

RoCHI 2022 Conference Program

Craiova, Romania, 6-7 October 2022

Thursday, 6 October 2022

8:00 – 9:00	Registration
9:00 – 9:20	Opening session RoCHI 2022 Session Chair: Paul-Ştefan Popescu, <i>University of Craiova</i>
9:20 – 10:20 Paper session 1	Augmented Reality & User eXperience Session Chair: Costin Pribeanu, <i>Academy of Romanian Scientists</i> <ul style="list-style-type: none"> • User experience proposal for mobile interactive experiences in cultural heritage and learning <i>Miruna Antonica, Adina Borobar, Oana Rotaru and Silviu Vert</i> • Pedestrian Navigation through Pictograms and Landmark Photos on Smart Glasses: a pilot study <i>Youssef Guedira, Christophe Kolski and Sophie Lepreux</i> • Meowgical AR – A Game based on Augmented Reality <i>Stefan-Simion Oprită and Adrian Iftene</i>
10:20 – 10:40	Coffee break
10:40 – 11:40 Invited talk	From Ad-hoc to Rapid Reviews: a systematic (and not so rapid) evolution Guilherme Horta Travassos, COPPE/UFRJ, Rio de Janeiro, Brazil Session Chairs: Paul-Ştefan Popescu & Marian Cristian Mihaescu, <i>University of Craiova</i>
11:40 – 12:00	Coffee break
12:00 – 13:00 Paper session 2	Interaction and learning during the pandemic Session Chair: Mihai Mocanu, <i>University of Craiova</i> <ul style="list-style-type: none"> • Exploring the antecedents of the perceived ease of use of an online learning platform during the pandemic <i>Costin Pribeanu, Elena-Ancuta Santi and Gabriel Gorghiu</i> • A multidimensional model of Google Classroom usability in use during the Covid19 pandemic <i>Paul-Stefan Popescu, Costel Marian Ionascu, Marian Cristian Mihaescu and Costin Pribeanu</i> • Analysis of students' perceptions of Google Classroom during the pandemic <i>Costel Marian Ionascu, Paul-Stefan Popescu, Marian Cristian Mihaescu and Costin Pribeanu</i>
& Paper session 3 (parallel)	Games, vision & animation Session Chair: Dorian Gorgan, <i>Technical University of Cluj-Napoca</i> <ul style="list-style-type: none"> • Game Strategy Analysis Methodology, <i>Miruna Chindea, Andrei Vasile Iosif, Lukacs Roland Elekes and Dorian Gorgan</i> • Video Captioning using a Hybrid Transformer and RNN-based Encoder-Decoder, <i>Alexandru-Cosmin Mihai, Mihai-Dan Masala, Dan-Teodor Poncu and Traian Eugen-Rebedea</i> • Harmonizing 2D and 3D in Modern Animation, <i>Chris Luntraru, Victor Asavei, Alin Moldoveanu and Florica Moldoveanu</i>
13:00 – 13:20	Guided tour of NetRom Software
13:20 – 14:30	Lunch break
14:30 – 15:30 Industry session	Session Chair: Paul-Ştefan Popescu, <i>University of Craiova</i> <ul style="list-style-type: none"> • Your future is bright, and so is the AR around you <i>Gabriel-Octavian Dorobanţu, Andrei Razvan Şerban, ENDAVA</i> • AI technologies for enhancing real estate apps <i>Eduard Cojoccea & Mihai Masala, IMOPEDIA</i> • The importance of UX design combined with vertical specific know-how in digital product engineering <i>George Sacerdotianu, Alex Dobre, NETROM SOFTWARE</i>
15:30 – 15:50	Coffee break

15:50 – 17:10 Paper session 4	<p>Usability & security in Social networks and Society Session Chairs: Ted Selker, <i>Rochester Institute of Technology</i>, and Christophe Kolski, <i>Univ. Polytechnique Hauts-de-France</i></p> <ul style="list-style-type: none"> • News-RO-Offense - A Romanian Offensive Language Dataset and Baseline Models Centered on News Article Comments <i>Andreea Cojocar, Andrei Paraschiv and Mihai Dascalu</i> • Romanian Fake News Identification using Language Models <i>Andrei Preda, Stefan Ruseti, Simina-Maria Terian and Mihai Dascalu</i> • Improving the usability and security of mail-in ballots <i>Ted Selker and Enka Blanchard</i> • Enhancing Cyberbullying Detection in Social Media using Semi-supervised Learning <i>Diana Ionescu, Andrei Dumitrescu and Traian Rebedea</i>
19:00 – 23:00	RoCHI 2022 Dinner

Friday, 7 October 2022

9:00 – 10:20 Paper session 5	<p>Machine learning & Deep learning for interactive applications Session Chair: Adrian Iftene, Alexandru Ioan Cuza University, Iași</p> <ul style="list-style-type: none"> • Towards Fast and Robust Body Measurements Extraction <i>Mihai Petre, Cosmin Ciocîrlan, Eduard Cojoccea and Traian Rebedea</i> • Building a Driving Behaviour Dataset <i>Ion Cojocar and Paul-Stefan Popescu</i> • Driver Behaviour Analysis based on Deep Learning Algorithms <i>Ion Cojocar, Paul-Stefan Popescu and Marian Cristian Mihaescu</i> • Comparing model-agnostic and model-specific XAI methods in Natural Language Processing <i>Marian Gabriel Sandu and Stefan Trausan-Matu</i>
10:20 – 10:40	Coffee break
10:40 – 11:40 Invited talk	<p>Cognitive assistants and intelligent agents Vicente Julian Inglada, <i>Polytechnic University of Valencia</i>, Spain Session Chairs: Marian Cristian Mihaescu & Paul-Ştefan Popescu, <i>University of Craiova</i></p>
11:40 – 12:00	Coffee break
12:00 – 13:20 Paper session 6	<p>Adaptation, agents & recommender systems Session Chair: Vicente Julian Inglada, <i>Polytechnic University of Valencia</i></p> <ul style="list-style-type: none"> • Adaptive Interface Promotes a Composite of Performance and Flow in Tetris <i>Ion Juvina and Kevin O'Neill</i> • Towards behavioral adaptation for people with intellectual disabilities in a mobility context <i>Léa Pacini, Sophie Lepreux and Christophe Kolski</i> • MusicBud : A Music Recommendation System Based on Deep Learning algorithms <i>Marius-Andrei Negreţ, Paul-Stefan Popescu, Mihai Mocanu and Marian Cristian Mihaescu</i> • Reinforcement Learning for Building StarCraft 2 Agents <i>Andrei Dumitrescu and Traian Rebedea</i>
13:20 – 14:30	Lunch break
14:30 – 15:30 Paper session 7	<p>VR for UX, UX of VR Session Chair: Youssef Guedira, <i>Université Polytechnique Hauts-de-France</i></p> <ul style="list-style-type: none"> • What is the acceptability of the autonomous vehicle for disabled people? The case of a virtual reality application: test and evaluation <i>Bert Nicolas, Mohsen Zare, Maxime Larique and Jean Claude Sagot</i> • Why does the quality of sketches in virtual reality depend so much on individuals? Analysis and identification of factors based on laboratory and field experiments <i>Noémie Chaniaud, Sylvain Fleury, Benjamin Poussard, Olivier Christmann, Thibaut Gutter and Simon Richir</i> • A Discussion on User Experience of Virtual Reality Simulators vs. Head Mounted Displays <i>Silviu Berzescu, Marius Tataru, Silviu Vert and Diana Andone</i>

15:30 – 15:50	Coffee break
15:50 – 16:50 Paper session 8	<p>Technology Acceptance & User-Centered Design Session Chair: Ion Juvina, <i>Wright State University</i></p> <ul style="list-style-type: none"> • Impact of technophilia and the guiding supports during use on the practical and social acceptability: example of a robotic programming software <i>Maxime Boutrouille, Florian Dordain, Noémie Chaniaud and Émilie Loup-Escande</i> • An Integrated Approach to Design and Assess Edutainment Applications with Preschoolers <i>Adriana-Mihaela Guran and Grigoreta Sofia Cojocar</i> • Adoption of Microsoft Teams platform by Romanian university students <i>Tudor Macavei, Valentina Iuliana Manea and Costin Pribeanu</i>
16:50 – 17:10	<p>Closing session RoCHI 2022 Session Chair: Christophe Kolski, <i>Univ. Polytechnique Hauts-de-France</i></p> <p>Best paper award</p> <p>Closing remarks</p>