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### Kişisel Bilgiler

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### Eğitim Bilgileri

Yüksek Lisans, Mimar Sinan Güzel Sanatlar Üniversitesi, Sosyal Bilimler Enstitüsü, Grafik Tasarımı Anasenat Dalı (Yıl) (Tezli), Türkiye 2004 - Devam Ediyor  
Lisans, İstanbul Teknik Üniversitesi, Mimarlık Fakültesi, Şehir Ve Bölge Planlama Bölümü, Türkiye 1993 - 1998

### Akademik Unvanlar / Görevler

Araştırma Görevlisi, Galatasaray Üniversitesi, İletişim Fakültesi, Gazetecilik Bölümü, 2005 - Devam Ediyor

### Diğer Dergilerde Yayınlanan Makaleler

- I. **Web Radio by Children? An Explorative Study on an International Children's Radio Network**  
GÜNEY H. S., RİZVANOĞLU K., ÖZTÜRK Ö.  
İleti-ş-im: Galatasaray Üniversitesi İletişim Fakültesi Hakemli Akademik Yayımları, 2013 (Hakemli Dergi)

### Kitap & Kitap Bölümleri

- I. **The Use of Neurometric and Biometric Research Methods in Understanding the User Experience of First-Time Buyers in E-Commerce**  
Çakar T., RİZVANOĞLU K., ÖZTÜRK Ö., Zengin Çelik D.  
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- II. **How to Improve the Overall Pre-purchase Experience Through a New Category Structure Based on a Compatible Database: Gittigidiyor (Ebay Turkey) Case**  
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- III. **Analyzing Playability in Multi-platform Games: A Case Study of the Fruit Ninja Game**  
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- IV. **The Impact of Human Likeness on the Older Adults' Perceptions and Preferences of Humanoid Robot Appearance**  
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- Design, User Experience, and Usability. User Experience Design Practice: Lecture Notes in Computer Science, vol 8520, Aaron Marcus, Editör, Springer International Publishers, Heidelberg, ss.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.  
Research and Design Innovations in Mobile User Experience, Kerem Rizvanoglu, Görkem Çetin, Editör, IGI Global, Hershey, ss.182-202, 2013
- VI. **M-Commerce Usability: An Explorative Study on Turkish Private Shopping Apps and Mobile Sites**  
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- VII. **Oyuncular ve Oyuncu Olmayanlar için Oyunlar**  
RIZVANOĞLU K., ÖZTÜRK Ö., ATAMAN M. B.  
Boğaziçi Üniversitesi Yayınevi, 2003

### **Hakemli Kongre / Sempozyum Bildiri Kitaplarında Yer Alan Yayınlar**

- I. **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, Danimarka, 19 - 24 Temmuz 2020, ss.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.  
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- III. **How to Improve the Overall Pre-purchase Experience Through a New Category Structure Based on a Compatible Database: Gittigidiyor (Ebay Turkey) Case**  
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5th International Conference on Design, User Experience, and Usability (DUXU) held as part of 18th International Conference on Human-Computer Interaction (HCI International), Toronto, Kanada, 17 - 22 Temmuz 2016, cilt.9747, ss.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.  
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- 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, Amerika Birleşik Devletleri, 21 - 26 Temmuz 2013, ss.623-630
- VI. **Selection and implementation of navigation and information search strategies in Bank web sites: Turkish case**  
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- 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, Amerika Birleşik Devletleri, 9 - 14 Temmuz 2011, cilt.6775, ss.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, Amerika Birleşik Devletleri, 9 - 14 Temmuz 2011, cilt.6769, ss.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 Haziran 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, Amerika Birleşik Devletleri, 19 - 24 Temmuz 2009, cilt.5623, ss.89-98

## **Metrikler**

Yayın: 18  
Atıf (WoS): 10  
Atıf (Scopus): 32  
H-İndeks (WoS): 2  
H-İndeks (Scopus): 4