole, ca editor	1.1.2.1 internationale	nr.pag/(3*nr.editori)	17.33 1 carte / capitol de carte ca editor
				1.1.2.2 nationale	nr.pag/(7*nr.editori)	- 13,9 1 manual didactic / monografie ca unic autor
		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.autori)	5 1 îndrumar de laborator 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.autori)	-	
		1.3 Coordonare de programe de studii, organizare si coordonare programe de formare continua	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, disertatie	max. 50 pct. in total	1/1,5	1	
		1.5 Introducere discipline si laboratoare noi, confirmate prin manuale si indrumare publicate	1.5.1 Discipline noi (max. 40 puncte impreuna cu 1.5.2)	10	40	
			1.5.2 Lucrari noi de laborator (max. 40 puncte impreuna cu 1.5.1)	2 / lucrare	-	
1.6 Director/responsabil programe parteneriat academic international / Erasmus						-
TOTAL Criteriu A1						141.33



<b>Nr. Crt.</b>	<b>Titlu</b>	<b>KPI</b>	<b>Punctaj</b>
<b>1.1.1.1</b>	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, Berlin, Heidelberg, ISBN 978-3-642-22020-3.	<b>10 pagini / 2 * 3 = 1.66</b>	<b>1.66</b>
	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, Berlin, Heidelberg, ISBN 978-3-642-11627-8.	<b>8 pagini / 2 * 2 = 2</b>	<b>2</b>
	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, Berlin, Heidelberg, ISBN 978-3-642-21604-6.	<b>10 pagini / 2 * 4 = 1.25</b>	<b>1.25</b>
	Carrozzino M., Evangelista C., Fatta C., Duguleana M., Bergamasco M. (2017) A Virtual Travel in Leonardo's Codex of Flight. In: De Paolis L., Bourdot P., Mongelli A. (eds) Augmented Reality, Virtual Reality, and Computer Graphics. AVR 2017. Lecture Notes in Computer Science, vol 10325. Springer, Cham, ISBN 978-3-319-60927-0.	<b>9 pagini / 2 * 5 = 0.9</b>	<b>0.9</b>
	Postelnicu CC., Machidon OM., Ghibacia 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, Cham, ISBN 978-3-319-39861-7.	<b>11 pagini / 2 * 5 = 1.1</b>	<b>1.1</b>
	Duguleana M., Brodi R., Ghibacia 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, Cham, ISBN 978-3-319-48495-2.	<b>11 pagini / 2 * 6 = 0.91</b>	<b>0.91</b>
	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, Cham, ISBN 978-3-319-40650-3.	<b>12 pagini / 2 * 7 = 0.85</b>	<b>0.85</b>
	Duguleana M., Ghibacia F., Postelnicu C., Beraru A., Mogan G. (2015) Aspects Concerning the	<b>10 pagini /</b>	<b>1</b>



	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, Cham, ISBN 978-3-319-40650-3.	<b>2 * 5 = 1</b>	
	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 Sustainability. DoCEIS 2011. IFIP Advances in Information and Communication Technology, vol 349. Springer, Berlin, Heidelberg, ISBN 978-3-642-19169-5.	<b>6 pagini / 2 * 4 = 0.75</b>	<b>0.75</b>
	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, Cham.	<b>4 pagini / 2 * 3 = 0.66</b>	<b>0.66</b>
<b>1.1.1.2</b>	Duguleană Mihai – „Noțiuni de Economie pentru ingineri”, ISBN: 978-606-19-0938-4, Editura Universitatii Transilvania, 2017	<b>265 pagini / 5 = 53</b>	<b>53</b>
<b>1.1.2.1</b>	Special issue on “Virtual reality in Cultural heritage”. Informatica, 40(3), ISSN 0350-5596, 2016. Editori: Carrozzino Marcello și Duguleană Mihai.	<b>104 pagini / (3*2) = 17.33</b>	<b>17.33</b>
<b>1.2.1</b>	Duguleană Mihai – „Programarea prin învățare a roboților mobili roți”, Ed. Universității “Transilvania”, Brașov, 2014, ISBN 978-606-19-0472-3.	<b>139 pagini / 10 = 13.9</b>	<b>13.9</b>
<b>1.2.2</b>	Duguleană Mihai – „Îndrumar de laborator pentru Realitate Virtuală în Robotică”, ISBN: 978-606-19-0939-1, Editura Universitatii Transilvania, 2017	<b>100 pagini / 20 = 5</b>	<b>5</b>
<b>1.4</b>	Am condus un proiect de diplomă în anul 2016.	<b>1 proiect</b>	<b>1</b>
<b>1.5.1</b>	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"> <li>• Încercarea și testarea roboților</li> <li>• Programarea roboților industriali</li> <li>• Programarea roboților mobili</li> <li>• Sisteme mecatronice si robotice avansate</li> <li>• Realitate virtuală în robotică</li> </ul>	<b>4 * 10 = 40</b>	<b>40</b>
<b>Total punctaj</b>			<b>141.33</b>

## 2. Activitatea de cercetare (A2)

Nr.crt.	Domeniul	Tipul activitatilor	Categorii si restrictii	Subcategorii	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	Profesor / CS I: Minimum 11 articole sau 60 puncte, din care minimum 1 articol în revistă cotată ISI Conferențiar / CS II: Minimum 6 articole sau 30 puncte		(25+20*factor impact)/nr.autori	226.741 12 articole indexate ISI, 4 in reviste cotate ISI	
		2.2 Brevete de invenție	2.2.1 Internaționale 2.2.2 Naționale		25/nr. autori 20/nr. autori	- -	
		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;	20.66 3 articole în reviste naționale sau volumele unor manifestări științifice	
		2.4 Articole publicate in reviste nationale si volumele unor manifestari stiintifice nationale si internationale neindexate			5/nr. autori	4.582 3 articole în volumele unor manifestari stiintifice nationale si internationale neindexate	
		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 Conferențiar / CS II: Minim 1 grant sau val. contracte cu mediul economic minimum 100.000 lei 2.5.2. Membru in echipa – confirmare prin documente oficiale	2.5.1.1 internationale	20* nr.ani de desfasurare (1 an = 12 luni)	60	
				2.5.1.2 nationale	10* nr. ani de desfasurare (1 an = 12 luni)	25	
				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)	24	
				Total Criteriu A2			



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

Nr.	Referința bibliografică	Punctaj
1.	<b>Duguleana, M., Barbuceanu, F. G., Teirelbar, A., &amp; Mogan, G. (2012).</b> 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 <b>Factor de impact: 2.846</b>	<b>20.48</b>
2	<b>Duguleana, M., &amp; Mogan, G. (2016).</b> 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 <b>Factor de impact: 3.928</b>	<b>51.78</b>
3	Roșca, I., & <b>Duguleană, M.</b> (2016). An Online Observer for Minimization of Pulsating Torque in SMPM Motors. PloS one, 11(4), e0153255. DOI: 10.1371/journal.pone.0153255 <b>Factor de impact: 2.806</b>	<b>40.56</b>
4	Kuznar, D., Tavear, A., Zupancic, J., & <b>Duguleana, M.</b> (2016). Virtual assistant platform. Informatica, 40(3), 285. ISSN: 0350-5596	<b>6.25</b>
5	Machidon, O. M., <b>Duguleana, M.</b> ; Carrozzino, M. (2018) Virtual humans in cultural heritage ICT applications: A review. Journal of Cultural Heritage. DOI: 10.1016/j.culher.2018.01.007 <b>Factor de impact: 1.838</b>	<b>20.58</b>
6	Carrozzino, M. & <b>Duguleana, M.</b> (2016). Editors' introduction to the special issue on virtual reality in cultural heritage. Informatica, 40(3), 285. ISSN: 0350-5596	<b>12.5</b>
7	Girbacia, F., Dumitru, A., Postelnicu, C., <b>Duguleana, M.</b> , 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 Oliver's Yard, 55 City Road, London Ec1y 1sp, England: Sage Publications Ltd.	<b>5.84</b>



	ISSN: 0301-0066 <b>Factor de impact: 1.087</b>	
<b>8</b>	Gîrbacia, T., Gîrbacia, F., <b>Duguleana, M.</b> , Butila, E. (2015). Augmented Reality System for Training Robotic Prostata Biopsy Needle Guidance, Proceedings of the 10th International Conference on Virtual Learning (pp. 254-258).	<b>6.25</b>
<b>9</b>	Nedelcu, A. V., <b>Duguleana, M.</b> , & Sandu, F. (2014). Evaluating the Energy Overhead Generated by Interferences within the 2.4 GHz Band for a Hybrid RFID Network. Procedia Engineering, 69, 210-215.	<b>8.33</b>
<b>10</b>	<b>Duguleană, M.</b> , Nedelcu, A., & Bărbuceanu, F. (2014). Measuring Eye Gaze Convergent Distance within Immersive Virtual Environments. Procedia Engineering, 69, 333-339.	<b>8.33</b>
<b>11</b>	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.	<b>8.33</b>
<b>12</b>	<b>Duguleana, M.</b> , & Barbuceanu, F. G. (2010). Designing of virtual reality environments for mobile robots programming. In Solid State Phenomena (Vol. 166, pp. 185-190). Trans Tech Publications.	<b>12.5</b>
<b>13</b>	<b>Duguleana, M.</b> (2009). Developing a brain-computer-based human-robot interaction for industrial environments. Annals of DAAAM & Proceedings, 191-193.	<b>25</b>
<b>Total</b>		<b>206.161</b>

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

Nr.	Referința bibliografică	Punctaj
<b>1</b>	<b>Duguleana, M.</b> , Gîrbacia, F., 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.	<b>4</b>
<b>2</b>	<b>Duguleană, M.</b> , & Mogan, G. (2015). Need For Vision Sensing Dimension In Modern Manual-Controlled Vacuum Cleaners. Bulletin of the Transilvania University of Brasov. Engineering Sciences. Series I, 8(2), 7.	<b>10</b>
<b>3</b>	Boboc, R. G., <b>Duguleană, M.</b> , & Talabă, D. (2015). Natural Interaction with an Assistive Humanoid Robot. Applied Mechanics & Materials, 762.	<b>6.66</b>
<b>Total</b>		<b>20.66</b>

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



Referința bibliografică		Punctaj
<b>1</b>	Octavian-Mihai Machidon, Raffaello Brondi, <b>Mihai Duguleana</b> . 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.	<b>1.66</b>
<b>2</b>	Postelnicu, C., <b>Duguleana, M.</b> , 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).	<b>1.25</b>
<b>3</b>	Mureșan, Laura; Pojincu, C.; <b>Duguleană, Mihai</b> . 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.	<b>1.66</b>
<b>Total</b>		<b>4.582</b>

#### 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	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	PN-III-P3-3.6-H2020-2016	2016-2018	Director proiect	189483 RON	10 * 2.25 (27 de luni) = 25

#### 2.5.2.2 Proiecte câștigate prin competiție naționale în calitate de membru în echipă

Denumire proiect	Tip proiect	Perioada de implementare	Funcția în proiect	Punctaj obținut
Programarea cognitivă a roboților din celelele flexibile de fabricatie – PROROB, cod CNC SIS ID 775/2008	IDEI	2009-2011	Membru în echipă	6

NAVIEYES: Asistent inteligent de navigare auto pentru dispozitive mobile bazat pe urmărirea privirii, Contract Nr. 240/ 2014	National, PCCA TIP 2	2014-2017	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	National, PCCA TIP 2	2014-2017	Membru în echipă	6
PN-II-PT-PCCA-2013-4-0647 - ROBOCORE - Biopsia prostatei asistata robotic, o metoda inovativa de mare precizie, Contract numărul 247/2014	National, PCCA TIP 2	2014-2017	Membru în echipă	6
<b>Total</b>				<b>24</b>



### 3. Recunoaşterea impactului activităţii (A3)

Nr.crt.	Domeniul	Tipul activităţilor	Categorii şi restricţii	Subcategorii	Indicatori (kpi)	Punctaj candidat
3	Recunoaşterea performanţelor profesionale şi impactul activităţii (A3)	3.1 Citari în reviste ISI şi BDI (fără autocitări)	3.1.1 ISI cu factor de impact	Profesor/CS I : Minim 40 Conf./CS II : Minim 20	20/nr. autori	Citat în peste 22 lucrări ISI cu factor de impact 145
			3.1.2 ISI fara factor de impact		15/nr. autori	Citat în peste 24 lucrări ISI fără factor de impact
			3.1.3 BDI		10/nr. autori	-
		3.2 Prezentari în plenul unor manifestari stiintifice nationale si internationale	3.2.1 internationale		20	20
			3.2.2 nationale		10	
		3.3 Profesor invitat în cadrul acordurilor academice internaţionale şi programelor de colaborare cu instituţii şi firme internaţionale, inclusiv programele Erasmus+ (predare)			30	-
		3.4 Membru in 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 in comitetul stiintific / editor	15	-
				3.4.1.2 Recenzor	10/articol recezat	200
			3.4.2 Reviste ISI fara factor de impact / proceedings ISI	3.4.2.1 Membru in comitetul stiintific / editor	10	-
				3.4.2.2 Recenzor	5/articol recezat	-
			3.4.3 Reviste / manifestări ştiinţifice indexate BDI	3.4.3.1 Membru in comitetul stiintific / editor	8	-

Total			3.5 Experienta de management, analiza si evaluare in cercetare si/sau invatamant	3.5.1 Organizații internaționale	3.4.3.2 Recenzor	2/articol recezat	-
				3.5.2 Organizații naționale	3.4.4.1 Membru in comitetul științific / editor	5	-
					3.4.4.2 Recenzor	1/articol recezat	-
					3.5.1.1 Conducere	10* nr. ani de desfasurare	-
			3.6 Referent in comisii de doctorat /abilitare; Membru în echipe de îndrumare doctorat	3.6.1. International	3.5.1.2 Membru / evaluator	5* nr. ani de desfasurare	-
					3.5.2.1 Conducere	5* nr. ani de desfasurare	-
					3.5.2.2 Membru / evaluator	2* nr. ani de desfasurare	-
			3.7 Premii / distincții	3.6.2. National	3.7.1 Academia Romana	10	-
					3.7.2 Academii de ramura si CNC SIS	5	-
					3.7.3 Premii internationale în domeniu	10	-
					3.7.4 Premii nationale in domeniu	5	-
			3.8 Membru în academii, organizatii, asociatii profesionale de prestigiu, nationale si internationale, apartenenta la organizatii din domeniul educatiei si cercetarii	3.8.3 Conducere asociatii profesionale	3.8.1 Academia Romana	100	-
					3.8.2 Academii de ramura	30	-
					3.8.3.1 Internationale	30	-
					3.8.3.2 Nationale	15	-
					3.8.4.1 Internationale	10	-
3.8.4.2 Nationale	5	-					
3.8.5 Organizații în domeniul educației și cercetării	3.8.5.1 Conducere	15	-				
	3.8.5.2 Membru	10	-				
494.66							



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

Nr	Referința bibliografică	Factor de impact	Punctaj
	<b>Duguleana, M., Barbuceanu, F. G., Teirelbar, A., &amp; 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.</b>		
<b>1</b>	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.	<b>4.832</b>	<b>5</b>
<b>2</b>	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.	<b>1.950</b>	<b>5</b>
<b>3</b>	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.	<b>0.765</b>	<b>5</b>
<b>4</b>	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.	<b>3.317</b>	<b>5</b>
<b>5</b>	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.	<b>1.570</b>	<b>5</b>
<b>6</b>	Luces, 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.	<b>2.371</b>	<b>5</b>
<b>7</b>	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.	<b>0.982</b>	<b>5</b>
<b>8</b>	Meziane, R., Otis, M. J. D., & Ezzaïdi, H. (2017). Human-robot collaboration while sharing production activities in dynamic environment: SPADER system. Robotics and Computer-Integrated Manufacturing, 48, 243-253.	<b>2.846</b>	<b>5</b>
<b>9</b>	Han, D., Nie, H., Chen, J., & Chen, M. (2018). Dynamic obstacle avoidance for manipulators	<b>2.846</b>	<b>5</b>



	using distance calculation and discrete detection. <i>Robotics and Computer-Integrated Manufacturing</i> , 49, 98-104.		
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.	0.827	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.	1.679	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.	1.95	5
	<b>Duguleana, M., Barbuceanu, F., &amp; 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.</b>		
13	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.	2.559	6.66
	<b>Duguleana, M., &amp; Mogan, G. (2016). Neural networks based reinforcement learning for mobile robots obstacle avoidance. <i>Expert Systems with Applications</i>, 62, 104-115.</b>		
14	Savargave, S. B., & Lengare, M. J. Modeling and Optimizing Boiler Design using Neural Network and Firefly Algorithm. <i>Journal of Intelligent Systems</i> .	0.38	10
15	Cheng, Y., & Zhang, W. (2017). Concise deep reinforcement learning obstacle avoidance for underactuated unmanned marine vessels. <i>Neurocomputing</i> .	3.317	10
16	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> .	3.928	10
17	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 &amp; Robotic Systems</i> , 1-16.	1.512	10
	Barbuceanu, F., Antonya, C., <b>Duguleana, M.</b> , & 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.		
18	Postelnicu, C. C., & Talaba, D. (2013). P300-based brain-neuronal computer interaction for	3.577	5



	spelling applications. IEEE transactions on biomedical engineering, 60(2), 534-543.		
19	Bixler, R., & D'mello, S. (2016). Automatic gaze-based user-independent detection of mind wandering during computerized reading. User Modeling and User-Adapted Interaction, 26(1), 33.	3.625	5
20	Li, S., & Zhang, X. (2017). Implicit Intention Communication in Human-Robot Interaction Through Visual Behavior Studies. IEEE Transactions on Human-Machine Systems, 47(4), 437-448.	2.493	5
21	Postelnicu CC., Machidon OM., Gîrbacia F., Voinea GD., <b>Duguleana M.</b> (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, Cham, ISBN 978-3-319-39861-7.		
21	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. PLoS one, 12(9), e0183361.	2.806	4
22	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.	3.435	4
<b>Total</b>			<b>129.66</b>

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

Nr	Referința bibliografică	Punctaj
	<b>Duguleana, M., &amp; Mogan, G. (2010). Using eye blinking for eog-based robot control. Emerging Trends in Technological Innovation, 343-350.</b>	
1	Postelnicu, C. C., Talaba, D., & Toma, M. I. (2011). Controlling a robotic arm by brainwaves and eye movement. Technological innovation for sustainability, 157-164.	7.5
2	Duvinaș, M., Castermans, T., & Dutoit, T. (2011, April). Control of a lower limb active prosthesis with eye	7.5



	movement sequences. In Computational Intelligence, Cognitive Algorithms, Mind, and Brain (CCMB), 2011 IEEE Symposium on (pp. 1-7). IEEE.	
3	láñez, E., Azorín, J. M., Fernández, E., & Úbeda, A. (2010). Interface based on electrooculography for velocity control of a robot arm. Applied Bionics and Biomechanics, 7(3), 199-207.	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. Intelligent robotics and applications, 579-588.	7.5
	<b>Duguleana, M., &amp; Barbuceanu, F. G. (2010). Designing of virtual reality environments for mobile robots programming. In Solid State Phenomena (Vol. 166, pp. 185-190). Trans Tech Publications.</b>	
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 Biomedical Robotics and Biomechanics (BioRob), 2016 6th IEEE International Conference on (pp. 1277-1282). IEEE.	7.5
6	Postelnicu, C., Barbuceanu, F., Topoleanu, T., & Talaba, D. (2012). EOG-based interface for manipulation tasks. In Applied Mechanics and Materials (Vol. 162, pp. 537-542). Trans Tech Publications.	7.5
	<b>Duguleana, M., Barbuceanu, F., &amp; Mogan, G. (2011). Evaluating human-robot interaction during a manipulation experiment conducted in immersive virtual reality. Virtual and Mixed Reality-New Trends, 164-173.</b>	
7	Rossi, S., Leone, E., Fiore, M., Finzi, A., & Cutugno, F. (2013, November). An extensible architecture for robust multimodal human-robot communication. In Intelligent Robots and Systems (IROS), 2013 IEEE/RSJ International Conference on (pp. 2208-2213). IEEE.	5
8	Iengo, S., Origlia, A., Staffa, M., & Finzi, A. (2012, September). Attentional and emotional regulation in human-robot interaction. In RO-MAN, 2012 IEEE (pp. 1135-1140). IEEE.	5
9	Matsas, E., & Vosniakos, G. C. (2015). Design of a virtual reality training system for human-robot collaboration in manufacturing tasks. Int. J. Interact. Des. Manuf, 1-15.	5
10	Iengo, S., Rossi, S., Staffa, M., & Finzi, A. (2014, May). Continuous gesture recognition for flexible human-robot interaction. In Robotics and Automation (ICRA), 2014 IEEE International Conference on (pp. 4863-4868). IEEE.	5
11	Caccavale, R., & Finzi, A. (2017). Flexible task execution and attentional regulations in human-robot interaction. IEEE Transactions on Cognitive and Developmental Systems, 9(1), 68-79.	5
12	Rossi, S., Staffa, M., Giordano, M., De Gregorio, M., Rossi, A., Tamburro, A., & Vellucci, C. (2015, March). User	5



	tracking in hri applications with the human-in-the-loop. In Proceedings of the Tenth Annual ACM/IEEE International Conference on Human-Robot Interaction Extended Abstracts (pp. 33-34). ACM.	
	<b>Duguleana, M., &amp; Mogan, G.</b> (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> .	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).	7.5
	<b>Duguleana, M., Brodi, R., Gîrbacia, F., Postelnicu, C., Machidon, O., &amp; Carrozzino, M.</b> (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. <i>International Journal of Computational Methods in Heritage Science (IJCMHS)</i> , 1(1), 100-122.	2.5
	<b>Duguleana, M.</b> (2009). Developing a brain-computer-based human-robot interaction for industrial environments. <i>Annals of DAAAM &amp; Proceedings</i> , 191-193.	
16	Martius, I., Vasiljivas, M., Sidlauskas, K., Turcinas, R., Plauska, I., & Damasevicius, R. (2012, September). Design of a Neural Interface Based System for Control of Robotic Devices. In <i>International Conference on Information and Software Technologies</i> (pp. 297-311). Springer, Berlin, Heidelberg.	15
	<b>Duguleană, M., Nedelcu, A., &amp; Bărbuceanu, F.</b> (2014). Measuring Eye Gaze Convergent Distance within Immersive Virtual Environments. <i>Procedia Engineering</i> , 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 <i>Ubiquitous Robots and Ambient Intelligence (URAI)</i> , 2015 12th International Conference on (pp. 541-544). IEEE.	5
	Nedelcu, A. V., <b>Duguleana, M.</b> , & 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.	
18	Kralikova, R., Andrejiova, M., & Wessely, E. (2015). Energy saving techniques and strategies for illumination in Industry. <i>Procedia Engineering</i> , 100, 187-195.	5
	Bărbuceanu, F., <b>Duguleană, M.</b> , Vlad, S., & Nedelcu, A. (2011). Evaluation of the average selection speed ratio between an eye tracking and a head tracking interaction interface. <i>Technological Innovation for Sustainability</i> , 181-186.	



<b>19</b>	Lai, C. C., Chen, Y. T., Chen, K. W., Chen, S. C., Shih, S. W., & Hung, Y. P. (2014, August). Appearance-based gaze tracking with free head movement. In Pattern Recognition (ICPR), 2014 22nd International Conference on (pp. 1869-1873). IEEE.	<b>3.75</b>
	Barbuceanu, F., Antonya, C., <b>Duguleana, M.</b> , & Rusak, Z. (2011). Attentive user interface for interaction within virtual reality environments based on gaze analysis.	
	Human-Computer Interaction. Interaction Techniques and Environments, 204-213.	
<b>20</b>	Li, S., & Zhang, X. (2014, August). Implicit human intention inference through gaze cues for people with limited motion ability. In Mechatronics and Automation (ICMA), 2014 IEEE International Conference on (pp. 257-262). IEEE.	<b>3.75</b>
	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.	
<b>21</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).	<b>5</b>
<b>22</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	<b>5</b>
<b>23</b>	Sithner, F., Aschenbrenner, D., Fritscher, M., Kheirkhan, A., Kraus, M. and Schilling, K., 2013. Maintenance and telematics for robots (maintelrob). IFAC Proceedings Volumes, 46(29), pp.113-118.	<b>5</b>
<b>24</b>	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.	<b>5</b>
<b>Total</b>		<b>145</b>

### 3.2.1 Prezentari in plenul unor manifestari stiintifice internationale

În cadrul evenimentului “Advanced Study Institute” al proiectului eHERITAGE din Padova, Italia, am susținut sesiunea de deschidere cu topicul “Virtual Reality technology and applications in Culture and Arts”, în data de 11.04.2017.

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

Sunt în prezent recenzor pentru următoarele jurnale:



- International Journal of Advanced Robotic Systems – **Factor de impact 0.987**
- IEEE Transactions on Automation Science and Engineering – **Factor de impact 3.502**
- NEURAL COMPUTING & APPLICATIONS – **Factor de impact 2.505**
- PLoS One – **Factor de impact 2.806**
- IET Intelligent Transport Systems - **Factor de impact 1.194**

În perioada 2013-2017, am recenzat peste 20 de articole în aceste jurnale.

15.06.2018

Candidat,

Sef. lucr. dr. ing. ~~Mihai~~ Duguleană

