

PERSONAL INFORMATION

OVIDIU SCHIPOR



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Sex Male | Date of birth 30/11/1979 | Nationality Romanian

PERSONAL STATEMENT

As a Computer Science Professor at "Ștefan cel Mare" University of Suceava, Romania, my work focuses on Human-Computer Interaction and Assistive Technologies within the Machine Intelligence and Information Visualization Research Lab. I also lead the Cloud-USV Center, enhancing our university's computational resources to support scientific research. As the Head of the Computer Science Department, I prioritize building a cooperative and forward-thinking environment.

WORK EXPERIENCE

- 2024-Present **Professor**
"Ștefan cel Mare" University, Suceava (Romania)
- 2017-2024 **Associate Professor**
"Ștefan cel Mare" University, Suceava (Romania)
- 2009-2017 **Lecturer**
"Ștefan cel Mare" University, Suceava (Romania)
- 2004-2009 **Assistant Professor**
"Ștefan cel Mare" University, Suceava (Romania)

EDUCATION AND TRAINING

- 2010-2013 **Habilitation in Computer Science**
"Ștefan cel Mare" University, Suceava (Romania)
Designing for Accessibility in Human-Computer Interaction
- 2010-2013 **Postdoctoral Fellowship**
"Ștefan cel Mare" University, Suceava (Romania)
Intelligent Interfaces for Optimization of Verbal Communication in Real Environments
- 2004-2009 **Ph.D. in Computer Science**
"Ștefan cel Mare" University, Suceava (Romania)
Thesis title: Contribution to the development of Computer Based Speech Therapy System
Adviser: Prof. Ștefan-Gheorghe Pentiu
- 1998-2003 **Engineer Diploma in Computer Science**
"Ștefan cel Mare" University, Suceava (Romania)

PERSONAL SKILLS

Mother tongue(s) Romanian

Foreign language(s)	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	C1	C1	B2	B2	C2
French	B1	B2	A2	A2	B1

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user
Common European Framework of Reference for Languages

Communication skills Professor Bologna Award, 2016

Organisational / managerial skills Director of Cloud-USV Center, since 2022
Head of the Computer Science Department, since 2022
Head of Computer Science Student Organization, 2000 - 2003
Member of Faculty Board

Research Projects

1. **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
2. **Cloud USV**
 Funded by European Fund Regional Development (POC, SMIS 2014+ 124530)
<http://cloud.usv.ro>
 Project Manager, 2021 - 2023
3. **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
4. **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
5. **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
6. **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
7. **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
8. **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
9. **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
10. **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
11. **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
12. **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
13. **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., Schipor, 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. Bilius, L. B., Schipor, O. A., & Vătavu, 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).
2. 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.
3. Vătavu, R. D., Schipor, O. A. (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)
4. Schipor, O. A., Bilius, L. B., Ungurean, O. C., Șean, A. I., Andrei, A. T., & Vătavu, R. D. (2022, April). Personalized wearable interactions with WearSkill. In Proceedings of the 19th International Web for All Conference (pp. 1-2).
5. Schipor, O. A., Bilius, L. B., & Vătavu, 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).
6. Schipor, O. A., & Vătavu, 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.
7. Aiordăchioae, A., Schipor, O. A., & Vătavu, 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.
8. 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.
9. Schipor, O. A., Vătavu, 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*
10. Schipor, O. A., & Vătavu, 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.
11. Schipor, O. A., Vătavu, 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.
12. 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.
13. 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.
14. 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.
15. 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.
16. 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.
17. Schipor, O. A., Pentiu, 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.
18. Schipor, O. A., Schipor, D. M., & Crișmariu, 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.
19. Schipor, O. A., Pentiu, 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.
20. 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).
21. Schipor, O., Giza, F., Pentiu, S., Belciug, C., & Nestor, T. (2009). Software package with exercises for therapy of children with dyslalia. Optoelectronic information and energy tech., (1), 17.
22. Pentiu, S., Schipor, O., Danubianu, M., & Schipor, M. (2008). Automatic Recognition of Dyslalia Affecting Pre-Schoolers. Ecumict-2008, Gent, Belgium, ISSB, 317-326.
23. Schipor, O. A., Pentiu, 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. Pentiu, 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., Pentiu, 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., Pentiu, 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., Șiean, 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., Șiean, 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).

