

Nume forum	nr. autori	punctaj	observatii	detalii articol
Articole tip A				
		0.00	= punctaj de tip A	
Articole tip B				
WSCG'17	1	4.00		C.I. Paduraru, Increasing diversity and usability of crowd animation systems, confirmed for publication as full paper in Proceedings of 26th International Conferences in Central Europe on Computer Graphics, Visualization and Computer Vision (WSCG) 2017
ICSOFT'17	1	4.00		C.I. Paduraru, A selection of development processes, tools, and methods for organizations that share a software framework between internal projects, confirmed for publication in Proceedings of 12th International Conference on Software Technologies (ICSOFT) 2017

observatii

Emailul de acceptare al articolului este aici: https://www.dropbox.com/s/y2szgk4h2a79po3/WSCG_acceptance.docx?dl=0 iar detalii despre conferinta aici: <http://www.wscg.eu/> Va fi publicat in proceedings: Computer Science Research Notes (CSRN), si de asemenea este candidat pentru Journal of WSCG.

Emailul de acceptare este aici: https://www.dropbox.com/s/7v5c2po6h3koiir/ICSOFT_acceptance.txt?dl=0 iar detalii despre conferinta aici: <http://www.icsoft.org/> . Va fi publicat in SCITERPRESS Digital Library si Springer CCIS Series book.

PDEIM'17	3	4.00	Workshop asociat GECCO, conferinta de tip A	C.I. Paduraru, A. Stefanescu, M. Melemciuc, A Distributed Implementation Using Apache Spark Of A Genetic Algorithm Applied To Test Data Generation, confirmed for publication in Proceedings of PDEIM (worshop GECCO 2017).
SiSoS'16	2	4.00	Workshop asociat ECSA, conferinta de tip A	Gh. Stefanescu and C.I. Paduraru, Self assembling heterogeneous interactive systems, confirmed for publication in Proceedings of ACM SiSoS (workhsop 10th European Conference on Software Architecture ECSA 2016).
		16.00	= punctaj de tip B	
Articole tip C				
ISPDC'14	1	2.00		C.I. Paduraru, Dataflow programming using AGAPIA, Proceedings ISPDC 2014, IEEE, CPS pp. 327-334
FSEN'13	3	2.00	LNCS	I.T. Banu-Demergian, C.I. Paduraru, and Gh. Stefanescu, A new representation of two-dimensional patterns and applications to interactive programming, Proceedings FSEN 2013, LNCS 8161, pp. 183-198. Springer, 2013

Emailul de acceptare este aici:
https://www.dropbox.com/s/5fpnnykf74a6fk2/PDEIM_acceptance.txt?dl=0 iar detalii despre workshop aici: <http://pdeim.icar.cnr.it/> . Articolul va aparea in ACM DL (Am primit si DOI-ul asociat articolului, care va fi activ cand va fi publicat articolul <http://dx.doi.org/10.1145/3067695.3084219>)

Emailul de acceptare este aici:
https://www.dropbox.com/s/3bxc4l623yv2379/SiSoS_acceptance.txt?dl=0 iar detalii despre workshop aici: <http://ecsa2016.icmc.usp.br/> Articolul va fi publicat in ACM DL.

SYNASC'12	1	2.00		C.I. Paduraru, A new online load balancing algorithm in distributed systems, Proceedings SYNASC 2012, IEEE, CPS, pp. 327-334
ICCCC'14	1	2.00	IEEE journal	An online load balancing algorithm for a hierarchical ring topology, Proceedings ICCCC 2014, IEEE International Journal on Computers, Communications & Control, No 6, 2014
		8.00	= punctaj de tip C	
Articole tip D				
DACS'15	1	1.00	Workshop asociat CiE, conferinta de tip C	C. I. Paduraru, Simplifying the implementations of distributed applications using AGAPIA, Proceedings of DACS 2015 (a CiE Workshop), published in Annals of University of Bucharest 2015.
IJACSA'14	1	1.00	ISI journal	C.I. Paduraru, Distributed programming using AGAPIA, International Journal of Advanced Computer Science and Applications, Vol 5, No 3, 2014
IJACSA'14	1	1.00	ISI journal	C.I. Paduraru, A Greedy Algorithm for Load Balancing Jobs with Deadlines in a Distributed Network, International Journal of Advanced Computer Science and Applications, Vol 5, No 2, 2014

		3.00	= punctaj de tip D	
Total A+B+C+D		27.00		

Criteriu minimal Lector: 8 puncte din care 4 din cat. A sau B
