Ovidiu-Andrei SCHIPOR

Current Position

Associate Professor of
Computer Science

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Research Profiles

ACM
Research Gate
DBLP
ORCID
Google Scholar

Personal

Married (2002)
Two children (2006, 2008)

Summary

As an Associate Professor of Computer Science at "Ștefan cel Mare" University of Suceava, Romania, I specialize in Human-Computer Interaction with a focus on Assistive Technologies, based in the ***Machine Intelligence and Information Visualization Research Lab***. I serve as the Director of the ***Cloud-USV Center***, striving to augment USV's computational capabilities to boost scientific competitiveness. As the Head of the ***Computer Department***, I am committed to fostering a collaborative and innovative team, believing it to be a challenging and fulfilling endeavor.

Academic Experience

Associate Professor in Computer Science, since **2017**
Faculty of Electrical Engineering and Computer Science
"Ștefan cel Mare" University of Suceava, Romania
Teaching: Web Technologies, Cloud Technologies
Research: Assistive Technologies

Lecturer in Computer Science, 2009 - 2017
Faculty of Electrical Engineering and Computer Science
"Ștefan cel Mare" University of Suceava, Romania
Teaching: Data Structures, Programming Languages
Research: Human-Computer Interaction

Assistant Professor in Computer Science, 2004 - 2009
Faculty of Electrical Engineering and Computer Science
"Ștefan cel Mare" University of Suceava, Romania
Teaching: Programming Languages, Computer Networks
Research: Systems for Speech Therapy

Education

Habilitation in Computer Science, from **2023**
"Ștefan cel Mare" University of Suceava, Romania
Designing for Accessibility in Human-Computer Interaction

Ph.D. in Computer Science, from **2009**
"Ștefan cel Mare" University of Suceava, Romania
Contribution to the Development of Computer Based Speech Therapy System
Advisor: Prof. Ștefan-Gheorghe Pentiuc

Engineer Diploma in Computer Science, 1998 - 2003
Faculty of Electrical Engineering and Computer Science
"Ștefan cel Mare" University of Suceava, Romania

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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)
   Principal Investigator together with Dorin Stanciu (IT Center for Science and Technology, Bucharest), 2022 – 2024
2. **Cloud USV**
   Funded by European Fund Regional Development (POC, SMIS 2014+ 124530)
   https://usv.ro/centru-interdisciplinar-cdi-de-tip-cloud-si-infrastructura-masiva-de-date-la-universitatea-stefan-cel-mare-din-suceava/
   Coordinator, 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/
    Principal Investigator together with Irina Mocanu (Politehnica University Bucharest), 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/mintviz/projects/LifeStage
    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.

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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. 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)
2. 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).
3. 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).
4. 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).
5. 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.
6. 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.
7. 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.
8. 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.
9. 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.
10. 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.
11. 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.
12. 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.
13. 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.
14. 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.
15. 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.
16. 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.

17. 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.
18. 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).
19. 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.
20. Pentiuc, S., Schipor, O., Danubianu, M., & Schipor, M. (2008). Automatic Recognition of Dyslalia Affecting Pre-Scholars. Ecumict-2008, Gent, Belgium, ISSB, 317-326.
21. 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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