

LISTA
lucrărilor științifice în domeniul disciplinelor din postul didactic

A. Teza de doctorat

Improving Computer Based Speech Therapy Systems by Adding Emotional Capabilities, Ștefan cel Mare University of Suceava, 2009

B. Cărți și capitole în cărți publicate în ultimii 10 ani

1. Fundamentals of Front-End Web Development. A Study Guide, "Ștefan 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.

C. Lucrări indexate ISI/BDI publicate în ultimii 10 ani

Jurnale

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

Conferințe

1. 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).

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. 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)

4. 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).

5. 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).

6. 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.

7. 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.

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., 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*

10. 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.

11. 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.

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.

D. Lucrări publicate în ultimii 10 anii în reviste și volume de conferințe cu referenți (neindexate)

E. Brevete obținute în întreaga activitate

Data:

Semnătura

