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### Education Information

Postgraduate, Mimar Sinan Fine Arts University, Institute Of Social Sciences, Grafik Tasarımı Anasanat Dalı (YI) (Tezli), Turkey 2004 - Continues

Undergraduate, Istanbul Technical University, Mimarlık Fakültesi, Şehir Ve Bölge Planlama Bölümü, Turkey 1993 - 1998

### Academic Titles / Tasks

Research Assistant, Galatasaray University, İletişim Fakültesi, Gazetecilik Bölümü, 2005 - Continues

### Articles Published in Other Journals

- I. **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)

### Books & Book Chapters

- I. **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
- II. **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
- III. **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
- IV. **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

V. **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

VI. **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

VII. **Oyuncular ve Oyuncu Olmayanlar için Oyunlar**

RIZVANOĞLU K., ÖZTÜRK Ö., ATAMAN M. B.

Boğaziçi Üniversitesi Yayinevi, 2003

## Refereed Congress / Symposium Publications in Proceedings

I. **Exploring Food Literacy Through the Use of Mobile Apps in the Era of Human-Food Interaction: Kliktag Case**

Yüzüncüyıl 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

II. **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

III. **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

IV. **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

V. **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

VI. **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

- VII. **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
- VIII. **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
- IX. **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
- X. **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

## **Metrics**

Publication: 18

Citation (WoS): 10

Citation (Scopus): 32

H-Index (WoS): 2

H-Index (Scopus): 4