

# Pinar Onay Durdu

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2604656/publications.pdf>

Version: 2024-02-01

20  
papers

59  
citations

1936888

4  
h-index

1719596

7  
g-index

20  
all docs

20  
docs citations

20  
times ranked

32  
citing authors

| #  | ARTICLE  | IF  | CITATIONS |
|----|--|-----|-----------|
| 1  | Evaluation of Accessibility of University Websites: A Case from Turkey. Communications in Computer and Information Science, 2017, , 663-668.   | 0.4 | 12        |
| 2  | A comparison of mobile form controls for different tasks. Computer Standards and Interfaces, 2019, 61, 97-106.   | 3.8 | 10        |
| 3  | A user-centered behavioral software development model. Journal of Software: Evolution and Process, 2021, 33, e2274.  | 1.2 | 7         |
| 4  | Blended Scrum model for software development organizations. Journal of Software: Evolution and Process, 2019, 31, e2147.   | 1.2 | 6         |
| 5  | Usability of University Websites: A Systematic Review. Lecture Notes in Computer Science, 2017, , 277-287.   | 1.0 | 4         |
| 6  | The Role of Self-Efficacy and Perceived Enjoyment in Predicting Computer Engineering Students' Continuous Use Intention of Scratch. International Journal of E-Adoption, 2019, 11, 1-12. | 1.0 | 4         |
| 7  | Comparison of Mobile Input Methods. Lecture Notes in Computer Science, 2016, , 3-13.   | 1.0 | 3         |
| 8  | The Perception of Website Accessibility: A Survey of Turkish Software Professionals. AJIT-e Online Academic Journal of Information Technology, 2020, 11, 42-71.                          | 0.3 | 3         |
| 9  | Multimodal natural interaction for 3D images. , 2015, , .  |     | 2         |
| 10 | A systematic mapping study of usability vs security. , 2018, , .   |     | 2         |
| 11 | Performance Comparison of EEG Channels in Emotion Recognition. , 2019, , .   |     | 2         |
| 12 | A Systematic Review of Web Accessibility Metrics. Advances in Web Technologies and Engineering Book Series, 2022, , 77-108.  | 0.4 | 2         |
| 13 | Comparison of user performance and satisfaction of tablet virtual keyboards in three different OS environment. , 2015, , .   |     | 1         |
| 14 | Evaluating the Usability of Unity Game Engine from Developers' Perspective. , 2017, , .  |     | 1         |
| 15 | Heuristic Evaluation of a mobile hand-writing learning application. , 2015, , .  |     | 0         |
| 16 | Usability Evaluation of e-Kocaeli M-Government Application. , 2019, , .  |     | 0         |
| 17 | Unified Website Accessibility Assessment Framework. Advances in Web Technologies and Engineering Book Series, 2022, , 135-168.   | 0.4 | 0         |
| 18 | Heuristic Evaluation of a MMORPG: Guild Wars 2. Communications in Computer and Information Science, 2014, , 9-14.  | 0.4 | 0         |

| #  | ARTICLE  | IF  | CITATIONS |
|----|--|-----|-----------|
| 19 | Entry and Selection Methods for Specifying Dates in Mobile Context. Lecture Notes in Computer Science, 2018, , 92-100. | 1.0 | 0         |
| 20 | The Role of Extreme Learning Machine in Multi Classification based Emotion Recognition using EEG Signals. , 2019, , .  |     | 0         |