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#### **Education Information**

Postgraduate, Mimar Sinan Fine Arts University, Institute Of Social Sciences, Grafik Tasarımı Anasanat Dalı (Yl) (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 ExperiencesVolume 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 Yayınevi, 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