### "DUNAREA DE JOS" UNIVERSITY OF GALATI





# FACULTY OF AUTOMATION, COMPUTERS SCIENCE, ELECTRICAL AND ELECTRONICS ENGINEERING

## **ISEEE-2017**

The 5<sup>th</sup> International Symposium on Electrical and Electronics Engineering

October 20-22, 2017 Galați, Romania

### **General PROGRAM**





#### "Dunărea de Jos" University of GALATI

## Faculty of Automation, Computers Science, Electrical and Electronics Engineering THE 5TH INTERNATIONAL SYMPOSIUM ON ELECTRICAL AND ELECTRONICS ENGINEERING

#### http://www.aciee.ugal.ro/ISEEE/2017

**THE 5TH Edition** 20-22 October, 2017

ISEEE-2017 – AT A GLANCE												
Friday, 20 October												
8.00 - 10.30		Registration	Aula Magna, Domneasca 111									
10.30-19.00		Registration	in front of Faculty's Secretariat, Y Building, 1st floor									
9.00-9.30		Opening Ceremony	Aula Magna, Domneasca - 111									
9.30-10.30		Plenary Session	Aula Magna, Domneasca - 111									
10.30-11.00		Coffee break	Stiintei street -2, Y Building, 1st floor, room Y 105									
			Y Building, 1st floor									
11.00-13.00	TS I	<b>Room Y-106</b>	Room Y-606	<b>Room Y-101</b>	Room Y-405	<b>Room Y-102</b>	Room Y-605					
		TS 1	TS 2	-	TS 3	TS 4	TS 5					
13.00 - 14.30		Lunch break	Room Y 105									
14.30-16.30			Plenary Session, 1st floor, Room Y 106									
16.30 - 17.00		Coffee break	Stiintei street -2, Y Building, 1st floor, room Y 105									
17.00 - 19.00	тѕп	Room Y-106	Room Y-606	Room Y-101	Room Y-405	Room Y-102	Room Y-605					
		SS 1	SS 2	Special Session (SS) 4	SS 3	TS 6	TS 7					
20.00 - 23.00		Gala Dinner	Vega Restaurant									

Laboratory visit

Saturday, 21 October 2017											
8.30 - 13.00		Registration	in front of Faculty's Secretariat, Y Building, 1st floor								
09:00 - 10:30		Plenary Session, 1st floor, Room Y 106									
10.30-11.00		Coffee break	Stiintei street -2, Y Building, 1st floor, room								
		Room Y-106	Room Y-606	Room Y-101	Room Y-405	Room Y-102	Room Y-605				
11.00-13.00	TSIII	TS 8	TS 9	-	-	TS 10	-				
14:00 - 17:00		Boat trip on Danube river									