

Elif Surer

List of Publications by Year in descending order

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Version: 2024-02-01

44
papers

457
citations

933447

10
h-index

839539

18
g-index

53
all docs

53
docs citations

53
times ranked

497
citing authors

#	ARTICLE	IF	CITATIONS
1	Exergaming and rehabilitation: A methodology for the design of effective and safe therapeutic exergames. <i>Entertainment Computing</i> , 2016, 14, 55-65.	2.9	102
2	Variable kinship patterns in Neolithic Anatolia revealed by ancient genomes. <i>Current Biology</i> , 2021, 31, 2455-2468.e18.	3.9	47
3	Usability of virtual reality for basic design education: a comparative study with paper-based design. <i>International Journal of Technology and Design Education</i> , 2021, 31, 357-377.	2.6	40
4	Automated Video Game Testing Using Synthetic and Humanlike Agents. <i>IEEE Transactions on Games</i> , 2021, 13, 50-67.	1.4	32
5	User Perspectives on Exergames Designed to Explore the Hemineglected Space for Stroke Patients With Visuospatial Neglect: Usability Study. <i>JMIR Serious Games</i> , 2017, 5, e18.	3.1	25
6	Human inbreeding has decreased in time through the Holocene. <i>Current Biology</i> , 2021, 31, 3925-3934.e8.	3.9	20
7	Exergames Encouraging Exploration of Hemineglected Space in Stroke Patients With Visuospatial Neglect: A Feasibility Study. <i>JMIR Serious Games</i> , 2017, 5, e17.	3.1	18
8	A markerless estimation of the ankle-foot complex 2D kinematics during stance. <i>Gait and Posture</i> , 2011, 33, 532-537.	1.4	17
9	Archaeogenetic analysis of Neolithic sheep from Anatolia suggests a complex demographic history since domestication. <i>Communications Biology</i> , 2021, 4, 1279.	4.4	16
10	Architectural Design in Virtual Reality and Mixed Reality Environments: A Comparative Analysis. , 2019, , ,		15
11	Developing serious games for CBRN-e training in mixed reality, virtual reality, and computer-based environments. <i>International Journal of Disaster Risk Reduction</i> , 2022, 77, 103022.	3.9	14
12	Methods and Technologies for Gait Analysis. , 2011, , 105-123.		11
13	Developing a scenario-based video game generation framework for computer and virtual reality environments: a comparative usability study. <i>Journal on Multimodal User Interfaces</i> , 2021, 15, 393-411.	2.9	10
14	Enhancing the Monte Carlo Tree Search Algorithm for Video Game Testing. , 2020, , ,		10
15	Developing Adaptive Serious Games for Children With Specific Learning Difficulties: A Two-phase Usability and Technology Acceptance Study. <i>JMIR Serious Games</i> , 2021, 9, e25997.	3.1	9
16	An Immersive Design Environment for Performance-Based Architectural Design. , 2018, , ,		7
17	Multi-modal egocentric activity recognition using multi-kernel learning. <i>Multimedia Tools and Applications</i> , 2021, 80, 16299-16328.	3.9	7
18	An immersive performative architectural design tool with daylighting simulations: a building information modeling-based approach. <i>Engineering, Construction and Architectural Management</i> , 2021, 28, 1319-1344.	3.1	7

#	ARTICLE	IF	CITATIONS
19	Boosted multiple kernel learning for first-person activity recognition. , 2017, , .		6
20	Information Augmentation for Human Activity Recognition and Fall Detection using Empirical Mode Decomposition on Smartphone Data. , 2019, , .		4
21	ClickbaitTR: Dataset for clickbait detection from Turkish news sites and social media with a comparative analysis via machine learning algorithms. Journal of Information Science, 2023, 49, 480-499.	3.3	4
22	IMPLEMENTATION OF A GENERIC FRAMEWORK ON CROWD SIMULATION: A NEW ENVIRONMENT TO MODEL CROWD BEHAVIOR AND DESIGN VIDEO GAMES. MuÅŸla Journal of Science and Technology, 0, , .	0.1	4
23	A Canine Gait Analysis Protocol for Back Movement Assessment in German Shepherd Dogs. Veterinary Sciences, 2020, 7, 26.	1.7	3
24	Proposing a novel mixed-reality framework for basic design and its hybrid evaluation using linkography and interviews. International Journal of Technology and Design Education, 0, , 1.	2.6	3
25	Save the Planets. , 2020, , .		3
26	Video-games based Neglect rehabilitation using haptics. , 2014, , .		2
27	Detecting â€œClickbaitâ€•News on Social Media Using Machine Learning Algorithms. , 2019, , .		2
28	Behavior and usability analysis for multimodal user interfaces. Journal on Multimodal User Interfaces, 2021, 15, 335.	2.9	2
29	Relational-grid-world: a novel relational reasoning environment and an agent model for relational information extraction. Turkish Journal of Electrical Engineering and Computer Sciences, 2021, 29, 1259-1273.	1.4	2
30	The Use of Big Mobile Data to Gain Multilayered Insights for Syrian Refugee Crisis. , 2019, , 347-379.		2
31	Video-games based framework designed for the cognitive rehabilitation of children with Down Syndrome. , 2016, , .		1
32	Voluntary behavior on cortical learning algorithm based agents. , 2016, , .		1
33	Modeling a User-Oriented Ontology on Accessible Homes for Supporting Activities of Daily Living (ADL) in Healthy Aging. , 2019, , .		1
34	Scene Classification: A Comprehensive Study Combining Local and Global Descriptors. , 2019, , .		1
35	DEVELOPING A SPACE SYNTAX-BASED EVALUATION METHOD FOR PROCEDURALLY GENERATED GAME LEVELS. MuÅŸla Journal of Science and Technology, 0, , .	0.1	1
36	Verifying Maze-Like Game Levels With Model Checker SPIN. IEEE Access, 2022, 10, 66492-66510.	4.2	1

#	ARTICLE	IF	CITATIONS
37	Physical and Cognitive Training of Children with Down Syndrome Using Video Games. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2017, , 362-365.	0.3	0
38	Design and Evaluation of an Interactive Art Installation to Introduce 'de novo' Mutations to Different Audiences. , 2018, , .		0
39	Ranking based boosted multiple kernel learning for activity recognition on first-person videos. , 2018, , .		0
40	Positive or Negative? A semantic orientation of financial news. , 2019, , .		0
41	Policy Implications of the D4R Challenge. , 2019, , 477-495.		0
42	Sketch Recognition for Interactive Game Experiences Using Neural Networks. Lecture Notes in Computer Science, 2021, , 393-401.	1.3	0
43	Using Generative Adversarial Nets on Atari Games for Feature Extraction in Deep Reinforcement Learning. , 2020, , .		0
44	Playtesting: What is Beyond Personas. IEEE Transactions on Games, 2022, , 1-1.	1.4	0