

Име и презиме: **Наташа Коцеска**

Звање: Вон. професор

Единица на Универзитетот: Факултет за информатика

Ред. бр.	Опис на активноста за самоконтрола на автономниот статус на ФРВ согласно со Стандарди и нормативи за изведување на високообразовна дејност на Универзитетот	Поени
2.	Објавен научен или стручен труд во меѓународно списание без импакт фактор – 3 (три) поени	Поени
	Angelkov, Dimitrija and Koceska, Natasa and Koceski, Saso (2015) Automated Chess Playing with a Robot Manipulator . International Journal of Engineering Issues, 2015 (2). pp. 45-51. ISSN 2458-651X	
	Lazarevski, Ilija and Koceska, Natasa and Koceski, Saso (2015) Software System for Automated Support of Endusers . International Journal of Computer Science and Innovation, 2015 (1). pp. 1-6. ISSN 2458-6528	
	Bogatinova, Kristina and Koceski, Saso and Koceska, Natasa (2015) Development and evaluation of virtual laboratory for engineering education . A journal for information technology, education development and teaching methods of technical and natural sciences, 5 (1). pp. 23-34. ISSN 2217-7949 http://www.tfzr.uns.ac.rs/casopis-itro/files/Casopis%20ITRO%202015%20ONLINE.pdf	
3.	Објавен труд и претставување со уметничко и стручно дело на меѓународна научна, уметничка конференција, конгрес и научно и стручно списание – 2 (два) поени	Поени
	Panov, Stojanche and Koceski, Saso and Koceska, Natasa (2015) Usability Aspects of Eye Gaze Tracking Systems . In: ICT Innovations 2015 Conference, Ohrid, R.Macedonia.	
	Koceski, Saso and Koceska, Natasa (2015) Development and evaluation of a 3D virtual tutor for Macedonian sign language . In: International Conference on Information Technology and Development of Education-ITRO 2015, Zrenjanin, Republic of Serbia.	
	Koceski, Saso and Koceska, Natasa (2015) Development and evaluation of video game for learning capabilities improvement of ADHD children . In: International Conference on Information Technology and Development of Education-ITRO 2015, Zrenjanin, Republic of Serbia.	
	Stojanova, Ivana and Kocev, Ivica and Koceska, Natasa and Koceski, Saso (2015) Digital games as a context for early childhood learning and development . In: International Conference on Information Technology and Development of Education-ITRO 2015, Zrenjanin, Republic of Serbia.	

	S. Koceski and N. Koceska (2015). "Toward development of video game for children with ADHD". User Needs in ICT Research with a Focus on Health Aspects. In: ICT Innovations 2015 Conference, Ohrid, R.Macedonia. (In Press) http://ictinnovations.org/about-conference/conference-programme-2015/detailed-conference-programme-2015#health	
	J. Jovanova, S. Koceski and N. Koceska (2015). "Non-invasive computer method for detection of spine deformities in humans". User Needs in ICT Research with a Focus on Health Aspects. In: ICT Innovations 2015 Conference, Ohrid, R.Macedonia.(InPress) http://ictinnovations.org/about-conference/conference-programme-2015/detailed-conference-programme-2015#health	
5.	Потпишан договор за домашна или меѓународна научна соработка на конкретен научен проект, еден договор на три години – 3 (три) поени годишно или 9 (девет) поени за три години	Поени
	Koceska, Natasa and Kos, Andrej and Atanasova-Pacemska, Tatjana and Koceski, Saso and Sazdovski, Vasko and Stojmenova Duh, Emilija and Kokalanov, Vasko and Angelkov, Dimitrija and Vladimirov, Angel (2015) <i>Adaptive system for assisted and independent living.</i> [Project]	
	Koceski, Saso and Koceska, Natasa and Sazdovski, Vasko and Stojkovic, Natasa and Stojanova, Aleksandra and Vladimirov, Angel (2015) <i>Development of novel techniques for cooperative localization and mapping using mobile robots and their application in precise agriculture.</i> [Project]	
	Trontelj, Janez and Koceska, Natasa (2015) <i>SIARS (Smart I (eye) Advisory Rescue System) (LJ1 team).</i> [Project]	
	Koceski, Saso and Atanasova-Pacemska, Tatjana and Koceska, Natasa and Trajkovic, Vladimir (2015) <i>Ubiquitous iNteroperable Care for Ageing People.</i> [Project] (In Press)	
	Koceski, Saso and Koceska, Natasa (2012-2016) 3D-ConTourNet - 3D Content Creation, Coding and Transmission over Future Media Networks.	
		Вкупно поени 23