Edition No. 9

COMPANY PAPERS

September 2012

Table of Contents

Technology as a Lifestyle

On the occasion of the so called "Leather Edition" of Codespring Company Papers, we are celebrating 3 years of reporting and analysis of cutting-edge topics related to the IT&C industry! Thanks to our readers and partners, this project has been appreciated at international level as a reliable information provider.

In order to keep up with expectations, this time we bring to your attention Cluj-Napoca as a star destination for IT services: favourable context and quality output led to the foundation of Cluj IT Cluster. The growing appetite for technology and the way we use it is making electronic & high-end providers rethink their business model, as presented in the industry insight report. Next, we put a focus on how Codespring is involved in mentoring IT talents since their college years. As a thinking point, a discussion about HCI (Human-Computer Interaction) and the role of user experience (UX) aims at predicting changes that are about to happen in this particular field.

The hottest topic for this autumn edition is that USERS are the centre of our solutions and designs. Whether we speak about corporate users or non-corporate end-users, their demands and expectations should be met and their feedback should be valued for further business and product development. Apparently, Cluj IT community has learnt this lesson and Codespring is one of the active promoters of such approach.

Technology is no longer only a mean of controlling our environment, it became a contemporary lifestyle.

Codespring Team.

Romania Opens Cluj-Napoca IT Cluster

Economic Premises

Gross Domestic Product output in the EU followed a contraction line in the second quarter of 2012 both among member states of the Union and the euro zone countries. Romania's GDP growth, however, is remarkably outperforming the figures of its CEE peers: Romania was one of the nine EU states to achieve both quarter on quarter (QoQ) and year on year (YoY) growth and registered the 4th highest economic growth rate in EU in Q2 2012.

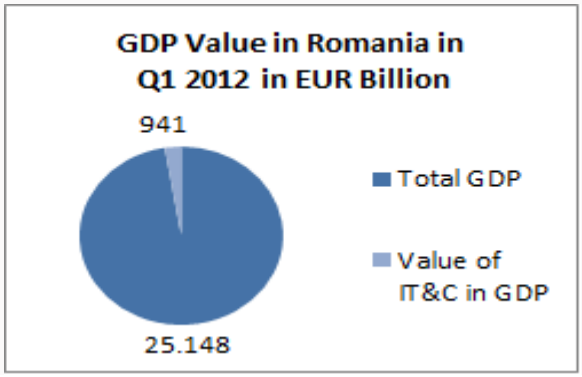

Figure 1: Romanian GDP Evolution in 2012. Source: National Statistics Institute (INS).

While in the previous quarter GDP in both the euro zone and the EU27 was down 0.2%, Romania scored 0.5% higher in Q2 2012 against Q1 2012, preceeded by Sweden (1.4%), Latvia (1%) and Slovakia (0.7%). Comparing Q2 2012 to the same period last year, the euro zone's GDP fell by 0.4%, while the decrease for the EU27 was 0.2%. Meanwhile, Romania's GDP was up by 1.7% in Q2 2012 than in Q2 2011. Romania's GDP performance was among the best in Europe.

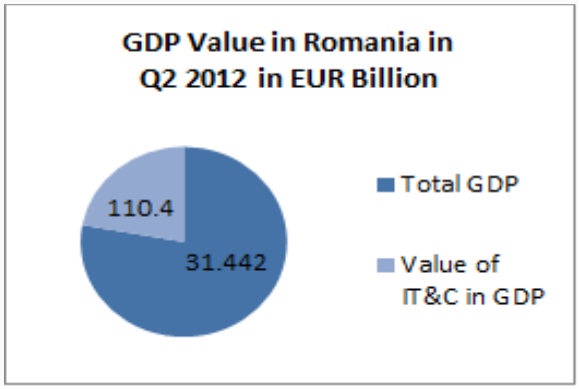

Figure 2: Romanian GDP Evolution in 2012. Source: National Institute of Statistics.

Neighbouring Bulgaria recorded a more modest growth with 0.5% improvement on a YoY basis. Latvia occupied the pole position based on the YoY GDP increase in the EU with 4.3% GDP growth, followed by Slovakia with 2.9% and Lithuania with 2.7% GDP expansion. Flash estimates published by Eurostat, the statistical office of the European Union, reveal that CEE countries generally had a better GDP performance than the Western European countries.

Table 1: Growth Rates in GDP in Volume, Based on Seasonally Adjusted Data. Source: Eurostat.

Economic area	Percentage change compared with Q1 2012	Percentage change compared with Q2 2011
EA 17	-0.20	-0.40
EU 17	-0.20	-0.20
Bulgaria	0.2	0.5
Czech Republik	-0.2	-1.2
Estonia	0.4	2.5
Latvia	1.0	4.3
Lithuania	0.4	2.7
France	0.0	0.3
Germany	0.3	1.0
Hungary	-0.2	-1.0
Romania	0.5	1.7
Slovakia	0.7	2.9

Romania's estimated H1 2012 GDP is put at EUR 56.590 billion gross series, according to data released by the National Statistics Institute (INS). The IT&C industry contribution to the national GDP is 3.6%. Inflation is expected to remain lower in 2012 and 2013 compared to previous years, within the upper margin of the BNR's 3%±1 point target band. On this basis, the EC services' Spring 2012 Forecast projects annual HICP inflation to average 3.1% in 2012 and 3.4% in 2013.

Table 2: Adjusted GDP growth Projections for 2012.

Institution	Estimation for GDP Expansion
EC	1.4%
The Romanian Government	1.2%
Oxford Economics	1.0%
COFACE	0.9%
IMF	0.9%
ING	0.5%

The Fraser Institute ranks Romania 36 in the world with a score of 7.41 out of 10 for economic freedom. Data from 2010, the most recent available stays at the basis of the report and the number of countries assessed has increased to 144. Romania has made major improvements since the last report, as it was ranked 48th out of 141 countries put under scrutiny last time.

The Fraser Institute places Romania in the top quartile, way ahead of its CEE neighbours, being preceded only by the Slovak Republic who occupies the 33rd place with 7.45 points. Other neighbouring countries from the region received a least favourable ranking in comparison to Romania: Bulgaria 45th (7.33), Poland 48th (7.31), Czech Republic 58th (7.16), Hungary 64th (7.08), Moldova 85th (6.75), Ukraine 122th (5.94). The Fraser Institute assesses five main areas to establish an overall economic freedom score. The five areas – Size of Government, Legal System and Property Rights, Sound Money, Freedom to Trade Internationally and Regulation – are further split into various subsections.

Cluj-Napoca IT Cluster

In response to such favourable economic conditions, Romania has become a highly attractive sourcing destination for companies looking for offshore/near shore software engineering and business process outsourcing. Strong governmental and institutional support, increasing investments by international and local IT companies, stabilizing socio-economic conditions and solid academic background are the key drivers that are pushing Cluj-Napoca, the second largest city in Romania, after the capital, to the forefront of outsourcing software service destinations.

KPMG Advisory places Cluj-Napoca amongst the first 31 word destinations for investments in the field of information technology, pointing out the key aspects that make the city a location of choice: professional labour pool, attractive costs and geographic proximity.

In 2012 Cluj-Napoca appears for the first time on Tholons' list of leading locations for outsourcing services. Global service and outsourcing consultancy firm Tholons included in his *Top 100 Outsourcing Cities 2012* report Cluj-Napoca as a new entry and positioned the city on the 96th place on the global map of top outsourcing destinations. The report classifies outsourcing locations into three groups: Established, Emerging and Aspiring. There are also locations "On Tholons Radar" which aspire to be included in future reports.

The Ministry of Economy (MECMA) wants to create a new growth pole in Cluj-Napoca, focused on research, innovation and IT services made up of IT companies following the Silicon Valley model.

Table 3:Top Outsourcing Destinations from Eastern Europe. Source: Tholons Top 100 Outsourcing Cities 2012.

Rank	Country	City
Rank 11	Poland	Kraków
Rank 20	Czech Republic	Prague
Rank 27	Hungary	Budapest
Rank 31	Czech Republic	Brno
Rank 33	Russia	St. Petersburg
Rank 38	Poland	Warsaw
Rank 44	Romania	Bucharest
Rank 46	Russia	Moscow
Rank 50	Slovakia	Bratislava
Rank 51	Bulgaria	Sofia
Rank 52	Estonia	Tallinn
Rank 54	Slovenia	Ljubljana
Rank 56	Ukraine	Kyiv
Rank 65	Russia	Nizhniy Novgorod
Rank 78	Poland	Wroclaw
Rank 91	Ukraine	Lviv
Rank 93	Russia	Novosibirsk
Rank 95	Serbia	Belgrade
Rank 96	Romania	Cluj-Napoca
Rank 99	Belarus	Minsk
Rank 100	Croatia	Zagreb

"The first growth factor are the small and medium IT companies in the area. Their activity brought Cluj - Napoca among the top three cities in Romania in terms of revenues coming from IT and on the first place in terms of revenues brought from export. This opening to export and especially to the markets in the European Union and the US, the fact that the companies in Cluj-Napoca cover a large range of IT services, the fact that there is both Romanian and foreign capital within these companies' shareholder structure indicate the possibility to reach high capacities of growth within this cluster-type of organisation," reads in the release.

The second growth factor is the proximity of some of the major universities in Romania, (Technical University and Babeș-Bolyai University) whose large number of students can provide the human resources necessary to develop this cluster.

The third growth factor will be the support provided by the Romanian Government. Inherent advantages of such public-private partnerships are foreign investment-conducive ecosystems for software development and software outsourcing services. In response to global challenges, service providers are tapping into alternative markets and diversify the potential risks of being highly reliant on the top client markets. As geographical niches are carved out, Cluj-Napoca is poised to emerge as one of the key software outsourcing destinations in CEE.(T.Sz.)

Electronics & High-Tech: A Lifestyle Industry?

Since electronic and high-tech companies have successfully entered the consumer market, technology became part of our life just like clothing or travelling. The appetite for newest technologies is growing and companies must keep up with consumer preferences just like fashion companies do it. 2012 marks technology as top trendsetter in most consumer related topics.

High-Tech Availability Shifts Patterns

When speaking about high-technology we were used to think of "cutting-edge" technology and "latest technologies" that were available for companies in the technology intense industries: automotive, software, telecommunications, aerospace and so on. But the spread of computing technologies among consumers has accelerated innovation processes and made specific "latest technologies" accessible to hundreds of millions of buyers.

According to the 2011 Accenture Consumer Electronics Products and Services Usage Report, "*as a spending category consumer technology is ranked by majority of consumer as a top three priority (in Japan is top priority)".* The survey has been led at global scale and reveals the importance of new technology in our daily activities.

As presented in the table on the right, from a total of 19 technologies that have been analysed computer and mobile phone are the top owned technologies around the globe. Smartphones are situated on the 10th place but have a growing trend: the total smartphone purchase is expected to grow by 26%. The greatest expectations refer to the Tablet PC (estimated to grow by 160%) and the 3D TV *estimated to grow by500%). These changes in ownership indicate the desire for assimilating new technologies, turning others into "obsolete technologies".

The challenge for the electronic and high-tech companies acting on the consumer market will be to manage to follow and to predict users' preferences and behaviours. The search for winning ideas will be more fierce, as well as the battle for untapped sources of expertise. Investment in continuous innovation and consistent quality over time along with seamless services might be the right solution.

Rank	Consumer Technology	Power Trend
1	Computer	-39%
2	Mobile Phone	-56%
3	Digital Photo Camera	-45%
4	DVD Player	-57%
5	Regular TV	-50%
6	High-Definition TV	9%
7	Portable Music Player	-37%
8	Game Console	-25%
9	VCR	0%
10	Smartphone	26%
11	GPS	11%
12	Digital Video Camera	50%
13	Portable Gaming Device	-25%
14	DVR	0%
15	Netbook	22%
16	Blu-ray Player	120%
17	Tablet PC	160%
18	E-book Reader	133%
19	3-D TV	500%

Figure 3: 2011 Consumer Technology Power Rankings. / **Power trend calculated as (% intending to purchase next year - % purchased last year)/% purchased last year; Source: 2011 Accenture Consumer Electronics Products and Services Usage Report, February 2011

have overpassed the average mature-markets consumers in using new technologies. They also use to a greater extent the functional features and applications of the devices they buy.

Focus On Innovation

How to keep up with trends and increased user experience demand? This is probably the toughest question CEO's may face. The market has been witnessing so many „season success stories" that failed at maintaining positions and delivering consistent services! In order to prevent such scenario, a clear and sound innovation strategy should be implemented. R&D activities should be paired with consumer research and usage forecasting.

Back to The Basics: User is King

Even in this completely new landscape old lessons prove useful: electronic & high-tech companies must learn about their consumers just the way lifestyle companies have been studying theirs for decades. On top of this, the success of these companies may rely on the degree to which they are able to embody the values and aspirations of their target consumer groups.

From packaging, to technical service and live experience with the brand, everything must be carefully orchestrated around the users. As Jesse James Garrett describes it: „*What makes people passionate, pure and simple, is great experiences. If they have great experience with your product [and] they have great experiences with your service, they're going to be passionate about your brand, they're going to be committed to it. That's how you build that kind of commitment*."

What About the "Cutting-Edge"?

Engineering in electronics and high-tech sectors such as: artificial intelligence, biotechnology, energy, instrumentation, nanotechnology, optoelectronic' s, robotics, telecommunications or aerospace – needs one of the most sensitive and exploratory type of software development techniques and tools. These explorations lead to unparalleled discoveries that may turn into disruptive technologies. The womb may be research centres and institutes, R&D departments or other assigned units. What is sure is that on the mass market companies will promote only technologies that are reliable, safe and widely tested. The story of electronics & high-tech industry is living proof of how innovation can be integrated in our lives and how users can participate to the development of your product or service, no matter how original it may be. (D.C.)

Codespring Electronics & High-Tech Expertise

Codespring software development team has a sound expertize in delivering solutions for electronics engineering and high-tech engineering systems. Our work has impact on designing communication equipments and systems, computers and peripherals, consumer electronics and security systems.

Dedicated teams are assigned to develop specific software, tools or various add-on' s. Rigorous testing, work according to different software development models are at home with Codespring. Developments for high-tech sectors require the fastest and the most witted teams, therefore we happily invite you to the Codespring centere in Cluj-Napoca.

Electronics & High-Tech Work Examples

The ElementManager is a versatile application framework. The challenge and the main design idea was to create an easily extendible and customizable application that can be used in different circumstances for various purposes without the necessity to alter code.

The ElementManager is based on the micro-kernel architectural pattern. The application is shipped as a set of core components providing services for the set of pluggable components /plug-ins which are designed to solve application domain specific problems. Separation of the lower level services provided by the micro-kernel/internal services and the higher level application domain policies improves the maintainability and extensibility of the system.

The ElementManager has a variety of applications ranging from video surveillance, automation, digital signature and many others. The application is based mainly on .Net, C# and XML but certain modules were developed in C++.

Mentoring IT Talents. A Babeș-Bolyai University and Codespring Collaboration

Combining academic training with practical experience under the guidance of a qualified and experienced mentor is the best way to learn and develop professional competences. Looking forward, on the initiative of the Faculty of Informatics and Mathematics of the Babeș – Bolyai University, Hungarian Department, with the support of the Farkas Gyula Association for Mathematics and Informatics, in collaboration with Codespring, the Romanian academic and private sector has launched a mentoring program to expand practical training in information technology.

Concept. Objectives. Program Suitability.

The mentorship program is meant to raise awareness of the role and weight of practical IT training and offers students practical training experience combined with work in order to attain industry specific marketable skills.

The concept of the mentor program is to ensure access to professional knowledge and hands-on experience required by active IT market participants via practical internships spent at economic organisations.

In addition to this, the program provides appropriate professional framework and consultancy for students writing their B.Sc. thesis and facilitates the transit from the academic world to the field of work. Work combined with practical training and acquired marketable professional knowledge can lead to the qualitative upvaluation of the Romanian IT education.

Likewise, the mentor from the software company gains a plethora of beneifts: the opportunity to test new ideas, the challenge to discuss with people who have fresh perspectives and who are yet not part of the organisation, the chance to improve interpersonal skills in giving advice, listening and leading and the motivation to share experience and knowledge are among the major wins of this program for the project managers engaged in mentorship.

Measurable Outcomes

The mentorship was launched in February 2012, involving 9 students who participated in a professional internship at Codespring for half a year. The Codespring mentored two projects carried out within the framework of the *Common Project* course.

The functionality of the first project called *Red Dog* is to to edit and visualize large amounts of POI files, and to store them in MongoDB.

The other project team has developed a video player that can play more videos simultaneously in a way that it shares the screen between different matrices based on a certain configuration so that each cube can run freely a different video and each of them can be zoomed in and out. The desktop application was developed in WinForms and plays the videos with the help of VLC player's ActiveX control. The video player can be remotely directed via the internet. The application has multiple areas of usability: it can serve security purposes in a video surveillance system for

> "For me, it was a valuable experience. It was a success story because we have been working on a real project that actually is being used. It was not about theoretical scenarios. Also, we have learnt that the application does not only have to comply with functional requirements, but the architecture and the code behind has to meet quality standards so that anybody could easily jump in and take over the development immediately."
>
> **S. Zoltán**
> BBU Student, *Red Dog* Project Team

example, or it can be used for multimedia content management at airports or showrooms.

Summer Internships

Beginning from July, the mentor program continued with a summer internship with 11 students who participated at a three-week summer practice at Codespring. Under the professional guidance of project managers from the Cluj-Napoca based software-house the second-year students have written add-ons in GWT to the web application of the iSpeedCam, a Codespring product for iPhone users. In addition to this, they succeeded in visualizing statistical data in treemap format, have developed such Maven add-on to the Maven Build System, that can start and stop the MongoDB server and execute different commands on it. Furthermore, the students have written a Vaadin component that can visualize large log files in Vaadin table format. Also, with the help of WPF technology they have developed a framework that enables writing complex applications based on a number of separate modules.

> "Under the *infooktatas.ro* framework we have had a very successful collaboration with IT companies in the 2011/2012 academic year. More than 30 students participated in six projects, and everyone was able to show good results. Codespring was among our most active partners, coordinating two very successful common projects. The fact that most students participating in common projects at Codespring have continued their summer internship at the company demonstrates how good and how useful this collaboration for students was. Instead of the required two weeks the students have spent two months at Codespring and the company rewarded their diligence with serious scholarships. Many of the students write their BSc thesis under the joint coordination of the university and the company. We hope that by the end of the 2012/2013 academic year, at least five remarkable BSc exams will confirm the success of this collaboration."
>
> **Károly Simon**
> Lecturer at Babeș-Bolyai University
> Faculty of Mathematics and Informatics

Among other accomplished projects, the mentees have coded an application that can generate documents based on a Word template with the use of a database.

What's more, another iPhone product of Codespring has been enhanced with a statistics calculating feature which has been implemented in the SpeedGuard and measures how much time the user spends on different screens of the product and traces which buttons have been activated. In addition to this, they introduced a new settings page, where the user can set the vibrating, sound, volume and speed tolerance of the application.

> "I appreciated the open mind of the project leaders and the collective knowledge of the group to base on. I could ask questions any time, I have always received professional advice. We were one team with the project coordinator, sharing the same goal."
>
> **L. Máté**
> BBU Student, *Red Dog* Project Team

Mentoring BSc theses and MSc dissertations

As part of the mentoring program, the Codespring project managers assist students with professional advice in writing their BSc thesis or MSc dissertations.

Codespring is happy to play an active part in the mentoring program. We thank the students for accepting the challenge and wish the students success in their professional careear. Codespring also thanks the BBU university for the outward-looking mindset and is open to continue this joint collaboration. (T.Sz.)

HCI (Human-Computer Interaction): On the Verge of Change

Does “Siri”, “Evi” or “S Voice” sound familiar to you? Do you use “tap screen” or “swipe screen” for explaining a game on the mobile phone? If yes, it is because we are all witnessing a spectacular technology drift in the way we interact with computers. We are at the point where we can give a command to our computing devices empty-handed! This incredible achievement is due to those visionaries who aimed to make the interaction between the human and the machine faster, simpler and more efficient. Their findings and newest dilemmas are the core of Human-Computer Interaction (HCI) field.

If the “mouse” proved to be an almost providential innovation for the information technology science, what would the empty-handed technologies make out of it? Will HCI developments be the prelude of spreading sophisticated artificial intelligence among people? Undoubtedly, technologies enabling HCI render cutting-edge topics that call-out for debate.

Dissection of HCI

In order to sense the complexity of HCI discipline, one must look at the elements involved. On one side we have the human or the user; on the other side we have the computer. The two elements interact or better said they communicate for a given purpose. In computing terms the user will provide input, and the computer will release output. The type of input the computer program accepts and the type of output the computer program delivers will determine the user interface (UI).

The technologies that enable HCI input have evolved from non-perceptual ones (keyboard, mouse, joystick, data gloves, pens, tangible devices or touch surfaces) to perceptual technologies (vision, audio, remote sensing). On the way, technologies for HCI output have also made revolutionary steps from more and more performant displays to complex 3D environments. What is even more interesting is that there are a set of technologies that enable “input further out”: gesture based (used in games and virtual reality), haptics (where hand gestures and eye movement trigger commands), bio-metrics (fingerprint identification, retinal scan) and thought based technologies (where the computer programme interprets brain patterns voluntarily generated by the user as predefined commands). HCI integrates computer science, human behaviour science and other related fields. Due to its multidisciplinary character, HCI opens the road to discovery and innovation.

Rethinking Gestures in HCI

In HCI terms, gestures have a slightly different meaning than we are normally used to. There are certain styles that have a great impact on the user interface and help us position specific developments in clearer categories.

In our colloquial terms “manipulating” objects that we see on various displays seem quite common. Verbs like “dragging”, “moving” and “clicking” have emerged along with the use of the famous mouse, followed by the stylus. This type of manipulation gestures are related to 2D objects. Manipulating 3D objects is a natural action for the humans, but it was a very difficult step in the HCI discipline. Today, we assimilate in this category the miming of manipulating physical objects (like we can experience in virtual reality) and the actual manipulation of real objects that will be mapped on to a virtual object.

A second impactful style of gestures in the HCI development is the semaphoric gesture. In the contemporary society we are quite used with semaphores as visual signs given by using flags, lights or arms that have a distinct pre-set meaning (for example: red means stop; green means start). The same logic has been applied in the attempt of building software that will associate a certain movement or posture of the human body arms. Even if less used at the beginning, the concept of “intelligent environments” enhanced the use of simple pre-set gestures for turning on the TV, the lights in the house and other different simple commands.

Next, we must mention deictic gestures. In this case we use the pointing to objects in order to establish its spatial location within a given context. Pointing may be regarded as part of the manipulation gesture, but there are also exclusive deictic gestures in the

HCI. Their usage spans from desktops, to mobile devices and virtual reality.

In close relation with semaphoric gestures, we note language gesture. Finger spelling is such an example. The difference is, that in contrast with semaphoric gestures, the symbols of each gesture is pre-stored in the programme, but the input will come under a structured grammatical form so that the computer will have to interpret the entire "sentence". The aim is to communicate not to command.

Last, the one that is the closest to natural communication is gesticulation. It normally accompanies speech and the challenge is for the computer to contextually interpret the user's gestures without any pre-recordings. When this side of HCI will be achieved, we can say that we will have a close-to-natural communication with the computer.

The Role of the Users

A leading thought for HCI specialists is that technology must serve humans and not vice versa. That is why the USER must be in the centre of interface design researches. When people find it easy and natural to interact with any given technology, they will be satisfied and will continue using it. Often users will take a given product or solution and will use it in ways that the initial design team has never thought of. That is why feedback from users and evaluation with non-specialist is so valuable. They may trigger new ideas and new approaches. In this logic the necessity of prototyping and testing withn potential users arises.

Users spread technologies that they find useful, fun and comfortable. Due to enhanced communication and collaboration tools users change the learning curve of using new technologies. Exchange of information about a device and how it works in many different situations can be a good lesson for those who built it.

In the end, users will decide if a technological innovation has the good shape, if it does well what it was designed for and if the overall experience corresponds. Beyond user interfaces and usability engineering, user experience (UX) has become a major component of the HCI discipline. Mobile, ubiquitous, social and tangible computing technologies propelled HCI in so many aspects of our lives, that the rapid evolution of this field is inevitable.

A Matter of Freedom

While analysing the key factors, other than the users, that are shaping HCI developments it seemed more and more obvious that it is all about feeling FREE! Our desire not to handle large physical objects and not to be constrained to make unnecessary movements in order to get to them has engendered the digitisation wave and the mobile devices phenomenon. The amount of data that we can now access and handle is huge. But we are free to consume and generate even more information. We are free to customize content and even interfaces in order to have a better user experience.

Due to the recent hyper-connectivity we are less time and location dependent. We can communicate at what hour we want, on almost any part of the globe and receive feedback almost in real time. Now that HCI has set our bodies and hands free, we will be able to focus on other activities while continuing to speak, to walk or other. The feeling of freedom is giving us new perspectives and a multitude of choices.

The Other Side of the Coin

The most prevalent result of HCI evolution appear to be "intelligent homes", "intelligent cars", "intelligent environments" and even more "intelligent devices". To some extent these concepts hide the fact that it implies technology-dependency and too much connectivity may become a psychological burden.

On the long term humans are facing a major shift of skills in direct relation with the technology-level of their proximal community. Changes in the way of learning and thinking have been subject of many researches in the last years. The visible impact on social interaction has not revealed yet its true implications as the hyper-connected generation is barely blossoming.

Sensitive to Change

As a main characteristic of the human species we must notice the ability to adapt. This is possible because our body and mind is sensitive to change. While HCI findings progress towards natural language processing the main focus will be on integrating useful technologies so that the users take advantage of this power surplus. Being a hybrid science, HCI unleashes imaginative alternatives that may open Pandora's Box.(D.C.)

Codespring at Matching 2012 Italy

September 2012

Codespring will participate at Matching 2012, an event promoting business relations and facilitating the sourcing of suppliers and customers, with special focus on Agrifood, Construction, Energy Environment and Sustainability, Mechanical Engineering, Healthcare, Information Technology and Logistics sectors. The international business meeting is due to take place in Rho, Milan, Italy, between the 26th and 28th of November, 2012.

iSpeedCam Latest Version is Out!

September 2012

Dear drivers, we thank those who are already using our iSpeedCam app for their travels and we invite the rest of you to try it too. Today, a new version has been released and you may have this update FOR FREE! The highlights of the 2.2.0 version are: faster POI files import and social platform outlook. Massive bug fixes and performance improvements have been undertaken in order to make the app more reliable and more efficient for the users..

2012 Summer Internship Output

August 2012

As we have announced earlier, the Summer Internship 2012 edition has started on the 11th of July and will finish on the 31st of August 2012. This year, 11 students from the "Babes – Bolyai" University and Technical University of Cluj-Napoca have been selected to attend the program. The chance of working on real projects has definitely challenged the aspiring ITC professionals. Codespring team has once again showed our involvement in revealing the potential of the new generation.

Cisco Networking Academy grants No. 1 Position to Romanian IT Brains

August 2012

In 2012, for the second year in a row young Romanian Computer Science Talents are the winners of the Cisco International NetRiders IT Skills Competition. The prestigious technology competition of the Cisco Networking Academy was organized in Central and Eastern Europe (CEE), Russia, Commonwealth Independent States (CIS), Middle East and Africa. This year Alexandru-Cătălin Bujor from Romania collected the overall top male score among Europe, Middle East and Africa (EMEA) NetRiders Winners, while this result was scored a year before by Romanian Liviu-Valentin Bleotu.

Math Genies Rank Romania 1st in Europe, 10th in the World

July 2012

Romania was ranked 1st in Europe and 10th in the world at the International Mathematical Olympiad (IMO) in 2012. Omer Cerrahoglu and Radu Bumbăcea won gold medals at IMO 2012, organized this year in Mar del Plata, Argentina between the 4th and 16th of July. Octav Drăgoi, Ioana Tamas and Ștefan Ivanovici were granted with silver medals, while Ștefan Spătaru was awarded a bronze medal.

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