

# LISTA PUBLICAȚIILOR

Răzvan Rughiniș

## PUBLICAȚII SELECTATE

1. R. Rughiniș & C. Rughiniș. Reading with a touch of gameplay. Gamified e books' convergence with classical literary worlds. In Susanne Robra-Bissantz, Christoph Lattemann, Stefan and Rüdiger Zarnekow (Eds.), *Gamification: Using game elements in Serious Contexts*, pp. 139-152. Heidelberg: Springer, 2017
2. R. Rughiniș & Ș. Matei. A Delayed Badge is a Worthy Badge: Designing Digital Badge Architectures Based on Academic Delay of Gratification. Chapter accepted for publication in L. Y. Muilenburg & Z. L. Berge (Eds.), *Digital badges in education: Trends, issues, and cases*. New York: Routledge, 2016.
3. R. Rughiniș and S. Matei, *Badge Architectures as Tools for Sense-Making and Motivation in Engineering Education*, *International Journal of Engineering Pedagogy (iJEP)*, vol. 5, no. 4. pp. 55–63, 2015.
4. C. Rughiniș, R. Rughiniș, and Ș. Matei, A touching app voice. Thinking about ethics of persuasive technology through an analysis of mobile smoking-cessation apps, *Ethics of Information Technology*, vol. 17, no. 4, pp. 295–309, Jan. 2016.
5. C. Rughiniș, R. Rughiniș and B. Humă. Impromptu Crowd Science and the Mystery of the Bechdel-Wallace Test Movement. Accepted at ACM CHI'16, alt.chi panel, San Jose, 7-12 May 2016.
6. R. Rughiniș and Ștefania Matei, "Play to Remember: The Rhetoric of Time in Memorial Video Games," in *Human-Computer Interaction: Interaction Technologies Volume 9170 of the series Lecture Notes in Computer Science*, 2015, pp. 628–639.
7. C. Rughiniș and R. Rughiniș, "Consider the Moon. Human-Computer Bricolage of Extended Objects," in *ACM CHI'15, alt.chi panel*, 2015, pp. 413–423.
8. C. Rughiniș, R. Rughiniș, Nothing ventured, nothing gained. Profiles of online activity, cyber-crime exposure, and security measures of end-users in the European Union, *Computers & Security*, 43:111-125, 2014
9. G. Ghiniță, R. Rughiniș, An Efficient Privacy-Preserving System for Monitoring Mobile Users: Making Searchable Encryption Practical, *CODASPY'14*, pp. 321-332
10. R. Rughiniș, Enhancing Performance of Searchable Encryption in Cloud Computing, in *Proceedings of the third ACM conference on Data and application security and privacy - CODASPY'13*, 2013, pp. 157–160.
11. G. Ghiniță, G., R. Rughiniș., A privacy-preserving location-based alert system, in *Proceedings of the 21st ACM SIGSPATIAL International Conference on Advances in Geographic Information Systems*, pp. 422-425, 2013
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13. R. Rughiniș, Scaffolding a Technical Community of Students Through Social Gaming: Lessons from a Serious Game Evaluation, in *10th International Conference on Computer Supported Collaborative Learning CSCL 2013*, 2013, pp. 141-144.
14. R. Rughiniș, Work and Gameplay in the Transparent 'Magic Circle' of Gamification. Insights from a Gameful Collaborative Review Exercise, in *DUXU'13: Proceedings of the Second international conference on Design, User Experience, and Usability: health, learning, playing, cultural, and cross-cultural user experience*, Springer, Vol. 8013, pp. 577-586.
15. R. Rughiniș, Digital Badges: Signposts and Claims of Achievement, in *15th International Conference on Human-Computer Interaction, HCI 2013*, Springer, 2013, 84-88.
16. R. Rughiniș, Designing Argumentation in Peer Review. Patterns of Evaluation in AltCHI Open Peer Review Forum, in *The 8th Iberian Conference on Information Systems and Technologies CISTI 2013*, IEEE, 2013, pp. 1–6.
17. R. Rughiniș, Talkative Objects in Need of Interpretation. Re-Thinking Digital Badges in Education, in *CHI '13 Extended Abstracts on Human Factors in Computing Systems*, ACM, 2013, 2099-2108
18. R. Rughiniș, Serious Games as Input versus Modulation: Different Evaluations of Utility, in *26th Conference on People and Computers BCS-HCI 2012*, 2012, pp. 175–184.

## TEZA DE DOCTORAT

T1. R. Rughiniș, *High-speed computer networks* (ro. *Rețele de calculatoare de mare viteză*). University Politehnica of Bucharest, 2005, supervisor prof. dr. ing. Nicolae Țăpuș

## CĂRȚI ȘI CAPITOLE ÎN VOLUME EDITATE

1. R. Rughiniș & C. Rughiniș. Reading with a touch of gameplay. Gamified e books' convergence with classical literary worlds. In Susanne Robra-Bissantz, Christoph Lattmann, Stefan and Rüdiger Zarnekow (Eds.), *Gamification: Using game elements in Serious Contexts*, pp. 139-152. Heidelberg: Springer, 2017
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9. R. Rughiniș, *MPLS Solutions for virtual private networks* (ro. *Soluții MPLS pentru rețelele private virtuale*). Bucharest: Printech, 2007, p. 170. ISBN 978-973-718-541-9
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12. R. Rughiniș, Deaconescu, D. Pena, & C. Stan, *Fundamental issues in local network management* (ro. *Bazele administrării rețelelor locale*). Bucharest: Printech, 2005, p. 341. ISBN: 973-718-321-5
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  9. S. Niță, R. Rughiniș, N. Rusu, and R. Bălaș, ICP-MS computer controlled determination of some trace elements in pharmaceutical containers and substances, *Revista de Chimie*, vol. 60, no. 4, pp. 382–386, 2009. ISSN:0034-7752

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1. R. Rughinis and S. Matei, "Badge Architectures as Tools for Sense-Making and Motivation in Engineering Education," *International Journal of Engineering Pedagogy (iJEP)*, vol. 5, no. 4. pp. 55–63, 2015.
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21. O. Niculaescu, M. Carabas, L. Gheorghe, R. Rughiniș, and N. Tapus, "Graphical Packet Generator - A solution for automatic discovery of the network topology and packet generation," in Roedunet International Conference (RoEduNet), 2014 13th, 2014, pp. 1–6

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## Proiecte și granturi

Proiecte / Granturi internaționale câștigate prin competiție în calitate de director de proiect / responsabil de proiect

### **Google CS4HS R&D Grant - Development and assessment of Python and Robotics Technical Skills, 2013 (Director de proiect)**

- Sursa de finanțare: Google R& D Grants
- Durata de implementare: 1 an (2013 – 2014)
- Volumul finanțării: 10.000 USD

### **Innovation Labs R&D Grant (Director de proiect), 2013**

- Sursa de finanțare: Microsoft Grants
- Durata de implementare: 1 an (2013 – 2014)
- Volumul finanțării: 50.000 USD
- Publicații științifice:
  - o Rughiniș, R., Matei, Ș., Through the Looking Glass: Imagining Users in a 24-Hour Tech Entrepreneurship Hackathon, in The 3rd International Conference on Social Sciences and Society (ICSSS 2013), 2013

### **Google CS4HS R&D Grant – Innovative Collaborative Learning for Programming Skills through Python, 2014 (Director de proiect)**

- Sursa de finanțare: Google R& D Grants
- Durata de implementare: 1 an (2014 – 2015)
- Volumul finanțării: 10.000 USD

Proiecte / Granturi naționale câștigate prin competiție

### **Adopția și Impactul tehnologiilor video Inovative în Serviciile publice de educație și administrație locală” – IRIS, PN-II-PT-PCCA- 2013-4-1802 (Director de proiect pentru UPB)**

- Sursa de finanțare: Programul Parteneriate 2013, UEFISCDI
- Durata: 2 ani (2014-2016)
- Volumul finanțării: 210.415 RON

### **Rețea virtuală pentru instruirea la distanță, INFOSOC (Responsabil de proiect UPB), 2004-2006**

- Sursa de finanțare: INFOSOC contract nr. 153-2004
- Durata de implementare: 2 ani (2004 – 2006)
- Volumul finanțării: 170.000 lei
- Publicații științifice:
  - o C. Orban and R. Rughiniș, “TCP Enhancements for High Speed Networks,” in The Fourth International Conference “Internet Education Science IES-2004, 2004, pp. 710–713.
  - o R. Rughiniș and I. Herișanu, “Designing and Implementing an IP Telephony Architecture over a Heterogenous Infrastructure,” in The 15th International Conference on Control Systems and Computer Science (CSCS15), 2005.
  - o B. Sass and R. Rughiniș, “Implementing Layer 2 Attack Mitigation techniques in a Cisco Switching Environment,” in The 5th RoEduNet IEEE International Conference, 2006, pp. 129–132
  - o R. Rughiniș and O. Purdilă, “Practical Analysis of Traffic Protection Strategies in MPLS Optical networks,” in The 5th RoEduNet IEEE International Conference, 2006, pp. 133–137.