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**Organization**

**Foreword**

**Presentation of the invited Keynote speakers**

**Presentation of the industry session**

**Invited Keynote Papers**

**From Ad-hoc to Rapid Reviews: a systematic (and not so rapid) evolution**

*Guilherme Horta Travassos*

Cognitive assistants and intelligent agents

*Vicente Julian Inglada*

**Augmented Reality & User experience**

User experience proposal for mobile interactive experiences in cultural heritage and learning

*Miruna Antonica, Adina Borobar, Oana Rotaru and Silviu Vert*

Pedestrian Navigation through Pictograms and Landmark Photos on smart glasses: a pilot study

*Youssef Guedira, Christophe Kolski and Sophie Lepreux*

Meowgical AR – A Game based on Augmented Reality

*Stefan-Simion Opreță and Adrian Iftene*

**Interaction and learning during the pandemic**

Exploring the antecedents of the perceived ease of use of an online learning platform during the pandemic

*Costin Pribeanu, Elena-Ancuta Santi and Gabriel Gorghiu*

A multidimensional model of Google Classroom usability in use during the Covid19 pandemic

*Paul-Stefan Popescu, Costel Marian Ionascu, Marian Cristian Mihaescu and Costin Pribeanu*

Analysis of students' perceptions of Google Classroom during the pandemic

*Costel Marian Ionascu, Paul-Stefan Popescu, Marian Cristian Mihaescu and Costin Pribeanu*

## **Games, vision & animation**

Game Strategy Analysis Methodology

*Miruna Chindea, Andrei Vasile Iosif, Lukacs Roland Elekes and Dorian Gorgan*

Video Captioning using a Hybrid Transformer and RNN-based Encoder-Decoder

*Alexandru-Cosmin Mihai, Mihai-Dan Masala, Dan-Teodor Poncu and Traian Eugen-Rebedea*

Harmonizing 2D and 3D in Modern Animation

*Chris Luntraru, Victor Asavei, Alin Moldoveanu and Florica Moldoveanu*

## **Usability & security in Social networks and Society**

News-RO-Offense - A Romanian Offensive Language Dataset and Baseline Models Centered on News Article Comments

*Andreea Cojocar, Andrei Paraschiv and Mihai Dascalu*

Romanian Fake News Identification using Language Models

*Andrei Preda, Stefan Ruseti, Simina Terian and Mihai Dascalu*

Improving the usability and security of mail-in ballots 80

*Ted Selker and Enka Blanchard*

Enhancing Cyberbullying Detection in Social Media using Semi-supervised Learning

*Diana Ionescu, Andrei Dumitrescu and Traian Rebedea*

## **Machine learning & Deep learning for interactive applications**

Towards Fast and Robust Body Measurements Extraction

*Mihai Petre, Cosmin Ciocîrlan, Eduard Cojoccea and Traian Rebedea*

Building a Driving Behaviour Dataset

*Ion Cojocar and Paul-Stefan Popescu*

Driver Behaviour Analysis based on Deep Learning Algorithms

*Ion Cojocar, Paul Stefan Popescu and Marian Cristian Mihaescu*

Comparing model-agnostic and model-specific XAI methods in Natural Language Processing

*Marian Gabriel Sandu and Stefan Trausan-Matu*

## **Adaptation, agents & recommender systems**

Adaptive Interface Promotes a Composite of Performance and Flow in Tetris

*Ion Juvina and Kevin O'Neill*

Towards behavioral adaptation for people with intellectual disabilities in a mobility context

*Léa Pacini, Sophie Lepreux and Christophe Kolski*

MusicBud: A Music Recommendation System Based on Deep Learning algorithms

*Marius-Andrei Negreț, Paul-Stefan Popescu, Mihai Mocanu and Marian Cristian Mihaescu*

Reinforcement Learning for Building StarCraft 2 Agents

*Andrei Dumitrescu and Traian Rebedea*

## **VR for UX, UX of VR**

What is the acceptability of the autonomous vehicle for disabled people?

The case of a virtual reality application: test and evaluation

*Bert Nicolas, Mohsen Zare, Maxime Larique and Jean Claude Sagot*

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

*Noémie Chaniaud, Sylvain Fleury, Benjamin Poussard, Olivier Christmann, Thibaut Gutter and Simon Richir*

A Discussion on User Experience of Virtual Reality Simulators vs. Head Mounted Displays

*Silviu Berzescu, Marius Tataru, Silviu Vert and Diana Andone*

### **Technology Acceptance & User-Centered Design**

Impact of technophilia and the guiding supports during use on the practical and social acceptability: example of a robotic programming software

*Maxime Boutrouille, Florian Dordain, Noémie Chaniaud and Émilie Loup-Escande*

An Integrated Approach to Design and Assess Edutainment Applications with Preschoolers

*Adriana-Mihaela Guran and Grigoreta Sofia Cojocar*

Adoption of Microsoft Teams platform by Romanian university students

*Tudor Macavei, Valentina Iuliana Manea and Costin Pribeanu*