

Lista de lucrari Dan Mircea Suciu

a) Maxim 10 lucrari relevante

01. Danut ILISEI, **Dan Mircea SUCIU**, "Human-Activity Recognition with Smartphone Sensors", OTM Confederated International Conferences, On the Move to Meaningful Internet Systems, Springer, nov 2019, pp. 179-188

02. Andrei-Ionut CARTIS, **Dan Mircea SUCIU**, "Chatbots as a Job Candidate Evaluation Tool", OTM Confederated International Conferences, On the Move to Meaningful Internet Systems, Springer, nov 2019, pp. 189-193 (DOI)

03. Simona MOTOGNA, **Dan Mircea SUCIU**, Arthur Jozsef MOLNAR, "Investigating Student Insight in Software Engineering Team Projects", Proceedings of the 16th International Conference on Evaluation of Novel Approaches to Software Engineering - ENASE, 2021, pp. 362-371

04. Virginia NICULESCU, **Dan Mircea SUCIU**, Darius BUFNEA, "Agile principles applied in learning contexts", EASEAI 2021: Proceedings of the 3rd International Workshop on Education through Advanced Software Engineering and Artificial Intelligence, August 2021, pp. 31–38

05. Simona Motogna, **Dan Mircea SUCIU**, Arthur-Jozsef Molnar, 2022. Exploring student challenges in an online project-based course. In Proceedings of the First International Workshop on Designing and Running Project-Based Courses in Software Engineering Education (DREE '22). Association for Computing Machinery, New York, NY, USA, 10–14.

06. **Dan Mircea SUCIU**. 2022. Implementing microlearning and gamification techniques in teaching software project management concepts. In Proceedings of the 4th International Workshop on Education through Advanced Software Engineering and Artificial Intelligence (EASEAI 2022). Association for Computing Machinery, New York, NY, USA, 37–44.

07. Manuela Andreea PETRESCU, Diana Laura BORZA, and **Dan Mircea SUCIU**. 2022. Findings from teaching entrepreneurship to undergraduate multidisciplinary students: case study. In Proceedings of the 4th International Workshop on Education through Advanced Software Engineering and Artificial Intelligence (EASEAI 2022). Association for Computing Machinery, New York, NY, USA, 25–32

08. Simona MOTOGNA, **Dan Mircea SUCIU**, Arthur Jozsef MOLNAR, " Agile Mindset Adoption in Student Team Projects", Evaluation of Novel Approaches to Software Engineering, Springer, 2022, ISBN 978-3-030-96648-5, pp 288-305

09. **Dan Mircea SUCIU**, Simona Motogna, Arthur-Jozsef Molnar, "Transitioning a project-based course between onsite and online. An experience report", Journal of Systems and Software, 2023, 111828,ISSN 0164-1212, <https://doi.org/10.1016/j.jss.2023.111828>.

10. Manuela Andreea PETRESCU, **Dan Mircea SUCIU**. 2024. Perceptions of Entrepreneurship Among Graduate Students: Challenges, Opportunities, and Cultural Biases, In Proceedings of the 16th International Conference on Computer Supported Education (CSEDU 2024) - Volume 1, pages 347-354

b) Teza de doctorat

Dan Mircea Suciu, Tehnici de implementare a concurentei în analiza si proiectarea orientata pe obiecte, 2001, coordonator: prof.dr. Moldovan Grigor, Universitatea Babeş-Bolyai

c) Carti si capitole in carti

01. Şerban ȚÎR et al., "Cum să construieşti un produs IT", Today Software Magazine, Cluj-Napoca, ISBN 978-973-0-17970-5

02. Dan Mircea SUCIU, "Metode Agile de Management al Proiectelor", LeanPub, 2018, ISBN 978-973-0-27742-5

03. Simona MOTOGNA, Dan Mircea SUCIU, Arthur Jozsef MOLNAR, "Agile Mindset Adoption in Student Team Projects", Evaluation of Novel Approaches to Software Engineering, Springer, 2022, ISBN 978-3-030-96648-5, pp 288-305

d) Articole/studii, publicate în reviste din fluxul științific internațional principal

- Vasile-Marian SCUTURICI, Dan Mircea SUCIU, Romain VUILLEMOT, Aris OUKSEL, Lionel BRUNIE, "Detecting Anomalies in Data Streams using Statecharts", Extraction et Gestion des Connaissances (EGC'10), Revue des Nouvelles Technologies de l'Information, RNTI-E-19, Hammamet, Tunis, January 2010, pp 635-636
- Dan Mircea SUCIU, Bogdan Andrei POP, Rares URDEA, Bogdan MURSA, "Non-intrusive tongue tracking and its applicability in post-stroke rehabilitation", OTM Confederated International Conferences "On the Move to Meaningful Internet Systems", oct. 2014, pp. 504-5013
- Dan Mircea SUCIU, "Reverse Engineering and Simulation of Active Objects Behavior", Knowledge Engineering, Principles and Techniques - "KEPT-2009" Selected Papers, "Babeș-Bolyai" University of Cluj-Napoca, Iulie 2-4 2009, pp. 283-290

e) Publicații in extenso, apărute în lucrări ale principalelor conferințe internaționale de specialitate

- Dan CHIOREAN, Iulian OBER, Marian SCUTURICI, Dan Mircea SUCIU, "Present and Perspectives in the Object-Oriented Analysis & Design – The RO-CASE Experience", The Third International Symposium in Economic Informatics, Bucuresti, mai, 1997, pp. 23 – 29
- Dan CHIOREAN, Dan Mircea SUCIU, Cristian SĂLVAN, Cosmin TRUȚĂ, Marius TRUȚĂ, "Semantic checking and reuse support in UML tools – ROCASE experience", International Conference UML'99 – Fort Collins – USA – Poster Abstracts, august 1999, pp. A1-A2
- Dan Mircea SUCIU, Romain VUILLEMOT, Marian SCUTURICI, "Visual Detection of Rare Events Using Statechart", IEEE VisWeek Compendium, VAST Contest, Piscataway, NJ, IEEE. October 10, 2009

f) alte lucrări și contribuții științifice

- Dorel BOZGA, Dan CHIOREAN, Alin FRENTIU, Bogdan RUS, Vasile SCUTURICI, Dan Mircea SUCIU, Dan VASILESCU, "RO-CASE - CASE Tool for Object-Oriented Analysis and Design", Research Seminars, Seminar on Computer Science, Preprint no. 5, Universitatis "Babes-Bolyai", 1994, pp 29-36
- Dorel BOZGA, Dan CHIOREAN, Alin FRENTIU, Bogdan RUS, Vasile SCUTURICI, Dan Mircea SUCIU, Dan VASILESCU, "OOA&D : the Transition Among Models", Research Seminars, Seminar on Computer Science, Preprint no. 5, Universitatis "Babes-Bolyai", 1994, pp 37-44
- Marian SCUTURICI, Iulian OBER, Mihaela SCUTURICI, Dan Mircea SUCIU, "Specification of Active Objects Behavior Using Statecharts", Studia Universitatis "Babes-Bolyai", Informatica, 1997, Vol. XLII, pp 19-30
- Dan Mircea SUCIU, "Reuse Anomaly in Concurrent Object Oriented Programming", Studia Universitatis "Babes-Bolyai", Informatica, 1997, Vol. XLII/2, pp 74-89
- Dan Mircea SUCIU, "Application Framework Reuse Using CASE Tools", Studia Universitatis "Babes-Bolyai", Informatica, 1998, Vol. XLIII/1, pp 81-92
- Dan Mircea SUCIU, "Extending Statecharts for Concurrent Objects Modeling", Studia Universitatis "Babes-Bolyai", Informatica, 1999, Vol. XLIV/1, pp 65-76

- Dan Mircea SUCIU, “Using Scalable Statecharts for Active Objects Internal Concurrency Modeling”, Studia Universitatis "Babes-Bolyai", Informatica, 2000, Vol. XLV, pp 67-76
- Dan Mircea SUCIU, “ActiveCASE – Tool for Design and Simulation of Concurrent Object-Oriented Applications” Studia Universitatis "Babes-Bolyai", Informatica, 2001, Vol. XLVI/2, pp 73-80
- Cătălin AFRĂSINEI-ZEVOIANU, Dan Mircea SUCIU, “Quality Costs Analysis in Software Industry: Benefits and Risks” Studia Universitatis "Babes-Bolyai", Oeconomica, 2006, Vol. LI/1, pp 99-106
- Mircea CIMPOI, Radu MEZA, Diana ZOICAȘ, Cristina CIUHUȚĂ, Dan Mircea SUCIU, “GreenLife - A MMORPG that Stimulates an Ecological Behavior ” Studia Universitatis "Babes-Bolyai", Informatica, 2008, Vol. LIII/1, pp 121-128
- Dan Mircea SUCIU, Alina CUT, “A Framework For Active Objects in .NET”, Studia Universitatis "Babes-Bolyai", Informatica, LV, Vol. 3, 2010, pp. 37-44
- Dan Mircea SUCIU , ”Extending UML State Diagrams with Behavioural Patterns”, Studia Universitatis "Babes-Bolyai", Informatica LVI, No 3, 2011, pp 77-82
- Alina CALIN, Andrei CANTEA, Andrei DASCALU, Cosmin MIHAIU, Dan Mircea SUCIU, ”Mira–upper limb rehabilitation system using microsoft kinect”, Studia Informatica, 2011, pp 63-74
- Camelia ANDOR, Bazil PÂRV, Dan Mircea SUCIU, “Using Latency Metrics in NOSQL Database Performance Benchmarking”, Studia Universitatis "Babes-Bolyai", Informatica, LXIV, Vol. 1, 2019, pp. 39-50