

RoCHI 2021 Conference Programme

Bucharest, Romania, 16-17 October 2021

<https://rochi2021.utcluj.ro> – On-line on [Microsoft Teams](#)

Thursday, 16 September 2021

All displayed times are Bucharest Time Zone (GMT +3)

9:15 – 9:30	Opening session RoCHI 2021 – Direct access link Session Chair: <i>Mihai Dascălu, University Politehnica of Bucharest</i>
9:30 – 10:15 Paper session 1	Conversational agents – Direct access link Session Chair: <i>Mihai Dascălu, University Politehnica of Bucharest</i> <ul style="list-style-type: none">• Conversational Agent Embodying a Historical Figure using Transformers <i>Alexandru Dima and Traian Rebedea</i>• Analysis and prediction of politeness in conversations <i>Cristiana Paula Iordache and Ștefan Trăușan Matu</i>• Detecting deception in conversations <i>Ioana Raluca Zaman and Stefan Trausan-Matu</i>
10:15 – 10:30	Virtual pause
10:30 – 11:15 Paper session 2	Graphics – Direct access link Session Chair: <i>Ștefan Trăușan-Matu, University Politehnica of Bucharest</i> <ul style="list-style-type: none">• An Automatic Car License Plate Recognition System <i>Ionuț-Andrei Pătrăuceanu, Adrian Iftene and Daniela Gifu</i>• Live It - Recommendation System based on Emotion Detection <i>Diana Isabela Crainic and Adrian Iftene</i>• Terrain Generation with Continuous Level of Detail <i>Lucian-Valentin Deaconu, Constantin Nandra and Dorian Gorgan</i>
11:15 – 11:30	Virtual pause
11:30 – 12:30 Invited talk	<i>Olga De Troyer, Vrije Universiteit Brussel, Belgium</i> Gamification, Persuasive Techniques, and Nudging: What is the Impact on the User Experience? Session Chair: <i>Dorian Gorgan, Technical University of Cluj-Napoca</i> Direct access link
12:30 – 14:00	Virtual lunch break
14:00 – 15:00 Paper session 3	Serious Games – Direct access link Session Chair: <i>Olga De Troyer, Vrije Universiteit Brussel</i> <ul style="list-style-type: none">• TreasAR Hunt - Location Based Treasure Hunting Application in Augmented Reality for Mobile Devices <i>Adina-Maria Oros and Adrian Sabou</i>• PlayChemy: Educational Application in Augmented Reality for Equating Redox Equations <i>Maria Nistor-Brana and Adrian Sabou</i>• The Astronaut Game – A Vocabulary Game Employing Natural Language Processing Techniques <i>Irina Toma, Bianca-Eugenia Stefan, Mihai Dascalu and Stefan Trausan-Matu</i>• NSMuseum – A Case Study for Developing Cross-platform Mobile Applications in Augmented Reality <i>Mircea-Ioan Dragotă and Adrian Sabou</i>
15:00 – 15:15	Virtual pause
15:15 – 16:00 Paper session 4	Games – Direct access link Session Chair: <i>Adrian Iftene, "Alexandru Ioan Cuza" University of Iasi</i> <ul style="list-style-type: none">• Usability evaluation methodology for scalable multiuser games <i>Bogdan-Ioan Oros, Victor Ioan Băcu and Dorian Gorgan</i>• Intelligent Avatar Interaction in 3D Computer Games <i>Balazs Miklos and Dorian Gorgan</i>• Reinforcement Learning Agent for a Flight Simulation Video Game <i>Victor Nonea, Radu Iacob and Traian Rebedea</i>

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<p>9:30 – 10:15 Paper session 5</p>	<p>Usability & UX Evaluation – Direct access link Session Chair: <i>Suzanne Kieffer, Université Catholique de Louvain</i></p> <ul style="list-style-type: none"> • Early Usability Evaluation to Enhance User Interfaces – A Use Case on the Yggdrasil Cybersecurity Mockup – <i>Denis Iorga, Octavian Grigorescu, Mihai Predoiu, Cristian Sandescu, Mihai Dascalu and Razvan Rughinis</i> • Design-Thinking and UCD Combination for Designing Effective Time Management Assistant Mobile App <i>Ashana Liyanage, Samantha Siriwardana, Shyam Reyah and Malithi Mithsara</i> • LiftYourself: A health promoting mobile application <i>Andreea Cojocar and Elena Bautu</i>
<p>10:15 – 10:30</p>	<p>Virtual pause</p>
<p>10:30 – 11:15 Paper session 6</p>	<p>Music – Direct access link Session Chair: <i>Alin Moldoveanu, University Politehnica of Bucharest</i></p> <ul style="list-style-type: none"> • Spatial audio music player for web <i>Vojtech Leischner and Zdenek Mikovec</i> • Generating music from poems using neural networks <i>Horia-Ioan Iancu and Ștefan Trăușan-Matu</i> • An Augmented Reality Piano Learning Tool <i>Andra Simion, Adrian Iftene and Daniela Gifu</i>
<p>11:15 – 11:30</p>	<p>Virtual pause</p>
<p>11:30 – 12:30 Invited talk</p>	<p><i>Effie Lai-Chong Law, School of Informatics, University of Leicester, UK</i> Challenges and Implications of Measuring User Experience for Wellbeing Research Session Chair: <i>Traian Rebedea, University Politehnica of Bucharest</i> Direct access link</p>
<p>12:30 – 14:00</p>	<p>Virtual lunch break</p>
<p>14:00 – 15:00 Paper session 7</p>	<p>Educational Applications – Direct access link Session Chair: <i>Jean Vanderdonckt, Université Catholique de Louvain</i></p> <ul style="list-style-type: none"> • Exploring the factors making online learning attractive and enjoyable <i>Costin Pribeanu, Gabriel Gorghiu, Elena Ancuta Santi, Valentina Iuliana Manea and Tudor Macavei</i> • Extrinsic and intrinsic motivation in online education during the pandemic as perceived by Lithuanian and Romanian university students <i>Vincentas Lamanauskas, Rita Makarskaitė-Petkevičienė, Gabriel Gorghiu, Valentina Iuliana Manea and Costin Pribeanu</i> • Development and Usability Evaluation of a Virtual Reality Application for Exploring University Labs <i>Radu Stamatoiu, Silviu Vert and Radu Vasii</i> • MoleCool: Augmented Reality in Chemistry Education, Possibilities and Solutions <i>Eszter Lokodi and Teodor Ștefănuț</i>
<p>15:00 – 15:15</p>	<p>Virtual pause</p>
<p>15:15 – 16:00 Paper session 8</p>	<p>Natural Language Processing – Direct access link Session Chair: <i>Costin Pribeanu, Academy of Romanian Scientists</i></p> <ul style="list-style-type: none"> • Fake review detection techniques <i>Ioana-Ruxandra Stăncioi and Ștefan Trăușan-Matu</i> • Lib2Life – Domain Categorization of Books using BERT Language Models and Knowledge Graph Population <i>Melania Nitu, Mihai Dascalu, Gabriel Gutu-Robu, Maria-Iuliana Dascalu and Silvia-Adriana Tomescu</i> • Topic-based Models with Fact Checking for Fake News Identification <i>Vlad Cristian Dumitru and Traian Rebedea</i>
<p>16:00 – 16:15</p>	<p>Closing Session RoCHI 2020 – Direct access link Session Chair: <i>Suzanne Kieffer, Université Catholique de Louvain</i> Best paper award Closing remarks</p>