

STANDARDE MINIMALE PE DOMENII ALE UNIVERSITATII
-POSTURI PE DURATA DETERMINATA

Anexa 1b

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An	Lucrare	Unde e publicata	Nr. Autori	Tip Lucrare	Conf / Jurnal	Punctaj
2023	Book Reckon – The use of Virtual Reality in the Creation of Libraries of the Future	INISTA 2023	4	C	C	1
2023	Wizard Virtual Reality Game	WIIS 2023	2	D	C	1
2024	Integrating Voice-Operated Chatbots into Virtual Reality: A Case Study on Enhancing User Interaction	KES-IDT 2024	2	C	C	2
2024	Leveraging Digital Twin Concepts for Future Applications	INISTA 2024	3	C	C	2
2024	Using Artificial Intelligence and Mixed Realities to Create Educational Applications of the Future	KES 2024	3	B	C	4
2024	Enhancing Natural Human Interactions in AR/VR Applications	ICUSI 2024	2	D	C	1
2024	Emerging Trends and Computational Approaches in the Application of XR Technologies in Education	IMCS-60 2024	1	D	C	1
2025	Integrating Mixed Reality Technologies for Building Smart University Campuses	KES 2025	2	B	C	4
2025	Interactive Virtual Reality Scenarios for Treating Phobias: Enhancing User-System Interaction in Mental Health	ICUSI 2025	2	D	C	1
2025	Exploring the Integration of Extended Reality and AI in the Diagnosis and Support of Mental Health Disorders	INISTA 2025	2	C	C	2
2025	Intelligent Decision Support in XR-Based Medical and Educational Systems	WIIS 2025	2	D	C	1
2025	Classical Media vs. Extended Reality in eLearning: A Study on User Engagement and Knowledge Retention on Apple Vision	CHIRA 2025	2	C	C	2

2026	Intelligent Virtual Reality System for Decision Support in Social Anxiety Management through Progressive Exposure Scenarios	KES-IDT 2026	2	C	C	2
2026	Digital Twin Environments in Virtual Reality for Natural Disaster Awareness and Training	KES-IDT 2026	3	C	C	2
2026	Supporting Media Selection Decisions in eLearning: An Empirical Study Using Extended Reality	KES-AMS TA 2026	2	C	C	2
2026	Immersive XR Systems for Smart and Connected Mental Health Care: An Exploratory Study on Awareness, Early Detection, and Adaptive Support	IEEE COMPSA C 2026	2	B	C	4
2026	Enhancing Human Situational Awareness and Decision-Making in High-Risk Contexts through Immersive XR	KES 2026	3	B	C	4

Cerinta minima perspectiva b, productia stiintifica: 0 puncte

Punctaj total realizat perspectiva b, productia stiintifica: 36 puncte