

LIST OF PUBLICATIONS

Răzvan Rughiniş

SELECTED PUBLICATIONS

1. R. Rughiniş & C. Rughiniş. 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. Rughiniş & Ş. 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. Rughiniş 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. Rughiniş, R. Rughiniş, and Ş. 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. Rughiniş, R. Rughiniş 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. Rughiniş and Ştefania 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. Rughiniş and R. Rughiniş, "Consider the Moon. Human-Computer Bricolage of Extended Objects," in *ACM CHI'15, alt.chi panel*, 2015, pp. 413–423.
8. C. Rughiniş, R. Rughiniş, 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. Ghiniţă, R. Rughiniş, An Efficient Privacy-Preserving System for Monitoring Mobile Users: Making Searchable Encryption Practical, *CODASPY'14*, pp. 321-332
10. R. Rughiniş, 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. Ghiniţă, G., R. Rughiniş., 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
12. R. Rughiniş, & L. Gheorghe, TinyAFD: Attack and Fault Detection Framework for Wireless Sensor Networks, *Journal of Control Engineering and Applied Informatics - CEAI*, vol. 15, no. 1, pp. 33–44, 2013. ISSN:1454-8658
13. R. Rughiniş, 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. Rughiniş, 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. Rughiniş, Digital Badges: Signposts and Claims of Achievement, in *15th International Conference on Human-Computer Interaction, HCI 2013*, Springer, 2013, 84-88.
16. R. Rughiniş, 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. Rughiniş, 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. Rughiniş, Serious Games as Input versus Modulation: Different Evaluations of Utility, in *26th Conference on People and Computers BCS-HCI 2012*, 2012, pp. 175–184.

DOCTORAL THESIS

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

BOOKS AND CHAPTERS IN EDITED VOLUMES

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
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3. R. Rughiniș, Deaconescu, M. Carabaș, & S. Costea, *Configuring and managing local networks* (ro. *Configurarea și administrarea rețelelor locale*). Bucharest: Printech, 2013, p. 415, ISBN 978-606-23-0090-6
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5. R. Rughiniș, Deaconescu, G. Milescu, & M. Bardac, *Introduction to operating systems* (ro. *Introducere in sisteme de operare*). Bucharest: Printech, 2009, p. 535 ISBN: 978-606-521-386-9
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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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1. 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 and Information Technology*, vol. 17, no. 4, pp. 295–309, Jan. 2016.
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- Implications for Self-Tracking Practices and Mobile Applications. *Revista de Cercetare și Intervenție Socială*, vol. 44(1), pp. 116-131, 2014. ISSN: 1583-3410
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16. F. C. Buruiana, A. Scoica, T. Rebedea, & R. Rughiniş. (2013). Automatic Plagiarism Detection System for Specialized Corpora. In *2013 19th International Conference on Control Systems and Computer Science*, pp. 77–82. IEEE. doi:10.1109/CSCS.2013.88
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9. C. Rughinis and R. Rughinis, "Is Google Making Me Silly? Web-Extended Persons in an Interrogative Mood," in The 20th International Conference on Control Systems and Computer Science CSCS20, 2015, pp. 783–786.
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11. C. Rughiniş, E. Toma, and R. Rughiniş, "Time to Reminisce and Die: Representing Old Age in Art Games," in Conference of the Digital Games Research Associagion - DiGRA 2015, 2015, pp. 1–12.
12. L. Bobulişteanu, R. Rughiniş, G. Milescu, and V. Posea, "AirDrums: Virtual Drum Kit," in eLSE 2015 - The 11th International Scientific Conference eLearning and Software for Education, 2015, pp. 34–40.
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15. G. Ghiniţă, R. Rughiniş, An Efficient Privacy-Preserving System for Monitoring Mobile Users: Making Searchable Encryption Practical, CODASPY 2014, pp. 321-332
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Projects and Grants

International grants

Google CS4HS R&D Grant - Development and assessment of Python and Robotics Technical Skills, 2013 (Project director)

- Financing: Google R&D Grants
- Duration: 1 year (2013 – 2014)
- Amount: 10.000 USD

Innovation Labs R&D Grant, 2013 (Project director)

- Financing: Microsoft Grants
- Duration: 1 year (2013 – 2014)
- Amount: 50.000 USD

Google CS4HS R&D Grant – Innovative Collaborative Learning for Programming Skills through Python, 2014 (Project director)

- Financing: Google R&D Grants
- Duration: 1 year (2014 – 2015)
- Amount: 10.000 USD

National grants

Adopția și Impactul tehnologiilor video inovative în Serviciile publice de educație și administrație locală” – IRIS, PN-II-PT-PCCA- 2013-4-1802 (“Adoption and impact of innovative video technologies in public services for education and local administration” - IRIS, Project coordinator for UPB)

- Financing: “Partnership” Program – 2013 Competition, UEFISCDI
- Duration: 2 years (2014-2016)
- Amount: 210.415 RON

Rețea virtuală pentru instruirea la distanță, INFOSOC (“Virtual network for distance learning”, INFOSOC, Project coordinator for UPB), 2004-2006

- Financing: INFOSOC contract nr. 153-2004
- Duration: 2 years (2004 – 2006)
- Amount: 170.000 lei