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On Game-Based Learning Support for Early Childhood in Romania
Adriana-Mihaela Guran, Anamaria Moldovan, Grigoreta Sofia Cojocar

Experiential Learning VR System for Studying Computer Architecture
Maria-Iuliana Dascalu, Sergean Bagis, Melania Nitu, Oana-Maria Ferche, Alin Dragos Bogdan Moldoveanu

Gesture-based Visual Analytics in Virtual Reality
Mihai Pop, Adrian Sabou

Educational Mobile Application using Sphero SPRK+ in an Augmented Reality scenario
Teodor Stefanut, Andreea Camelia Tripon

Generation of musical accompaniment for a poem, using artificial intelligence techniques
Caroline-Cristina Stere, Stefan Trausan-Matu