



Europass Curriculum Vitae

Personal information

First name(s) / Surname(s) **Ioana Andreea ȘTEFAN (STĂNESCU)**
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E-mail(s) ioana@ats.com.ro; ioana.stanescu@adlnet.ro
Nationality Romanian
Date of birth 19 October 1978
Gender Female

Work experience

Dates 01 March 2006 → present
Occupation or position held Project Manager
Main activities and responsibilities Management for research, ICT and training projects.
Develop project proposals and project consortia under national and international funding schemes.
Perform the overall day-to-day management of projects and ensure that project objectives are achieved within time/cost/quality constraints.
Responsible for project documentation (e.g. Project registry document and project plan).
Ensure that requirements and acceptance criteria are satisfactorily captured by the business and agree the strategy for the project with the steering group.
Direct and motivate the project team.
Report project progress to the steering group to ensure the project's overall direction and integrity.
Perform management of the risks of the project, including the development of contingency plans.
Responsible for configuration management including change control.
Responsible for project completion and production of the lessons learned report.
Management of the Vocational Training Centre
Plan, design and develop training curricula and activities.
Perform the overall day-to-day management of the Training Centre.
Develop learning content and knowledge management systems.
Name and address of employer **Advanced Technology Systems**, Str. Tineretului, nr. 1, 130016, Targoviste, Romania
Type of business or sector SME

Dates 01 October 2010 → present
Occupation or position held Scientific Director and International Relations Coordinator
Main activities and responsibilities Identify new sources of funding and coordinate the process of accessing funding.
Development of project proposals.
Elaborate research reports, analyses, studies, articles and other materials.
Establish new contacts and initiate collaborations with other institutions.
Name and address of employer Advanced Distributed Learning Romania, 133 13 Septembrie Str., Bucharest, Romania
Type of business or sector NGO

Dates 01 October 2010 → 2016
Occupation or position held Researcher
Main activities and responsibilities Develop research objectives, projects and proposals.

Name and address of employer	Produce research reports, fact sheets, and other written materials, including analyses based on timely, systematically derived data. Identify sources of funding and contribute to the process of securing funds. Extend, transform and apply knowledge acquired from scholarship to research and appropriate external activities. Write or contribute to publications or disseminate research findings using other appropriate media. Give presentations at conferences or exhibit work at other appropriate events. To collaborate actively both within and outside of the University, to complete research projects and advance thinking in the subject area
Type of business or sector	Universitatea de Apărare Națională "Carol I" , 68-72 Panduri Str., Bucharest, Romania University
Dates	01 July 2003 - 28 February 2006
Occupation or position held	ICT & Language Trainer
Main activities and responsibilities	Plan and develop the training curricula for beginners, intermediate, advanced training courses. Develop the web-based training platform and e-content (tutorials, multimedia materials, online tests). Identify the initial knowledge and skills of the trainees/learners. Provide access to training and learning resources. Monitor the learning progress during the training course. Assess the learners at the end of the training course. Support learners to produce an action plan to reinforce, practise and implement learning.
Name and address of employer	IPA SA , 169 Calea Floreasca, Bucharest, 014459, Romania
Type of business or sector	Research & Training
Dates	01 July 1998 → present
Occupation or position held	Translator & Interpreter: Romanian <> English
Main activities and responsibilities	Specialized in: socio-economic sciences and humanities; information and communication technology. Collaborations: NUON B.V., NUON Energy Romania, KPMG B.V., Deloitte UK, Fichtner Consulting Engineers UK, The Municipality of Târgoviște, Dâmbovița County Council, Termica SA
Name and address of employer	Stanescu Ioana Andreea PFA 26 Bisericii Str., Razvad, Dâmbovița County, 137395, Romania
Type of business or sector	Translation
Education and training	
Dates	2018
Title of qualification awarded	Ph.D
Principal subjects / occupational skills covered	Decision Support Ecosystems; Knowledge Management; Knowledge Interoperability; Business Technologies; Mobile Development.
Name and type of organisation providing education and training	Research Institute for Artificial Intelligence, Romanian Academy Scientific Coordinator: Acad.prof.univ.dr. Florin Ghe. FILIP
Dates	01 July 2009 - 31 July 2009
Title of qualification awarded	Project Manager, COR: 241919; Project management – Public administration and services
Principal subjects / occupational skills covered	1. Defining the aims of the project; 2. Establishing the integrated management requirements of the project; 3. Planning the activities and the milestones of the project; 4. Costs and resources management; 5. Procurement; 6. Risk management; 7. Team management; 8. Communication management;

Name and type of organisation providing education and training	9. Quality management. Asociația de Formare Profesională a Adulților (AFPA) - Bucharest
Dates	01 October 2008 - 25 July 2009
Title of qualification awarded	M.Sc. Computer Science; Dissertation titled "Web-based Knowledge Management System", Scientific Coordinator: Acad. prof.univ.dr. Florin Ghe. FILIP
Principal subjects / occupational skills covered	Decision Support Systems; Business Process Modelling; Production Management Information Systems; Industrial Information Systems; Project Management; Maintenance and Quality (Total Quality Management); Computer Assisted Drawing.
Name and type of organisation providing education and training	Valahia University of Targoviste, Faculty of Electrical Engineering, Romania
Level in national or international classification	ISCED 5
Dates	20 March 2008 - 30 June 2008
Title of qualification awarded	European Business Competence Licence - EBCL
Principal subjects / occupational skills covered	Module 1 - Business Objectives and management Ratios Module 1 - Accountancy Module 1 - Costing and Pricing Module 1 - Business Law
Name and type of organisation providing education and training	Valahia University of Targoviste – EBCL Representative Office
Dates	05 March 2003
Title of qualification awarded	Certified Teacher and Examiner for the European Computer Driving Licence - EDCL
Principal subjects / occupational skills covered	Module 1 - Concepts of Information and Communication Technology (ICT) Module 2 - Using the Computer and Managing Files Module 3 - Word Processing Module 4 - Spreadsheets Module 5 - Using Databases Module 6 - Presentation Module 7 - Web Browsing and Communication
Name and type of organisation providing education and training	ECDL Romania
Dates	02 March 2003
Title of qualification awarded	Certified Translator and Interpreter
Principal subjects / occupational skills covered	Translator: Romanian <> English
Name and type of organisation providing education and training	Ministry of Justice
Dates	01 October 1998 - 31 July 2002
Title of qualification awarded	Economist
Principal subjects / occupational skills covered	Management - Public Administration; Diploma thesis on "Remodelling of the Dâmbovița County Council information system to enable the implementation of eGovernment solutions"
Name and type of organisation providing education and training	Academy for Economic Studies, Bucharest, Romania
Level in national or international classification	ISCED 4

Personal skills and competences

Mother tongue(s)

Romanian

Other language(s)

Self-assessment

European level (*)

English

French

Understanding				Speaking				Writing	
Listening		Reading		Spoken interaction		Spoken production			
C2	Proficient user	C2	Proficient user	C2	Proficient user	C2	Proficient user	C2	Proficient user
C1	Proficient user	C1	Proficient user	B2	Independent user	B2	Independent user	B2	Independent user

(*) [Common European Framework of Reference \(CEF\) level](#)

Technical skills and competences

Software: Microsoft Office, Adobe Photoshop, Adobe Illustrator, Visual Studio Code, Node.js, Visual Studio, .NET Framework
Sisteme de Operare: Windows, Linux, macOS
RDBMS: Microsoft SQL Server, MySQL

Driving licence(s)

B

Additional information

List of papers

1. **Stănescu I. A.** (2008). *New eLearning Frontiers: mLearning and gLearning*. Proceedings of the 4th eLSE Conference Proceedings, Bucharest, Romania, University P.H.
2. Ștefan V., **Stănescu I. A.** (2008). *Expert Systems for Knowledge Transfer through Simulation and e-Learning*. Proceedings of the 4th eLSE Conference, Bucharest, Romania, University P.H.
3. **Stănescu I. A.**, Ștefan A., Ștefan V. (2008). *A Solution for Creating Prospective Mobile Business Environments*. Proceedings of the 9th European Conference E_COMM_LINE, Bucharest, Romania.
4. **Stănescu I. A.**, Ștefan A., Ștefan V. (2008). *Virtual Learning Space with Semantic Web Technologies*. ISI proceedings of the 3rd International Conference on Virtual Learning – ICVL, Section: Technologies & Software Solutions. Constanța, Romania.
<http://www.cniv.ro/2008/disc/icvl/index.htm>
5. **Stănescu I. A.**, Ștefan A. (2008). *The Art of Learning in a Virtual World: Sculpting Zeros and Ones*. Proceedings of the 7th European Conference on eLearning -ECEL, Agia Napa, Cyprus.
<http://academic-conferences.org/ecel/ecel2008/ecel08-proceedings.htm>
6. **Stănescu I. A.**, Ștefan A. (2009). *Collaborative Systems for Knowledge Acquisition from Semantically Heterogeneous Information Sources*. Proceedings of the 5th eLSE Conference, Bucharest, Romania.
7. **Stănescu I. A.**, Hamza-Lup F., Tuncay N. (2009). *Designing the Transition into the Mobile Arena for Enriched User Experience*. Proceedings of the 5th eLSE Conference, Bucharest, Romania.
8. **Stănescu I. A.**, Florin, F. G. (2009). *Environmental Multi-Attribute Decision-Making: Access to Water Resources in Arid Regions of Romania*. ETECA '09 - International Workshop. Energy, Transport and Environment Control Applications. Târgoviște, Romania.
9. **Stănescu I. A.**, Ștefan A., Ștefan V. (2009). *Technologies innovants d'accès à l'aide de la traduction automatique*, Colocviul Internațional „Teoria, practica și didactica traducerii specializate/ Théorie, pratique et didactique de la traduction spécialisée, Craiova, Romania.
http://dtil.unilat.org/colocviu_craiova_2009/actes/comunicari_actes_2009.pdf
10. Mouzakitis G. S., Tuncay N., **Stănescu I. A.** (2009). *e-Learning: The New Generation for Training Courses Delivery to Enterprises*. Proceedings of the 10th European Conference E-COMM-LINE, Bucharest, Romania.
11. **Stănescu, I. A.**, Ștefan, A., Roceanu, I., Ștefan, V., Hamza-Lup, F. (2009). *Mobile Knowledge Management Toolkit*. Proceedings of the 8th European Conference on eLearning (ECEL) Bari, Italy.
12. Tuncay N., **Stănescu I. A.**, Uzunboylu H. (2009). *Do Teachers E-learning Needs Differentiate among Countries?*. Proceedings of the 8th European Conference on eLearning -ECEL Bari, Italy.
<http://www.academic-conferences.org/ecel/ecel2010/ecel09-proceedings.htm>

13. **Stănescu I. A.**, Chete G. (2009). *Knowledge Enriched Decisional Environments*, Proceedings of the 15th International Scientific Conference “Knowledge Based Organization” – KBO, Sibiu, Romania, publicată în Scientific Bulletin and Review of “Nicolae Balcescu” Land Forces Academy. http://www.armyacademy.ro/reviste/rev_engl/index_eng.html
14. Hamza-Lup F., **Stănescu I. A.** (2009). *The Haptic Paradigm in Education: Challenges and Case Studies*, Reference: INTHIG376, Journal title: The Internet and Higher Education, DOI information: 10.1016/j.iheduc.2009.12.004
15. Ștefan A., **Stănescu I. A.**, Piki A., Chete G. (2010). *Mobile Ecosystems in a Nutshell*. ISI proceedings of the 6th eLSE Conference, Bucharest, Romania.
16. Ifrim V., Ștefan A., **Stănescu I. A.** (2010). *Smart e-Learning for Sustainable Performance in Public Organisations*. ISI proceedings of the 6th eLSE Conference, Bucharest, Romania.
17. **Stănescu I.A.**, Ștefan A. (2010). *Web-Based Knowledge-Driven Decision Support Systems*. ISI proceedings of the 12th LSS Symposium, Large Scale Systems: Theory and Applications, Villeneuve d’Ascq, France.
18. Ștefan V., Roceanu I., **Stănescu I. A.**, Ștefan A. (2010). *Innovative Frameworks for Knowledge Processing and Retrieval*. Proceedings of the 6th International Seminar Quality Management in Higher Education – QMHE2010, Tulcea, Romania.
19. **Stănescu I. A.**, Ștefan A. (2010). *The Impact of Intelligent Agents on Decision Support Systems*. Proceedings of the 11th European Conference E_COMM_LINE, Bucharest, România.
20. Ștefan A., **Stănescu I. A.** (2010). *Mobile Development Portfolio for Smart and Quality Education*. Proceedings of the 9th European Conference on eLearning, Porto, Portugal.
21. Ștefan V., **Stănescu I. A.**, Ștefan A. (2010). *Tools for learning and social education integrated with mobile technologies*. ISI proceedings of the 7th eLSE Conference, Bucharest, Romania. <http://elseconference.eu/>
22. **Stănescu I.A.**, Ștefan A., Roceanu I. (2010). *Serious Games Interoperability*. ISI proceedings of the 7th eLSE Conference, Bucharest, Romania. <http://elseconference.eu/>
23. **Stănescu I. A.**, Roceanu I., Ștefan A., Ortiz Martinez I. (2011). *Principles of Serious Games Interoperability*. ISI proceedings of the 6th International Conference on Virtual Learning, Cluj Napoca, Romania.
24. **Stănescu I. A.**, Piki A., Cirnu C. E. (2011). *Bridging the Gap between Industry and Education: the Impact of Social Networks*. ISI proceedings of the 6th International Conference on Virtual Learning, Cluj Napoca, Romania.
25. Earp J., Popescu M., Arnab S., Berta R., de Freitas S., Romero M., **Stănescu I. A.**, Usart M. (2011). *Serious Games in Formal Education: Discussing Some Critical Aspects*. ISI Proceedings of ECGBL Conference, Athens, Greece.
26. Arnab S., Berta R., Earp J., de Freitas S., Popescu M., Romero M., **Stănescu I. A.**, Usart M. (2012). *Framing the Adoption of Serious Games in Formal Education*, Electronic Journal of e-Learning. Volume 10 Issue 2, 2012, (pp159-171), [www.ejel.com](http://www.ejel.org) <http://www.ejel.org/volume10/issue2>
27. Yu, H., Lim, T., Ritchie, J., Sung, R., Louchart, S., **Stănescu, I. A.**, Roceanu, I., de Freitas, S. (2012). 'Exploring the application of computer game theory to automated assembly. VS-Games 12, Elsevier.
28. Kosmadoudi, Z., Lim, T., Ritchie, J., Sung, R., Liu, Y., **Stănescu, I.A.**, Ștefan, A. (2012). *Game interactivity in CAD as productive systems*. VS-Games 12. Elsevier.
29. de Freitas, A., Kiili, K., Ney, M., Ott, M., Popescu, M., Romero, M., **Stănescu, I.A.** (2012). *GEL: Exploring Game Enhanced Learning*. Volume 15, 2012, Pag. 289–292, 4th International Conference on Games and Virtual Worlds for Serious Applications (VS-GAMES’12).
30. **Stănescu, I.A.**, Ștefan, A., Roceanu, I., Lim, T. (2012). *Applying Interoperability in Serious Games Environments*. ISI proceedings of International Conference on Virtual Learning (ICVL).
31. **Stănescu, I.A.**, Warmelink, H.J.G., Lo, J., Arnab, S., Dagnino, F., Mooney, J. (2013). *Accessibility, Reusability and Interoperability In The European Serious Game Community*. In Proceedings of the 9th International Scientific Conference „eLearning and software for Education”, Bucharest, Romania.
32. del Blanco, A., Serrano, A., Martinez-Ortiz, I., Fernandez-Manjon, B., **Stănescu, I.A.** (2013). *Integrating Serious Games Into E-Learning Platforms, Present And Future*. In Proceedings of the 9th International Scientific Conference „eLearning and software for Education”, Bucharest, Romania.
33. **Stănescu, I.A.**, Ștefan, A., Filip, F.G., Kittl, C., Lim, T. (2013). *Interoperability Scenarios in Serious Games Ecosystems: The Impact on FInES*. 7th IFAC Conference on Manufacturing Modelling, Management, and Control, Volume # 7 | Part# 1, pp. 1334-1339, St. Petersburg, Russia, Iunie 2013. Elsevier. DOI: 10.3182/20130619-3-RU-3018.00604.

34. Kosmadoudi, Z., Lim T., Ritchie J., Liu Y., Sung R., Baalsrud Hauge J., Garbaya S., Wendrich R. E., **Stanescu I.A.** (2013). Harmonizing interoperability - Emergent serious gaming in playful stochastic CAD environments. In proceeding of: First International Conference on Games and Learning Alliance (GALA 2013), Paris, France, Volume: 1. 10/2013.
35. Azadegan A, Baalsrud Hauge J, Hartevelde C, Bellotti F, Berta R, Bidarra R, Riedel J., **Stanescu I.A.** (2013) The move beyond edutainment: Have we learned our lessons from the entertainment industry?. In proceeding of: First International Conference on Games and Learning Alliance (GALA 2013), Paris, France, Volume: 1. 10/2013.
36. **Stănescu, I.A.**, Ștefan, A., Roceanu, I., Cârnu, C. E. (2013). Reusability in Serious Games Environments. Revista Română de Informatică și Automatică, vol. 23, nr. 2. https://rria.ici.ro/wp-content/uploads/2013/06/03-Carmen_loana.pdf
37. Arnab, S., Moreno Ger, P., Lim, T., Lamerar, P., Hendrix, M., Kili, K., Baalsrud Hauge, J., Ninaus, M., de Freitas, S., Mazzetti, A., Dahlbom, A., Degano, C., **Stanescu, I.A.** (2013). A Conceptual Model towards the Scaffolding of Learning Experience. The Games and Learning Alliance conference.
38. **Stanescu, I. A.**, Stanescu, A. M., Moiescu, M., Sacala, I. S., Stefan, A. (2014). Enabling Interoperability Between Serious Game and Virtual Engineering Ecosystems. Proceedings of the ASME 2014 International Design and Engineering Technical Conferences & Computers and Information in Engineering Conference (IDETC/CIE2014). Buffalo, New York, USA.
39. Baalsrud Hauge, J., **Stănescu, I.A.**, Carvalho, M., Lim, T., Arnab, S. (2014). Serious Game Mechanics and Opportunities for Reuse, ACM.
40. **Stănescu, I.A.**, Stefan, A., Stefan, D., Dragomir, F., Olariu, N., Drgomir, O. (2014). Intelligent Decision Support for Renewable Energy Providers, 2014 International Conference on Control, Decision and Information Technologies (CoDIT). <http://ieeexplore.ieee.org/document/6996942/>
41. **Stănescu, I. A.**, Stefan A., Lim, T., Baalsrud Hauge, J. M. Wendrich, R., NEagu. G., Bellotti, f. (2014). Strategies and tools to enable reuse in serious games ecosystems and beyond. In Proceedings of the 10th International Scientific Conference „eLearning and software for Education”, Bucharest, Romania.
42. **Stănescu, I. A.**, Stefan A., Baalsrud Hauge, J. M., Lim, T., Arnab, S. (2014). Tools in Support of Serious Game Reuse. ISI proceedings of the International Conference on Virtual Learning, Bucharest, Romania.
43. Stefan A., **Stănescu, I. A.**, Roceanu, I., Banciu, D. (2014). A Walkthrough Serious Games Design & Development. ISI proceedings of the International Conference on Virtual Learning, Bucharest, Romania.
44. Neagu, G., **Stănescu, I. A.** (2014). Sustainable Employment and the Quality of Life, UPA.
45. **Stănescu, I.A.**, Ștefan, A., Filip, F. G. (2015). Cloud-based Decision Support Ecosystem for Renewable Energy Providers. Technological Innovation for Cloud-Based Engineering Systems. 6th IFIP WG 5.5/SOCOLNET Doctoral Conference on Computing, Electrical and Industrial Systems, DoCEIS 2015, Costa de Caparica, Portugal, pp 405-412, Springer International Publishing. DOI 10.1007/978-3-319-16766-4_43
46. Baalsrud Hauge, J. M., **Stănescu, I. A.**, Arnab, S., Moreno Ger, P., Lim, T., Serrano-Laguna, A., Lamerar, P., Hendrix, M., Kili, K., Ninaus, M., de Freitas, S., Mazzetti, A., Dahlbom, A., Degano, C. (2015). Learning Analytics Architecture to Scaffold Learning Experience through Technology-based Methods. International Journal of Serious Games (IJSG). Vol. 2, No. 1, DOI: <http://dx.doi.org/10.17083/ijsg.v2i1.38>
47. Baalsrud-Hauge, J., **Stănescu, I.A.**, Carvalho, M. B., Lim, T., Louchart, S., Arnab, S., Stefan, A. (2015). Serious Game Mechanics and Opportunities for Reuse. In proceedings of the 11th International Scientific Conference eLearning and software for Education (eLSE 2015), Bucharest, Romania.
48. Baalsrud Hauge, J., **Stănescu, I.A.**, Carvahlo, M. B., Stefan, A., Banica, M., Lim, T. (2015). Integrating Gamification in Mechanical engineering systems to Support Knowledge Processes. Proceedings of the ASME 2015 International Design Engineering Technical Conferences & Computers and Information in Engineering Conference (IDETC/CIE 2015). Boston, Massachusetts, USA.
49. **Stănescu, I. A.**, Stefan, V., Neagu, G., Cirnu, C. E. (2015). Renewable Energy Decision Support Systems: The Challenge of Data Integration, Studies in Informatics and Control, ISSN 1220-1766, vol. 24 (2), pp. 191-200.
50. Stefan, A., **Stanescu, I.A.**, Baalsrud Hauge, J. M., Arnab, S. (2016). Approaching Assessment In Educational Games. In proceedings of the 12th International Scientific Conference eLearning and software for Education (eLSE 2016), Bucharest, Romania.
51. **Stănescu, I. A.**, Stefan, A., Baalsrud Hauge, J. M. (2016). Using gamification mechanisms and digital games in structured and unstructured learning contexts. IFIP ICEC 2016, the 15th International Conference on Entertainment Computing 2016, September 28-30, Vienna, Austria.

52. Baalsrud Hauge, J. M., **Stănescu, I. A.**, Stefan A., Lim, T., Arnab, S. (2016). Constructing and Experimenting Pervasive, Gamified Learning. Workshop at IFIP ICEC 2016, the 15th International Conference on Entertainment Computing 2016, September 28-30, Vienna, Austria.
53. Ștefan, A., **Stănescu, I. A.**, Baalsrud Hauge, J. M. (2016). Approaches to reengineering digital games. Proceedings of the ASME 2016 International Design Engineering Technical Conferences & Computers and Information in Engineering Conference, IDETC/CIE 2016, August 21-24, 2016, Charlotte, North Carolina, USA.
54. Ștefan, A., **Stefan (Stănescu), I. A.**, Oltei, N., Beligan, D., Cirnu, C.E. (2016). Bridging learning and play: the digital game experience. SMART 2016 – Scientific Methods in Academic Research and Teaching.
55. **Stefan (Stănescu), I. A.**, Ștefan, A., Gheorghe, A.F. (2016). Using Entertainment Games in Education. ISI proceedings of the International Conference on Virtual Learning, Craiova, Romania.
56. **Stefan (Stănescu), I.A.**, Ștefan, A., Gheorghe, A. F., Roceanu, I. Baalsrud Hauge, J. M. (2016). Changing the fabric of learning content through the atomic learning approach. The Interservice/ Industry Training, Simulation and Education Conference (IITSEC), Orlando, USA.
57. Baalsrud Hauge J., Wiesner S., **Stefan (Stănescu) I.A.**, Ștefan A., Thoben KD. (2016) Applying Gamification for Developing Formal Knowledge Models: Challenges and Requirements. In: Nääs I. et al. (eds) Advances in Production Management Systems. Initiatives for a Sustainable World. APMS 2016. IFIP Advances in Information and Communication Technology, vol 488. Springer, Cham, https://doi.org/10.1007/978-3-319-51133-7_84
58. Gheorghe, A.F., **Stefan (Stănescu), I.A.**, Ștefan, A., Crintescu, M. Beligan, D., Cirnu, C.E. (2017). Prototyping Digital Educational Games. In proceedings of the 13th International Scientific Conference eLearning and software for Education (eLSE 2017), Bucharest, Romania.
59. **Stefan (Stănescu), I.A.**, Gheorghe, A. F., Ștefan, A., Arnab, S., Loizou, M., Morini, L., Baalsrud Hauge, J. (2018). Location-based Metagames for Learning, The 14th International Scientific Conference eLearning and Software for Education, Bucharest, Romania.
60. **Stefan (Stănescu), I.A.**, Ștefan, A. (2018). Decision Support Systems with Dynamic Architectures, 7th International Conference on Computers Communications and Control (ICCC), Oradea, Romania.
61. **Stefan (Stănescu), I.A.**, Ștefan, A., Gheorghe, A. F., Yanez, P., Loizou, M., Arnab, S., Beaufoy, J. (2018). Blending context-aware challenges into learning environments, 12th European Conference on Games Based Learning, Sophia Antipolis, France.

Books

1. de Freitas, S., Ott, M., Popescu, M. M., **Stănescu, I.A.** (2013). New Pedagogical Approaches in Game Enhanced Learning: Curriculum Integration. IGI Global.
2. Ștefan, A., **Stefan, I.A.**, Beligan, D., Crintescu, M., Gheorghe, A. F., Cirnu, C. E., Bărbieru, D. (2017). Jocurile Educaționale – între învățământul tradițional și nevoia de cunoaștere, Ed. Universității Naționale de Apărare „Carol I”, București.

Book chapters

1. **I.A. Stănescu**, A. Ștefan. A Mobile Management System for Military Education. Zane L. Berge și Lyn Y. Muilenburg (Eds), Handbook of Mobile Education, Routledge.
2. T. Lim, S. Louchart, N. Suttie, J.M. Ritchie, R.S. Aylett, **I. A. Stănescu**, I. Roceanu, I. Martinez Ortiz, P. Moreno-Ger. Strategies for Effective Digital Games Development and Implementation. Whitton, N. (Ed.) Cases on Digital Game-Based Learning: Methods, Models, and Strategies. IGI Global.

Research projects

1. Breaking Educational Barriers with Contextualised, Pervasive and Gameful Learning (BEACONING) – Grant Agreement 68676, Horizon 2020 Framework Program of the European Union.
2. Mediu de Dezvoltare și Programa Analitică Pentru Implementarea de Jocuri Educaționale (DESiG). Contract no. 19/ 2014, Unitatea Executivă pentru Finantarea Invatamantului Superior, a Cercetării, Dezvoltării și Inovării (UEFISCDI) Romania.
3. UEFISCDI Contract Nr. 42/ 2012 – 2015
Intelligent decision support and control system for low voltage grids with distributed power generation from renewable energy resources – InDeSEn – Researcher
4. POSDRU/159/1.5/S/138822 - 2015
„Rețea transnațională de management integrat al cercetării doctorale și postdoctorale inteligente în domeniile „științe militare”, „securitate și informații” și „ordine publică și siguranță națională” - Program de formare continuă a cercetătorilor de elită – “SmartSPODAS” – IT Expert

5. EPSRC (UK Engineering and Physical Sciences Research Council), HW-IMRC (The Heriot-Watt Innovative Manufacturing Research Centres) Contract no. 113946/ May 2011 – May 2013
Serious Games for Computer Aided Engineering and Product Prototyping – Researcher
6. STELLAR NoE Theme Teams/ April 2011 – April 2012
Games Enhanced Learning (GEL) – Research Assistant
7. FP7 Grant Agreement no. 258169/ 2010 –2014
GALA - "Game and Learning Alliance" – Researcher
8. CNMP contract No. 12-087/ 2008 – 2011
„Research on the development of an experimental model of a mobile learning virtual network, with real time access to knowledge and learning based on communication technologies and wireless devices” – Research Assistant
9. CNMP contract No. 11-047/ 2007 -2010
„Application for encoding/ decoding of 2D barcodes and access of Web Services on mobile devices/ platforms” – Research Assistant

Member in scientific committees and/ or reviewer

- Immersive Learning Research Network – iLRN
- International Conference on Entertainment Computing – ICEC
- Games and Learning Alliance Conference
- Journal on Computing and Cultural Heritage
- International Journal of Serious Games
- Journal of Universal Computer Science, Special Issue on New Trends in Massive Open Online Courses (MOOCs)
- International scientific conference on "eLearning and software for education" | eLSE (din 2009)
- Conference on Games and Virtual Worlds for Serious Applications | VS-GAMES (din 2012)
- Virtual Reality international Conference VRIC (din 2013)
- Serious Games Workshop ICALT (din 2012)
- International Workshop on Collaboration and Gaming (din CoGames 2013)
- Journal of Educational Technology & Society (ediție specială 2013 „Game based learning for 21st century transferable skills: challenges and opportunities”)
- Journal of Research and Practice in Information Technology (Special Collection 2013)

Date: 08.01.2019

