Pinar Onay Durdu

List of Publications by Year
in descending order

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	Unified Website Accessibility Assessment Framework. Advances in Web Technologies and Engineering Book Series, 2022, , 135-168.	0.4	0
2	A Systematic Review of Web Accessibility Metrics. Advances in Web Technologies and Engineering Book Series, 2022, , 77-108.	0.4	2
3	A user‐centered behavioral software development model. Journal of Software: Evolution and Process, 2021, 33, e2274.	1.2	7
4	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
5	A comparison of mobile form controls for different tasks. Computer Standards and Interfaces, 2019, 61, 97-106.	3.8	10
6	Performance Comparison of EEG Channels in Emotion Recognition. , 2019, , .		2
7	Usability Evaluation of e-Kocaeli M-Goverment Application. , 2019, , .		0
8	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
9	Blended Scrum model for software development organizations. Journal of Software: Evolution and Process, 2019, 31, e2147.	1.2	6
10	The Role of Extreme Learning Machine in Multi Classification based Emotion Recognition using EEG Signals. , 2019, , .		0
11	A systematic mapping study of usability vs security. , 2018, , .		2
12	Entry and Selection Methods for Specifying Dates in Mobile Context. Lecture Notes in Computer Science, 2018, , 92-100.	1.0	0
13	Evaluation of Accessibility of University Websites: A Case from Turkey. Communications in Computer and Information Science, 2017, , 663-668.	0.4	12
14	Usability of University Websites: A Systematic Review. Lecture Notes in Computer Science, 2017, , 277-287.	1.0	4
15	Evaluating the Usability of Unity Game Engine from Developers' Perspective. , 2017, , .		1
16	Comparison of Mobile Input Methods. Lecture Notes in Computer Science, 2016, , 3-13.	1.0	3
17	Heuristic Evaluation of a mobile hand-writing learning application. , 2015, , .		0
18	Comparison of user performance and satisfaction of tablet virtual keyboards in three different OS environment. , 2015, , .		1

#	Article	IF	Citations
19	Multimodal natural interaction for 3D images. , 2015, , .		2
20	Heuristic Evaluation of a MMORPG: Guild Wars 2. Communications in Computer and Information Science, 2014, , 9-14.	0.4	0