

Lista de Lucrări

Jurnale

1. **Maria Anca Băluțoiu**, Anca Morar, Alin Moldoveanu, Alexandru Grădinaru, Victor Asavei, Ana Magdalena Anghel, Cristian Lambru. *TeachAR – An interactive AR-based learning Platform* (accepted 2025). IEEE Access (Q2). Acceptat spre publicare.
2. **Maria Anca Băluțoiu**, Anca Morar, Alin Moldoveanu, Andrei Lăpușteanu, Florica Moldoveanu, Ana Magdalena Anghel. *VIP SpaceNav – Smart buildings for people with visual impairments* (2025). Disability and Rehabilitation: Assistive Technology (Q2). Publicare online în avans. <https://doi.org/10.1080/17483107.2025.2478484>. WOS: 001445244700001.
3. Anca Morar, **Maria Anca Băluțoiu**, Alin Moldoveanu, Florica Moldoveanu, Andrei Lăpușteanu, Victor Asavei. *Cloud Anchors – Based Localization in a Navigation System for Visually Impaired People* (2024). Advances in Digital Health and Medical Bioengineering (pp.49–57). Springer Nature. doi.org/10.1007/978-3-031-62502-2_6. WOS: 001326807700006.
4. Anca Morar, **Maria Anca Băluțoiu**, Alin Moldoveanu, Florica Moldoveanu, Alex Butean. *CultReal – A rapid development platform for AR cultural spaces, with fused localization* (2021). Sensors (Q2), 21(19), 6618. <https://doi.org/10.3390/s21196618>. WOS: 000709488700001.
5. Andrei Lăpușteanu, Anca Morar, Alin Moldoveanu, **Maria Anca Băluțoiu**, Florica Moldoveanu. *A review of sonification solutions in assistive systems for visually impaired people* (2024). Disability and Rehabilitation: Assistive Technology (Q2), 19(8), 2818–2833. <https://doi.org/10.1080/17483107.2024.2326590> . WOS: 001184022700001.
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1. **Maria Anca Băluțoiu**, Andreea Carmen Ifrim, Florica Moldoveanu, Alin Moldoveanu, Anca Morar. *TeachAR - collaborative AR classrooms* (2022). Proceedings of the 18th International Scientific Conference on eLearning and Software for Education (eLSE), Issue 2 (pp. 36–43).
2. **Maria Anca Băluțoiu**, Alexandru Grădinaru, Alin Moldoveanu, Florica Moldoveanu, Ana Karina Nazare, Andrei Lăpușteanu, Mireille Rădoi. *LibQuest – A Challenge to Read Books through Fun* (2021). Proceedings of the 17th International Scientific Conference on eLearning and Software for Education (eLSE 2021) (pp.519–527). <https://doi.org/10.12753/2066-026X-21-065>.
3. Anca Morar, **Maria Anca Băluțoiu**, Alin Moldoveanu, Florica Moldoveanu, Alex Butean, Victor Asavei. *Evaluation of the ARCore indoor localization technology* (December 2020). In 19th RoEduNet Conference: Networking in Education and Research (RoEduNet) (pp. 1–5). IEEE. <https://doi.org/10.1109/RoEduNet51892.2020.9324849>. WOS: 000654265900003.

4. **Maria Anca Băluțoiu**, Alexandru Grădinaru, Alin Moldoveanu, Florica Moldoveanu, Ana Karina Nazare. *LibQuest Initial Prototype – Mixed-Reality Quests to Revitalize Libraries and Reading* (May 2020). Proceedings of the 16th International Scientific Conference on eLearning and Software for Education (eLSE 2020) (Vol. 1). <https://doi.org/10.12753/2066-026X-20-020> (**publicat înaintea începerii doctoratului**).
5. Ana Karina Nazare, Alin Moldoveanu, Florica Moldoveanu, Alexandru Grădinaru, **Maria Anca Băluțoiu**, Victor Asavei. *Rapid modelling techniques for 3D reconstruction of historical buildings for immersive virtual environments* (April 2020). Proceedings of the 16th International Scientific Conference on eLearning and Software for Education (eLSE 2020) (pp.523–530). <https://doi.org/10.12753/2066-026X-20-240> (**publicat înaintea începerii doctoratului**).
6. **Maria Anca Băluțoiu**, Alexandru Grădinaru, Alin Moldoveanu, Florica Moldoveanu, Anca Morar, Ana Karina Nazare, Mireille Rădoi. *LibQuest – Revitalize Libraries and Reading Through Gamification* (2019). Proceedings of the 15th International Scientific Conference on eLearning and Software for Education (eLSE): New Technologies and Redesigning Learning Spaces, Volume I, pp. 173–180. <https://doi.org/10.12753/2066-026X-19-023>. **WOS: 000473322400023** (**publicat înaintea începerii doctoratului**).
7. Alexandru Grădinaru, Mihnea Horia Vrejoiu, Florica Moldoveanu, **Maria Anca Băluțoiu**. *Evaluating the usage of text-to-3D scene generation methods in game-based learning* (2023). Proceedings of the 24th International Conference on Control Systems and Computer Science (CSCS) (pp. 633–640). IEEE. <https://doi.org/10.1109/CSCS59211.2023.00105>.
8. **Maria Anca Băluțoiu**, Dragoș Sturzu, Costin Anton Boiangiu, Mihai Lucian Voncilă, Nicolae Tarbă, Giorgiana Violeta Vlăsceanu. *On how to combine image segmentation algorithms using entropy* (2021). Proceedings of the 2021 RoEduNet Conference (pp.1–5). IEEE.