INFORMAŢII PERSONALE



Nume / Prenume	**Schipor Ovidiu – Andrei**		
Adresă	jud. SUCEAVA, com. PATRAUTI, nr. 8, 727420 (Romania)		
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Website	www.eed.usv.ro/~schipor		
Profil Google Scholar			
Data naşterii	**30.11.1979**	Naţionalitate	**Română**

EXPERIENŢA PROFESIONALĂ

Perioada	**2024-prezent**
Funcţia sau postul ocupat	**Profesor**
Numele şi adresa angajatorului	**Universitatea Ștefan cel Mare din Suceava**
Tipul sau sectorul de activitate	**Educație și cercetare**
Activităţi şi responsabilităţi principale	**Susținere de activități didactice** **Desfășurare de activități de cercetare**

Perioada	**2017-2024**
Funcţia sau postul ocupat	**Conferențiar**
Numele şi adresa angajatorului	**Universitatea Ștefan cel Mare din Suceava**
Tipul sau sectorul de activitate	**Educație și cercetare**
Activităţi şi responsabilităţi principale	**Susținere de activități didactice** **Desfășurare de activități de cercetare**

Perioada	**2009-2017**
Funcţia sau postul ocupat	**Șef de lucrări**
Numele şi adresa angajatorului	**Universitatea Ștefan cel Mare din Suceava**
Tipul sau sectorul de activitate	**Educație și cercetare**
Activităţi şi responsabilităţi principale	**Susținere de activități didactice** **Desfășurare de activități de cercetare**

Perioada	**2004-2009**
Funcţia sau postul ocupat	**Preparator, Asistent**
Numele şi adresa angajatorului	**Universitatea Ștefan cel Mare din Suceava**
Tipul sau sectorul de activitate	**Educație și cercetare**
Activităţi şi responsabilităţi principale	**Susținere de activități didactice** **Desfășurare de activități de cercetare**

EDUCAȚIE ȘI FORMARE

Perioada	**2023**
Calificarea / diploma obținută	**Abilitare în domeniul Calculatoare și tehnologia informației**
Denumirea şi adresa organizaţiei de educaţie / formare	**Universitatea Ștefan cel Mare din Suceava**

Perioada	**2010-2013**
Calificarea / diploma obținută	**Bursă postdoctorală**
Denumirea şi adresa organizaţiei de educaţie / formare	**Universitatea Ștefan cel Mare din Suceava**

Perioada	**2004-2009**
Calificarea / diploma obținută	**Studii doctorale în domeniul Calculatoare și tehnologia informației**
Denumirea şi adresa organizaţiei de educaţie / formare	**Universitatea Ștefan cel Mare din Suceava**

Perioada	**1998-2003**
Calificarea / diploma obținută	**Licență inginer Calculatoare**
Denumirea și adresa organizației de educație / formare	**Universitatea Ștefan cel Mare din Suceava**

COMPETENTE PERSONALE

Competențe de comunicare	**Engleză C1**
Competențe organizaționale / manageriale	**Director al Departamentului de Calculatoare: 2022-prezent** **Director al Centrului Cloud-USV: 2022-prezent**
Competențe și aptitudini sociale	**Excelent**
Competențe digitale	**Excelent**
Alte competențe personale	**Leadership**

Limbi străine cunoscute **En**	**Înțelegere**		**Vorbire**		**Scriere**
	Ascultare	Citire	Participare la conversație	Discurs oral	Exprimare scrisă
Nivelul	C1	C1	C1	C1	C1

Niveluri: A1/2: Utilizator elementar; B1/2: Utilizator independent; C1/2: Utilizator experimentat

INFORMATII SUPLIMENTARE

Publicații	Cărți și capitole de cărți publicate la edituri internaționale	**1**
	Cărți și capitole de cărți publicate la edituri naționale	**5**
	Lucrări științifice publicate în reviste cotate ISI	**17**
	Lucrări științifice publicate în reviste și volume de conferință indexate ISI (ne-cotate ISI)	**16**
	Lucrări științifice publicate în reviste și volume de conferință indexate în baze de date internaționale (altele decât ISI)	7
	Alte lucrări științifice publicate în reviste și volume de conferință (neraportate la categoriile anterioare)	
Invenții	Brevete acordate de Oficii Internaționale de Brevetare	
	Brevete acordate de Oficiul de Stat pentru Invenții și Mărci	
	Cereri de brevete înregistrate la Oficii Internaționale de Brevetare	
	Cereri de brevete înregistrate la Oficiul de Stat pentru Invenții și Mărci	

Contracte de cercetare și transfer tehnologic	Câștigate prin competiție internațională	
	Câștigate prin competiție națională	**3**
	Cu terți	
Granturi didactice	Câștigate prin competiție internațională	
	Câștigate prin competiție națională	
	Cu terți	

Publicații și brevete premiate	Premii acordate de organizații internaționale	**3**
	Premii acordate de organizații naționale	
	Premii acordate de organizații cu caracter regional sau local, terți	
Alte distincții	Distincții acordate de organizații internaționale	
	Distincții acordate de organizații naționale	1
	Distincții acordate de organizații cu caracter regional sau local, terți	

Anexe: Liste de lucrări, invenții, proiecte și distincții (*integral* sau *selecție*)

Data: 10.01.2026 **Semnătura**

Research Projects

1. **NetZeRoCities – The National Competence Center and solutions for the development of climate-neutral smart cities**
   Funded by PNRR, 760007/30.12.2022
   https://netzerocities.upb.ro/
   USV Responsible for P5 (Smart Campus & Digital Twins), 2023 - 2026
2. **AIBILITIES – Generative artificial intelligence for interactive technologies adapted to users with disabilities**
   Funded by UEFISCDI, Romania (PN-IV-P7-7.1-PTE-2024-0434, 2PTE/2025)
   https://mintviz.usv.ro/projects/A(I)BILITIES/index.php
   Researcher, 2025 - 2026
3. **MERITT – Health and Active Aging through Serious Games and Artificial Intelligence**
   Funded by UEFISCDI, Romania (PN3-P2-1177/30.06.2022, 97PTE/2022)
   http://www.citst.ro/cms/index.php?id=meritt
   USV Project Manager, 2022 – 2024
4. **Cloud USV**
   Funded by European Fund Regional Development (POC, SMIS 2014+ 124530)
   http://cloud.usv.ro
   Project Manager, 2021 - 2023
5. **Sensorimotor Realities**
   Funded by UEFISCDI, Romania (PN-III-P4-ID-PCE-2020-0434; PCE29/2021)
   http://www.eed.usv.ro/mintviz/projects/SensorimotorRealities
   Researcher, 2021 - 2023
6. **WearSkill: Motor-Streamlined Interactions with Smart Wearables**
   Funded by UEFISCDI, Romania (PN-III-P2-2.1-PED-2019-0352, 276PED/2020)
   http://www.eed.usv.ro/mintviz/projects/WearSkill
   Researcher, 2020 - 2022
7. **Sensory Augmentation for Low-Vision Conditions using Smart Wearables**
   Funded by UEFISCDI, Romania (PN-III-P1-1.1-TE-2016-2173, TE141/2018)
   http://www.eed.usv.ro/mintviz/projects/Senses++
   Researcher, 2018 - 2020
8. **Efficient Communications based on Smart Devices for In-Car Augmented Reality Interactive Applications**
   Funded by UEFISCDI, Romania (PN-III-P1-1.2-PCCDI-2017-0917, 21PCCDI/2018)
   http://carsafe.cerva.ro/en
   Researcher, 2018 - 2020
9. **New Interaction Techniques for Smart Environments at the Periphery of User Attention**
   Funded by UEFISCDI, Romania (PN-III-P3-3.1-PM-RO-CN-2018-0032, 3BM/2018) & Ministry of Science and Technology, China
   http://www.eed.usv.ro/mintviz/projects/PeriphInt
   Researcher, 2018 - 2019
10. **MotorSkill: Effective Gesture Interactions with Touch Surfaces for Motor Impairment Conditions**
    Funded by UEFISCDI, Romania (PN-III-P2-2.1-PED-2016-0688, 209PED/2017)
    http://www.eed.usv.ro/mintviz/projects/MotorSkill
    Researcher, 2017 - 2018
11. **Interaction Techniques with Massive Data Clouds in Smart Environments**
    Funded by UEFISCDI, Romania (PNIII-P3, 47BM/16) & Ministry of Science and Technology, China
    http://www.eed.usv.ro/mintviz/projects/InteractCloud
    Researcher, 2016 - 2017
12. **Mobility pattern assistant for elderly people**
    Funded by UEFISCDI, Romania (PN-II-PT-PCCA-2013-4-22410, 315/2014)
    http://aimas.cs.pub.ro/mobile-old/
    USV Project Manager, 2014 - 2017
13. **Multimodal Feedback for Supporting Gesture Interaction in Smart Environments**
    Funded by UEFISCDI, Romania & OeAD, Austria (PNII, 740/2014)
    http://www.eed.usv.ro/mintviz/projects/LifeStage
    Researcher, 2014 - 2015
14. **Improving Computer Based Speech Therapy Systems by Adding Affective Capabilities**
    Funded by European Union (POSDRU/89/1.5/S/57083)

http://www.usv.ro/pride/
Post-Doctoral Scholarship, 2010 - 2013

15. **Personalized therapy of dyslalia affecting pre scholars**
Funded by UEFISCDI, Romania (56-CEEX II03/2006)
http://www.eed.usv.ro/terapers/
Researcher, 2007 - 2009

Articles in Journals

1. Pamparău, C., Schipor, O. A., Dancu, A., & Vatavu, R. D. (2023). SAPIENS in XR: operationalizing interaction-attention in extended reality. Virtual Reality, 1-17.
IF=4.20, Q1
2. Schipor, O. A., & Vatavu, R. D. (2023). GearWheels: A Software Tool to Support User Experiments on Gesture Input with Wearable Devices. International Journal of Human–Computer Interaction, 39(18), 3527-3545.
IF=4.70, Q1
3. Vatavu, R. D., Rusu, P. P., Schipor, O.A. & Schipor, M. D. (2021). Preferences of people with visual impairments for augmented and mediated vision: A vignette experiment. Multimedia Tools and Applications
IF=2.757, Q2
4. Schipor, O.A., Vatavu, R. D. (2021). Empirical Results for High-definition Video and Augmented Reality Content Delivery in Hyper-connected Cars. Interacting with Computers.
IF=1.036
5. Popovici, I., Schipor, O. A., & Vatavu, R. D. (2019). Hover: Exploring cognitive maps and mid-air pointing for television control. International Journal of Human-Computer Studies, 129, 95-107.
IF=2.006, Q2
6. Schipor, O. A., Vatavu, R. D., & Vanderdonckt, J. (2019). Euphoria: A Scalable, event-driven architecture for designing interactions across heterogeneous devices in smart environments. Information and Software Technology, 109, 43-59.
IF=2.921, Q1
7. Schipor, O. A., & Vatavu, R. D. (2018). Invisible, inaudible, and impalpable: users' preferences and memory performance for digital content in thin air. IEEE Pervasive Computing, 17(4), 76-85.
IF=3.813, Q1
8. Mocanu, I., Schpor, O. A., Cramariuc, B., & Rusu, L. (2017). Mobile@ Old: A Smart Home Platform for Enhancing the Elderly Mobility. Adv. in Electrical and Computer Engineering, 17(4), 19-27.
IF=0.650
9. Schipor, O. A., Wu, W., Tsai, W. T., & Vatavu, R. D. (2017). Software architecture design for spatially-indexed media in smart environments. Advances in Electrical and Computer Engineering, 17(2), 17-23.
IF=0.650
10. Schipor, O. A., Pentiuc, S. G., & Schipor, M. D. (2012). Automatic assessment of pronunciation quality of children within assisted speech therapy. Engineering, Electrical & Electronic, 122(6), 15-18.
IF=0.684
11. Schipor, O. A., Pentiuc, S. G., & Schipor, M. D. (2012). Toward Automatic Recognition of Children's Affective State Using Physiological Parameters and Fuzzy Model of Emotions. Advances in Electrical and Computer Engineering, 12(2), 47-50.
IF=0.650
12. Schipor, O. A., Pentiuc, S. G., & Schipor, M. D. (2011). The utilization of feedback and emotion recognition in computer based speech therapy system. Engineering, Electrical & Electronic, 109(3), 101-104.
IF=0.684

13. Danubianu, M., Pentiuc, S. G., Schipor, O. A., & Tobolcea, I. (2010). Advanced Information Technology-support of improved personalized therapy of speech disorders. International Journal of Computers Communications & Control, 5(5), 684-692.
    IF=1.585
14. Pentiuc, S. G., Tobolcea, I., Schipor, O. A., Danubianu, M., & Schipor, D. M. (2010). Translation of the speech therapy programs in the Logomon assisted therapy system. Advances in Electrical and Computer Engineering, 10(2), 48-52.
    IF=0.650
15. Schipor, M. D., Pentiuc, S. G., & Schipor, O. A. (2010). End-User Recommendations on LOGOMON-a Computer Based Speech Therapy System for Romanian Language. Advances in Electrical and Computer Engineering, 10(4), 57-60.
    IF=0.650
16. Schipor, O. A., Pentiuc, S. G., & Schipor, M. D. (2012). Improving computer based speech therapy using a fuzzy expert system. Computing and Informatics, 29(2), 303-318.
    IF=0.421
17. Pentiuc, S. G., Schipor, O. A., Danubianu, M., Schipor, M. D., & Tobolcea, I. (2010). Speech Therapy Programs for a Computer Aided Therapy System. Engineering, Electrical & Electronic, 103(7), 87-90.
    IF=0.684

Papers in Conferences

1. Aiordăchioae, A., & Schipor, O. A. (2025, October). Mixed Reality Application to Support Hearing-Impaired Users Based on Microsoft HoloLens 2 and Machine Learning. In *2025 29th International Conference on System Theory, Control and Computing (ICSTCC)* (pp. 49-54). IEEE.
2. Aiordăchioae, A., & Schipor, O. A. (2025, October). Investigating Machine Learning Models for Sound Source Localization to Support Augmented Reality Applications for Users with Hearing Impairments. In *2025 29th International Conference on System Theory, Control and Computing (ICSTCC)* (pp. 521-526). IEEE.
3. Bilius, L. B., Schipor, O. A., & Vatavu, R. D. (2024, June). The Age-Reward Perspective: A Systematic Review of Reward Mechanisms in Serious Games for Older People. In Proceedings of the 2024 ACM International Conference on Interactive Media Experiences (pp. 168-181).
4. Mutescu, P. M., Calinciuc, A., Popa, V., & Schipor, O. A. (2024, May). A Novel Scalable Cloud-enabled Spectrum Sensing Architecture. In *2024 International Conference on Development and Application Systems (DAS)* (pp. 78-82). IEEE.
5. Vatavu, RD., Schipor, OA. (2022). Formalizing Digital Proprioception for Devices, Environments, and Users. In: Novais, P., Carneiro, J., Chamoso, P. (eds) Ambient Intelligence – Software and Applications – 12th International Symposium on Ambient Intelligence. ISAmI 2021. Lecture Notes in Networks and Systems, vol 483. (Springer)
6. Schipor, O. A., Bilius, L. B., Ungurean, O. C., Şiean, A. I., Andrei, A. T., & Vatavu, R. D. (2022, April). Personalized wearable interactions with WearSkill. In Proceedings of the 19th International Web for All Conference (pp. 1-2).
7. Schipor, O. A., Bilius, L. B., & Vatavu, R. D. (2022, April). WearSkill: personalized and interchangeable input with wearables for users with motor impairments. In Proceedings of the 19th International Web for All Conference (pp. 1-5).
8. Schipor, O. A., & Vatavu, R. D. (2021, May). Software Architecture Based on Web Standards for Gesture Input with Smartwatches and Smartglasses. In 20th International Conference on Mobile and Ubiquitous Multimedia (pp. 186-188). **B**.
9. Aiordăchioae, A., Schipor, O. A., & Vatavu, R. D. (2020, May). An Inventory of Voice Input Commands for Users with Visual Impairments and Assistive Smartglasses Applications. In 2020 International Conference on Development and Application Systems (DAS) (pp. 146-150). IEEE.
10. Schipor, O. A., & Aiordăchioae, A. (2020, May). Engineering Details of a Smartglasses Application for Users with Visual Impairments. In 2020 International Conference on Development and Application Systems (DAS) (pp. 157-161). IEEE.

11. Schipor, O. A., Vatavu, R. D., & Wu, W. (2019, October). Integrating Peripheral Interaction Into Augmented Reality Applications. In 2019 IEEE International Symposium on Mixed and Augmented Reality Adjunct (ISMAR-Adjunct) (pp. 358-359). IEEE. **A***
12. Schipor, O. A., & Vatavu, R. D. (2019). Towards Interactions with Augmented Reality Systems in Hyper-Connected Cars. HCI Engineering – Methods and Tools for Advanced Interactive Systems and Integration of Multiple Stakeholder Viewpoints, Valencia, Spain, June 18, 2019.
13. Schipor, O. A., Vatavu, R. D., & Wu, W. (2019). Sapiens: Towards software architecture to support peripheral interaction in smart environments. Proceedings of the ACM on Human-Computer Interaction, 3(EICS), 1-24.
14. Gherman, O., Schipor, O., & Gheran, B. F. (2018, May). VErGE: A system for collecting voice, eye gaze, gesture, and EEG data for experimental studies. In 2018 International Conference on Development and Application Systems (DAS) (pp. 150-155). IEEE.
15. Mocanu, I., & Schipor, O. A. (2017). A serious game for improving elderly mobility based on user emotional state. In The International Scientific Conference eLearning and Software for Education (Vol. 2, p. 487). " Carol I" National Defence University.
16. Schipor, O. A., & Mocanu, I. (2016). Making E-Mobility Suitable for Elderly. In The International Scientific Conference eLearning and Software for Education (Vol. 1, p. 283). " Carol I" National Defence University.
17. Schipor, M. D., & Schipor, O. A. (2015). Building E-PET - Could Emotions Personal Trainer Become a Reality?. In The International Scientific Conference eLearning and Software for Education (Vol. 1, p. 581). " Carol I" National Defence University.
18. Schipor, O. A. (2014). Improving computer assisted speech therapy through speech-based emotion recognition. In Conference proceedings of» eLearning and Software for Education «(eLSE) (No. 01, pp. 101-104). ” Carol I” National Defence University Publishing House.
19. Schipor, O. A., Pentiuc, S. G., & Schipor, M. D. (2011, May). Towards a multimodal emotion recognition framework to be integrated in a Computer Based Speech Therapy System. In 2011 6th Conference on Speech Technology and Human-Computer Dialogue (SpeD) (pp. 1-6). IEEE.
20. Schipor, O. A., Schipor, D. M., & Crîşmariu, E. (2013). Measuring similarities between external and self emotion evaluation in the case of assisted speech therapy of children. Procedia-Social and Behavioral Sciences, 84, 754-758.
21. Schipor, O. A., Pentiuc, S. G., & Schipor, M. D. (2011). Using a Fuzzy Emotion Model in Computer Assisted Speech Therapy. In Third International Conference on Software, Services and Semantic Technologies S3T 2011 (pp. 189-193). Springer, Berlin, Heidelberg.
22. Schipor, O. A., & Schipor, M. D. (2009). The Attitude of the Education Community on the Computer Base Speech Therapy Systems. In Proceedings of Educational Sciences–Dynamic and Perspectives Conference (pp. 330-336).
23. Schipor, O., Giza, F., Pentiuc, S., Belciug, C., & Nestor, T. (2009). Software package with exercises for therapy of children with dyslalia. Optoelectronic information and energy tech., (1), 17.
24. Pentiuc, S., Schipor, O., Danubianu, M., & Schipor, M. (2008). Automatic Recognition of Dyslalia Affecting Pre-Scholars. Ecumict-2008, Gent, Belgium, ISSB, 317-326.
25. Schipor, O. A., Pentiuc, S. G., Schipor, M. D. (2008), Knowledge Base of an Expert System Used for Dyslalic Children Therapy, In 2018 Int. Conference on Development and Application Systems (DAS), pp. 305-308.

Books and Chapters

1. Fundamentals of Front-End Web Development. A Study Guide, "Stefan cel Mare" University of Suceava Press, 2022, Schipor Ovidiu-Andrei
2. Pentiuc, S.G., Schipor, O.A. (2021). Structuri de date și algoritmi. Ghid de lucrări practice, Editura Universității Ștefan cel Mare din Suceava
3. Schipor, O., Geman, O., Chiuchisan, I., & Covasa, M. (2016). From fuzzy expert system to artificial neural network: Application to assisted speech therapy. Artificial Neural Networks: Models and Applications.

4. Schipor, O., Gîză-Belciug, F. (2014). Sisteme Expert Fuzzy - teorie și aplicații în domeniul terapiei asistate a tulburărilor de pronunție, MatrixROM, ISBN 978-606-25-0078-8.
5. Gîză-Belciug, F., Turcu, C., Pentiuc, S. G., Schipor, O. A. (2014). Interoperabilitatea sistemelor distribuite, aplicații și studii de caz privind tehnicile de interoperabilitate a sistemelor distribuite, MatrixROM, ISBN 978-606-25-0100-6.
6. Schipor, O. A., Pentiuc, S. G., Gîză-Belciug, F. (2014). Limbajul C, Tehnici de programare eficientă, MatrixROM, ISBN 978-606-25-0094-8.

Awards

1. **Judges Award**
   Schipor, O. A., Bilius, L. B., Ungurean, O. C., Şiean, A. I., Andrei, A. T., & Vatavu, R. D. (2022, April). Personalized wearable interactions with WearSkill. In Proceedings of the 19th International Web for All Conference (pp. 1-2).
2. **Delegates Award**
   Schipor, O. A., Bilius, L. B., Ungurean, O. C., Şiean, A. I., Andrei, A. T., & Vatavu, R. D. (2022, April). Personalized wearable interactions with WearSkill. In Proceedings of the 19th International Web for All Conference (pp. 1-2).

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