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69	Marek Grznár	Question Routing Based on Non-QA Data in Community Question Answering	114	WSE
78	Róbert Móro	Considering Navigational Value of Keywords in the Process of Navigational Leads Selection	115	WSE
114	Patrik Hlaváč	Analyzing User Gaze on the Web	116	WSE
8	Richard Belan	Transformation of UML Combined Fragments from 2D to 3D	121	SE
15	Lukáš Sekerák	Interactive Visualization of Developer's Actions	122	SE
40	Matej Chlebana	Source Code Review Recommendation	123	SE
50	Peter Kysel'	Use Case Based Approach in Conceptual Modeling	124	SE
77	Ivan Martoš	Software Services Recommendation Using Context	125	SE
107	Martin Konôpka	Employing Software Developer's Activity and Gaze Tracking to Describe Source Code	126	SE
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35	Miroslav Šimek	Processing and Comparing of Eye-tracking Data Using Machine Learning	132	CSAI
43	Michal Farkaš	Usage of HyperNeat to Train Evasive Behavior in Ms. Pac-Man Video Game	133	CSAI
79	Daniel Soós	Partial Digest Problem: A Simplified Heuristic Approach	134	CSAI
97	Ladislav Gallay	Utilizing Vector Models for Automatic Text Lemmatization	135	CSAI
116	Róbert Cuprik	Motif Finding in DNA Sequences	136	CSAI
2	Jozef Gáborík, Matej Leško, Jakub Mačina, Jozef Staňo	Sitting Posture Quality Evaluation Using Depth Camera	141	CGV
3	Patrik Polatsek	Hierarchical Superpixel-based Saliency Model	142	CGV
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53	Kamil Burda	Port Control Protocol in Software-Defined Mobile Networks	145	CNCS
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A = blok (1, 2)

B = sekcia (1, 2, 3, 4, 5, 6)

C = panel (1, 2, 3, 4, 5, 6, 7, 8, 9)

Sekcie:

1 = WSE - Web Science and Engineering

2 = SE - Software Engineering

3 = CSAI - Computer Science and Artificial Intelligence

4 = CNCS - Computer Networks, Computer Systems and Security

CGV - Computer Graphics, Multimedia and Computer Vision

5 = IIP - Intelligent Information Processing

6 = IA - Innovative Applications and Technologies

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19	Rudolf Brisuda, Tomáš Drutarovský, Andrej Lenčucha, Lukáš Podoláček, Stanislav Rykalský, Michal Susko	Make Games a Better Fun	TP12	TP CUP
24	Martin Habovštiak, Erik Matejov, Tomáš Morvay, Albert Prágai, Peter Protuš, Miroslav Siro, Natália Trybulová	DrVR – Vehicle Controlled with Help of Virtual Reality Head-mounted Display	TP13	TP CUP
44	Barbora Brocková, Matej Čaja, Martin Číž, Peter Kyseľ, Adam Lieskovský, Daniel Uderman, Michal Viskup	Appmonitor: Replacing Traditional Logging Mechanisms in Software Applications Monitoring	TP14	TP CUP
61	Michal Cihák, Michal Gajdoš, Lukáš Masár, Pavol Michálek, Vladimír Oswald, Matúš Pikuliak, Tomáš Sýkora	Happen: Event Based Social Network	TP15	TP CUP
94	Dominik Melaga, Andrej Piliar, Pavol Poljak, Lukáš Putala, Milan Smoleňák	Eyeblink – Evaluation of User's Eye Blinking Frequency	TP16	TP CUP
98	Martin Cibula, Marek Černák, Vladimír Demčák, Ján Krivý, Jozef Melko, Martin Šustek	Automated Exploration of Citation Data for the Purpose of Assessment Factors Acquisition	TP17	TP CUP
104	Jana Egriová, Alexander Ferenčík, Richard Filipčík, Tomáš Melicher, Juraj Slavíček, Jaroslav Zigo	AdHunter – Outdoor Crowdsourcing of Visual Smog	TP18	TP CUP

Číslo panela: TPAC (napr.: TP15)

TP = TP Cup

A = blok (1, 2)

C = panel (1, 2, 3, 4, 5, 6, 7, 8, 9)