

## Prof. KEREM RIZVANOĞLU

### Personal Information

**Email:** krizvanoglu@gsu.edu.tr

**Web:** <https://avesis.gsu.edu.tr/krizvanoglu>

### International Researcher IDs

ORCID: 0000-0002-6338-3649

Publons / Web Of Science ResearcherID: AAB-4100-2020

ScopusID: 23398441900

Yoksis Researcher ID: 133008

### Foreign Languages

French, C1 Advanced

English, C2 Mastery

### Dissertations

Doctorate, Grafik kullanıcı arayüzlerinde metaforların kültürlerarası kavranışı (Fransa ve Türkiye'xxde bir e-öğrenim sitesi üzerinden karşılaştırmalı bir çalışma), Marmara Üniversitesi, Sosyal Bilimler Enstitüsü, İletişim Bilimleri Anabilim Dalı, 2007

### Research Areas

Social Psychology, Science, Technology and Society, Communication Design, Interactive Media Design, Computer Graphics

### Academic Titles / Tasks

Professor, Galatasaray University, İletişim Fakültesi, Radyo Televizyon Ve Sinema, 2017 - Continues

Associate Professor, Galatasaray University, İletişim Fakültesi, Gazetecilik, 2011 - 2017

### Academic and Administrative Experience

Dean, Galatasaray University, İletişim Fakültesi, Radyo Televizyon Ve Sinema, 2021 - Continues

Head of Department, Galatasaray University, İletişim Fakültesi, Gazetecilik Bölümü, 2007 - 2020

Galatasaray Üniversitesi, İletişim Fakültesi, Gazetecilik Bölümü, 2007 - 2009

### Advising Theses

Timur Ş., Rızvanoğlu K., An action research on the integration of virtual reality into industrial design education, Doctorate, A.HAMURCU(Student), 2021

- Rızvanoğlu K., Communicating for social good: The curious case of social entrepreneurs in Turkey, Postgraduate, Ç.TONGAL(Student), 2019
- Güleçen S., Rızvanoğlu K., Çocuklarla birlikte dijital oyun tasarımında üretim-öncesi aşama: Katılımcı Tasarım yaklaşımı, Doctorate, T.UĞRAŞ(Student), 2018
- RIZVANOĞLU K., Analyzing player experience: Multi-modal evaluation of player experience in different gaming platforms, Doctorate, Ç.AKER(Student), 2018
- RIZVANOĞLU K., Yerel zanaatların sürdürülebilirliği için akademi-atölye arası örtük bilgi aktarım süreçlerinin katılımcı tasarım yöntemi ve teknoloji desteği ile yeniden düzenlenmesi, Doctorate, B.ALP(Student), 2015
- RIZVANOĞLU K., Gıda sektöründe stratejik iletişim yönetimi olarak konu yönetimi ve uygulamaları, Postgraduate, M.GÖKMEN(Student), 2014

## Published journal articles indexed by SCI, SSCI, and AHCI

- I. **The category is #gaymer: A multi-method approach for understanding the queer player experience**  
GÜDEN O., RIZVANOĞLU K.  
Convergence, vol.29, no.5, pp.1308-1329, 2023 (SSCI)
- II. **A multi-modal approach for evaluating player experience on different gaming platforms**  
Aker C., Inal Y., RIZVANOĞLU K.  
INTERNATIONAL JOURNAL OF MOBILE COMMUNICATIONS, vol.18, no.2, pp.175-195, 2020 (SSCI)
- III. **Battling gender stereotypes: A user study of a code-learning game, "Code Combat," with middle school children**  
Yücel Y., RIZVANOĞLU K.  
Computers in Human Behavior, vol.99, pp.352-365, 2019 (SSCI)
- IV. **Web accessibility in Turkey: awareness, understanding and practices of user experience professionals**  
Inal Y., RIZVANOĞLU K., Yesilada Y.  
Universal Access in the Information Society, vol.18, no.2, pp.387-398, 2019 (SCI-Expanded)
- V. **Creating learning bridges through participatory design and technology to achieve sustainability in local crafts: a participatory model to enable the transfer of tacit knowledge and experience between the traditional craftsmanship and academic education**  
AYTEKİN B. A., RIZVANOĞLU K.  
INTERNATIONAL JOURNAL OF TECHNOLOGY AND DESIGN EDUCATION, vol.29, no.3, pp.603-632, 2019 (SCI-Expanded)
- VI. **Preface**  
RIZVANOĞLU K., Çetin G.  
Research and Design Innovations for Mobile User Experience, 2013 (SCI-Expanded)
- VII. **Generating guidelines for choosing appropriate metaphors in GUIs through the analysis of cross-cultural understanding of metaphorical icons: an explorative study with French and Turkish users on an e-learning site**  
Rizvanoglu K.  
DIGITAL CREATIVITY, vol.21, no.3, pp.173-185, 2010 (AHCI)
- VIII. **The Use of Metaphors in Graphical User Interfaces: Carry On With The Metaphors or Time For A Paradigm Shift?**  
RIZVANOĞLU K.  
İleti-ş-im: Galatasaray Üniversitesi İletişim Fakültesi Hakemli Akademik Yayını, 2004 (SCI-Expanded)

## Articles Published in Other Journals

- I. **Understanding users' behavioral intention to use voice assistants on smartphones through the**

**integrated model of user satisfaction and technology acceptance: a survey approach**

YILMAZ M. B., RIZVANOĞLU K.

JOURNAL OF ENGINEERING DESIGN AND TECHNOLOGY, vol.20, no.6, pp.1738-1764, 2022 (ESCI)

- II. **New co-design techniques for digital game narrative design with children**  
UĞRAŞ T., RIZVANOĞLU K., GÜLSEÇEN S.  
International Journal of Child-Computer Interaction, vol.31, 2022 (Scopus)
- III. **An overview of virtual reality within industrial design education**  
Hamurcu A., Timur Ş., RIZVANOĞLU K.  
JOURNAL OF ENGINEERING DESIGN AND TECHNOLOGY, vol.18, no.6, pp.1889-1905, 2020 (ESCI)
- IV. **Positive Developments but Challenges Still Ahead: A Survey Study on UX Professionals' Work Practices**  
Inal Y., Clemmensen T., Rajanen D., Iivari N., RIZVANOĞLU K., Sivaji A.  
JOURNAL OF USABILITY STUDIES, vol.15, no.4, pp.210-246, 2020 (ESCI)
- V. **Türkiye deki Kullanıcı Deneyimi Profesyonellerinin Profili Çalışma Ortamları Kullandıkları Yöntemler ve Mevcut İş Akışı İçindeki Konumları**  
İnal Y., RIZVANOĞLU K.  
İleti-ş-im: Galatasaray Üniversitesi İletişim Dergisi, no.25, pp.181-207, 2016 (Peer-Reviewed Journal)
- VI. **Web Radio by Children? An Explorative Study on an International Children's Radio Network**  
GÜNEY H. S., RIZVANOĞLU K., ÖZTÜRK Ö.  
İleti-ş-im: Galatasaray Üniversitesi İletişim Fakültesi Hakemli Akademik Yayını, 2013 (Peer-Reviewed Journal)
- VII. **Nationalism on the Internet : A discursive analysis of the Turkish case**  
Gidişoğlu S., RIZVANOĞLU K.  
Bogazici Journal, vol.25, no.2, pp.83-107, 2011 (Scopus)
- VIII. **Serving for Evolving Diasporic Communities: An Investigative Study on the Functions of Turkish Diasporic Web Sites in Germany**  
RIZVANOĞLU K., GÜNEY H. S.  
Journal on Ethnopolitics and Minority Issues in Europe, 2010 (Peer-Reviewed Journal)
- IX. **La capacité d'advergence à construire l'équité de marque: Une étude de cas sur les deux types d'advergances dont l'intégration de marque est associative et illustrative**  
RIZVANOĞLU K., Karagülle P.  
Revue des Interactions Humaines Médiatisées (Journal of Human Mediated Interaction, 2010 (Peer-Reviewed Journal)
- X. **World Wide Journey of the Needle: Cross-Cultural Web Radio Experience**  
KÖKSALAN M. E., GÜNEY H. S., RIZVANOĞLU K.  
Journal of Intercultural Communication, 2010 (Scopus)
- XI. **L'Evaluation des Pratiques de Lecture dans la Presse en Ligne: Du Journal-papier au Journal sur Internet ?**  
BİLGİCİ OĞUZ C., RIZVANOĞLU K.  
İleti-ş-im: Galatasaray Üniversitesi İletişim Fakültesi Hakemli Akademik Yayını, 2009 (Peer-Reviewed Journal)
- XII. **Bilişim Toplumunda İnternet Üzerinden Kültürlerarası İletişim ve Kullanılabilirlik**  
RIZVANOĞLU K.  
İleti-ş-im: Galatasaray Üniversitesi İletişim Fakültesi Hakemli Akademik Yayını, no.2, pp.117-138, 2005 (Peer-Reviewed Journal)

## **Books & Book Chapters**

- I. **İnsan Bilgisayar Etkileşimi: Araştırma ve Uygulamalar**  
Gülseçen S. (Editor), Rızvanoğlu K. (Editor), Tosun N. (Editor), Akadal E. (Editor)  
Istanbul University, İstanbul, 2020
- II. **Methodological Review Of Playability Heuristics**

AKER Ç., RIZVANOĞLU K., BOSTAN B.

in: Contemporary Topics in Computer Graphics and Games: Selected Papers from the Eurasia Graphics Conference Series, Veysi İşler, Haşmet Gürçay, Hasan Kemal Süher, Güven Çatak, Editor, Peter Lang, pp.43-76, 2020

- III. **Revisiting Heuristics for Evaluating Player Experience in Different Gaming Platforms: A Multi-Modal Approach**  
AKER Ç., RIZVANOĞLU K., İNAL Y.  
in: Game User Experience And Player-Centered Design, Barbaros Bostan, Editor, Springer International Publishing, pp.123-161, 2020
- IV. **The Use of Neurometric and Biometric Research Methods in Understanding the User Experience of First-Time Buyers in E-Commerce**  
Çakar T., RIZVANOĞLU K., ÖZTÜRK Ö., Zengin Çelik D.  
in: Neuroergonomics: The Brain at Work and in Everyday Life, Hasan Ayaz, Frédéric Dehais, Editor, Elsevier Academic Press, Londrina, pp.319-320, 2018
- V. **Analyzing Playability in Multi-platform Games: A Case Study of the Fruit Ninja Game**  
AKER Ç., RIZVANOĞLU K., ÖZTÜRK Ö., Yılmaz A. S.  
in: Design User Experience and Usability Novel User Experiences Volume 9747 of the series Lecture Notes in Computer Science, Aaron Marcus, Editor, Springer International Publishing, pp.229-239, 2016
- VI. **How to Improve the Overall Pre-purchase Experience Through a New Category Structure Based on a Compatible Database: Gittigidiyor (Ebay Turkey) Case**  
Gürvardar İ., RIZVANOĞLU K., ÖZTÜRK Ö., Yavuz Ö.  
in: Design User Experience and Usability Novel User Experiences Volume 9747 of the series Lecture Notes in Computer Science, Aaron Marcus, Editor, Springer International Publishing, pp.366-376, 2016
- VII. **The Impact of Human Likeness on the Older Adults' Perceptions and Preferences of Humanoid Robot Appearance**  
RIZVANOĞLU K., ÖZTÜRK Ö., Adıyaman Ö.  
in: Design, User Experience, and Usability. User Experience Design Practice: Lecture Notes in Computer Science, vol 8520, Aaron Marcus, Editor, Springer International Publishers, Heidelberg, pp.164-172, 2014
- VIII. **Research and Design Innovations for Mobile User Experience**  
Rızvanoğlu K. (Editor), Çetin G. (Editor)  
IGI Global, Pennsylvania, 2013
- IX. **M-Commerce Usability: An Explorative Study on Turkish Private Shopping Apps and Mobile Sites**  
ÖZTÜRK Ö., RIZVANOĞLU K.  
in: Design, User Experience, and Usability. Web, Mobile, and Product Design: Lecture Notes in Computer Science, vol 8015, Aaron Marcus, Editor, Springer International Publishers, Heidelberg, pp.623-630, 2013
- X. **Mobile Accessibility in Touchscreen Devices: Implications from a Pilot Study with Blind Users on iOS Apps in iPhone and iPad**  
Çalışkan V., ÖZTÜRK Ö., RIZVANOĞLU K.  
in: Research and Design Innovations in Mobile User Experience, Kerem Rızvanoğlu, Görkem Çetin, Editor, IGI Global, Hershey, pp.182-202, 2013
- XI. **Herkes için Web: Evrensel Kullanılabilirlik ve Tasarım**  
RIZVANOĞLU K.  
Punto, İstanbul, 2009
- XII. **Oyuncular ve Oyuncu Olmayanlar için Oyunlar**  
RIZVANOĞLU K., ÖZTÜRK Ö., ATAMAN M. B.  
Boğaziçi Üniversitesi Yayinevi, 2003

## **Refereed Congress / Symposium Publications in Proceedings**

- I. **Smart City, Big Data, Little People: A Case Study on Istanbul's Public Transport Data**  
Kizilkaya E., RIZVANOĞLU K., GÜNEY H. S.

Future of Information and Communication Conference, FICC 2024, Berlin, Germany, 4 - 05 April 2024, vol.921 LNNS, pp.57-75

- II. **Exploring Educational Technologists' Usability Heuristics on a Mobile Assistive Technology Hub**  
EŞFER ÖNDÜNÇ S., Whittington P., TURAN S. G., Doğan H., SARAÇ S., RIZVANOĞLU K.  
IECHCI2023 INTERNATIONAL EASTERN CONFERENCE ON HUMAN-COMPUTER INTERACTION, Erzurum, Turkey, 23 November 2023
- III. **I am old too! : Understanding the Impact of Empathy and Voice Characteristics on Older Adults' Perception of Voice Assistants**  
Yücel Y., Rızvanoğlu K.  
IEEE International Conference on E-Business Engineering (ICEBE) 2022, Bournemouth, England, 14 - 16 October 2022, pp.14-20
- IV. **Evaluating One-Handed Usability of Phablets: A Comparative Study into Turkey's Leading Food and Grocery Delivery Applications**  
Kızılkaya E., RIZVANOĞLU K.  
9th International Conference on Design, User Experience, and Usability, DUXU 2020, held as part of the 22nd International Conference on Human-Computer Interaction, HCII 2020, Copenhagen, Denmark, 19 - 24 July 2020, pp.294-312
- V. **Exploring Food Literacy Through the Use of Mobile Apps in the Era of Human-Food Interaction: Kliktag Case**  
Yüzüncüyl K. S., RIZVANOĞLU K., ÖZTÜRK Ö.  
9th International Conference on Design, User Experience, and Usability, DUXU 2020, held as part of the 22nd International Conference on Human-Computer Interaction, HCII 2020, Copenhagen, Denmark, 19 - 24 July 2020, pp.357-375
- VI. **Reaching a Consensus through Participatory Design with Children: The Two-Way Approach**  
UĞRAŞ T., RIZVANOĞLU K., GÜLSEÇEN S.  
32nd International BCS Human Computer Interaction Conference (HCI 2018), Ireland, 2 - 06 July 2018
- VII. **Decision Making Process through Participatory Design: Mobile Game Design for Children Case**  
UĞRAŞ T., GÜLSEÇEN S., RIZVANOĞLU K.  
ICITS 2017 International Computer and Instructional Technologies Symposium, 24 - 26 May 2017
- VIII. **Methodological Review of Playability Heuristics**  
AKER Ç., RIZVANOĞLU K., BOSTAN B.  
Eurasigraphics 2017, İstanbul, Turkey, 4 - 06 November 2017
- IX. **UX Professionals' Definitions of Usability and UX - A Comparison Between Turkey, Finland, Denmark, France and Malaysia**  
Rajanen D., Clemmensen T., Iivari N., Inal Y., RIZVANOĞLU K., Sivaji A., Roche A.  
16th IFIP TC 13 International Conference on Human-Computer Interaction (INTERACT), Mumbai, India, 25 - 29 September 2017, vol.10516, pp.218-239
- X. **The use of neurometric and biometric research methods in understanding the user experience during product search of first-time buyers in E-commerce**  
Çakar T., RIZVANOĞLU K., ÖZTÜRK Ö., Çelik D. Z., Gürvardar İ.  
6th International Conference on Design, User Experience, and Usability, DUXU 2017, held as part of the 19th International Conference on Human-Computer Interaction, HCI 2017, Vancouver, Canada, 9 - 14 July 2017, pp.342-362
- XI. **Programming a robotic toy with a block coding application: A usability study with non-programmer adults**  
Ramoğlu M., Genç Ç., RIZVANOĞLU K.  
6th International Conference on Design, User Experience, and Usability, DUXU 2017, held as part of the 19th International Conference on Human-Computer Interaction, HCI 2017, Vancouver, Canada, 9 - 14 July 2017, pp.652-666
- XII. **Türkiye deki kullanıcı deneyimi profesyonellerinin web erişilebilirliğine yönelik algısı**  
İnal Y., RIZVANOĞLU K., Yeşilada Y.

1. Engellilik Araştırmaları Kongresi, İstanbul, Turkey, 24 - 25 November 2016

- XIII. **Analyzing Playability in Multi-platform Games: A Case Study of the Fruit Ninja Game**  
Aker C., RIZVANOĞLU K., Inal Y., Yilmaz A. S.  
5th International Conference on Design, User Experience, and Usability (DUXU) held as part of 18th International Conference on Human-Computer Interaction (HCI International), Toronto, Canada, 17 - 22 July 2016, vol.9747, pp.229-239
- XIV. **How to Improve the Overall Pre-purchase Experience Through a New Category Structure Based on a Compatible Database: Gittigidiyor (Ebay Turkey) Case**  
Gurvardar I., RIZVANOĞLU K., ÖZTÜRK Ö., Yavuz O.  
5th International Conference on Design, User Experience, and Usability (DUXU) held as part of 18th International Conference on Human-Computer Interaction (HCI International), Toronto, Canada, 17 - 22 July 2016, vol.9747, pp.366-376
- XV. **The Turkish central doctor rendezvous system under spotlight: A user study with Turkish senior users**  
Karbay E. B., RIZVANOĞLU K.  
4th International Conference on Design, User Experience and Usability, DUXU 2015 Held as Part of 17th International Conference on Human-Computer Interaction, HCI International 2015, California, United States Of America, 2 - 07 August 2015, vol.9188, pp.628-637
- XVI. **Left vs. Right-Handed UX: A Comparative User Study on a Mobile Application with Left and Right-Handed Users**  
Asci S., RIZVANOĞLU K.  
3rd International Conference on Design, User Experience, and Usability (DUXU), Heraklion, Greece, 22 - 27 June 2014, vol.8518, pp.173-183
- XVII. **The Impact of Human Likeness on the Older Adults' Perceptions and Preferences of Humanoid Robot Appearance**  
RIZVANOĞLU K., ÖZTÜRK Ö., Adiyaman O.  
3rd International Conference on Design, User Experience, and Usability (DUXU), Heraklion, Greece, 22 - 27 June 2014, vol.8520, pp.164-172
- XVIII. **Selection and implementation of navigation and information search strategies in Bank web sites: Turkish case**  
ÖZTÜRK Ö., RIZVANOĞLU K.  
2nd International Conference on Design, User Experience, and Usability: Web, Mobile, and Product Design, DUXU 2013, Held as Part of 15th International Conference on Human-Computer Interaction, HCI International 2013, Las Vegas, NV, United States Of America, 21 - 26 July 2013, pp.284-293
- XIX. **M-commerce usability: An explorative study on Turkish private shopping apps and mobile sites**  
ÖZTÜRK Ö., RIZVANOĞLU K.  
2nd International Conference on Design, User Experience, and Usability: Web, Mobile, and Product Design, DUXU 2013, Held as Part of 15th International Conference on Human-Computer Interaction, HCI International 2013, Las Vegas, NV, United States Of America, 21 - 26 July 2013, pp.623-630
- XX. **How to Improve User Experience in Mobile Social Networking: A User-Centered Study with Turkish Mobile Social Network Site Users**  
ÖZTÜRK Ö., RIZVANOĞLU K.  
1st International Conference on Design, User Experience, and Usability (DUXU)/14th International Conference on Human-Computer Interaction (HCI), Florida, United States Of America, 9 - 14 July 2011, vol.6769, pp.521-530
- XXI. **The Impact of "Device" in Social Networking: An Explorative Study with Turkish Social Network Site Users on the Nature of Interactions through Personal Computers and Smartphones**  
ÖZTÜRK Ö., RIZVANOĞLU K., POLAT S., Karanfil F., Bakis O.  
4th International Conference on Internationalization, Design and Global Development, Florida, United States Of America, 9 - 14 July 2011, vol.6775, pp.473-476
- XXII. **A Close Look at the Phenomenon: An Eye-Tracking Study on Social Network Site Usability**  
RIZVANOĞLU K., ÖZTÜRK Ö.

7th International Conference of Interactive Media Design, 24 - 28 June 2010

**XXIII. Cross-Cultural Understanding of the Dual Structure of Metaphorical Icons: An Explorative Study with French and Turkish Users on an E-Learning Site**

RIZVANOĞLU K., ÖZTÜRK Ö.

3rd International Conference on Internationalization, Design and Global Development held at the 13th International Conference on Human Computer Interaction, California, United States Of America, 19 - 24 July 2009, vol.5623, pp.89-98

**XXIV. Küreselleşen Dünyada yerel Muhalefet için Alternatif bir Buluşma Alanı: Yerel Web Siteleri**

Rızvanoğlu K., Mahmutoğlu V.

1st International Congress on Social and Economic Issues Shaping the World's Future: New Global Dialogue, Isparta, Turkey, 01 July 2009

**XXV. HOW TO FIND THE WAY: TEXT\_BASED OR MAP\_BASED SEARCH? AN EXPLORATIVE STUDY ON THE USE OF THE JOURNEY PLANNER IN IETT WEB SITE**

Senol B. S., RIZVANOĞLU K.

6th International Symposium of Interactive Media Design, İstanbul, Turkey, 15 - 17 October 2008, pp.81-89

**XXVI. Local websites as the new existence of traditional local cultures in the virtual space: An overview on the local websites of Turkey**

RIZVANOĞLU K., Oeztuerk O.

2nd International Conference on Usability and Internationalization held at the HCI International 2007, Beijing, China, 22 - 27 July 2007, vol.4560, pp.211-212

## Supported Projects

RIZVANOĞLU K., GÜNEY H. S., AYDOĞAN B., GÜDEN O., KIZILKAYA E., KOBAS B., BOYALI A., Project Supported by Higher Education Institutions, Artırılmış Kentsel Seyahat Deneyimi için Konumsal Medya Uygulamaları: Teknoloji Aracılığıyla Kentleri Keşfetmek, 2022 - Continues

RIZVANOĞLU K., Project Supported by Higher Education Institutions, ÇOCUKLARLA BİRLİKTE TASARLANAN ÇOCUKLARA YÖNELİK DİJİTAL OYUNLARDA ANLATI TASARIMI İÇİN YENİ ORTAK-TASARIM TEKNİKLERİ GELİŞTİRMEK, 2018 - 2019

RIZVANOĞLU K., Project Supported by Higher Education Institutions, ROBOTİK OYUNCAKLARDA İNSAN-ROBOT ETKİLEŞİMİ: ROBOTİK OYUNCAKLARIN MOBİL YÖNETİM ARAYÜZÜNDE KULLANILABİLİRLİK, 2016 - 2017

RIZVANOĞLU K., Project Supported by Higher Education Institutions, PLATFORMLAR ARASI OYUNCU DENEYİMİ ANALİZİ: JEST-TABANLI VE MOBİL PLATFORMLARDA OYUNCU DENEYİMİNE ANALİTİK BİR BAKIŞ, 2015 - 2016

RIZVANOĞLU K., Project Supported by Higher Education Institutions, YAŞLI KULLANICILAR İÇİN KULLANILABİLİR PLATFORMLARIN TASARIMI: "SAĞLIK BAKANLIĞI MERKEZİ HEKİM RANDEVU SİSTEMİ" ÜZERİNE AMPİRİK BİR ÇALIŞMA, 2014 - 2015

RIZVANOĞLU K., Project Supported by Higher Education Institutions, OTONOM ROBOTLAR ARASINDA BİLGİ PAYLAŞIM SÜRECİNDE İNSAN- ROBOT ETKİLEŞİMİ, 2012 - 2014

RIZVANOĞLU K., Project Supported by Higher Education Institutions, MOBİL SOSYAL AĞLARDA KULLANICI DENEYİMİ: TÜRK MOBİL SOSYAL AĞ KULLANICILARIYLA KULLANICI MERKEZLİ BİR ÇALIŞMA, 2011 - 2012

RIZVANOĞLU K., Project Supported by Higher Education Institutions, WEB VE ÇOCUK: BİR ULUSLARARASI RADYO AĞININ ANATOMİSİ, 2010 - 2012

RIZVANOĞLU K., Project Supported by Higher Education Institutions, KÜRESEL MEDYA EĞLENCESİ " STAR ARANMAKTA", 2008 - 2010

RIZVANOĞLU K., Project Supported by Higher Education Institutions, WEB RADYODA KÜLTÜRLERARASI KULLANICI DENEYİMİ: TÜRK VE HOLLANDALI ÖĞRENCİLERLE ULUSLARARASI BİR WEB RADYO SİTESİ ÜZERİNE AMPİRİK BİR ÇALIŞMA, 2007 - 2009

## **Metrics**

Publication: 59

Citation (WoS): 103

Citation (Scopus): 171

H-Index (WoS): 6

H-Index (Scopus): 7

## **Awards**

Rajanen D., Clemmensen T., Iivari N., İnal Y., Rızvanođlu K., Sivaji A., Roche A., Reviewer's Choice Award, Interact 2017, August 2017

Öztürk Ö., Rızvanođlu K., Best Paper Award, Hci International 2011: 14Th International Conference On Human-Computer Interaction, July 2011

## **Non Academic Experience**

Galatasaray Üniversitesi İletişim Fakültesi

Galatasaray Üniversitesi İletişim Fakültesi

Galatasaray Üniversitesi İletişim Fakültesi