

# 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	ClickbaitTR: Dataset for clickbait detection from Turkish news sites and social media with a comparative analysis via machine learning algorithms. <i>Journal of Information Science</i> , 2023, 49, 480-499.	3.3	4
2	Playtesting: What is Beyond Personas. <i>IEEE Transactions on Games</i> , 2022, , 1-1.	1.4	0
3	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
4	Verifying Maze-Like Game Levels With Model Checker SPIN. <i>IEEE Access</i> , 2022, 10, 66492-66510.	4.2	1
5	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
6	Multi-modal egocentric activity recognition using multi-kernel learning. <i>Multimedia Tools and Applications</i> , 2021, 80, 16299-16328.	3.9	7
7	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
8	Automated Video Game Testing Using Synthetic and Humanlike Agents. <i>IEEE Transactions on Games</i> , 2021, 13, 50-67.	1.4	32
9	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
10	Behavior and usability analysis for multimodal user interfaces. <i>Journal on Multimodal User Interfaces</i> , 2021, 15, 335.	2.9	2
11	Relational-grid-world: a novel relational reasoning environment and an agent model for relational information extraction. <i>Turkish Journal of Electrical Engineering and Computer Sciences</i> , 2021, 29, 1259-1273.	1.4	2
12	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
13	Variable kinship patterns in Neolithic Anatolia revealed by ancient genomes. <i>Current Biology</i> , 2021, 31, 2455-2468.e18.	3.9	47
14	Human inbreeding has decreased in time through the Holocene. <i>Current Biology</i> , 2021, 31, 3925-3934.e8.	3.9	20
15	Archaeogenetic analysis of Neolithic sheep from Anatolia suggests a complex demographic history since domestication. <i>Communications Biology</i> , 2021, 4, 1279.	4.4	16
16	Sketch Recognition for Interactive Game Experiences Using Neural Networks. <i>Lecture Notes in Computer Science</i> , 2021, , 393-401.	1.3	0
17	Enhancing the Monte Carlo Tree Search Algorithm for Video Game Testing. , 2020, , .		10
18	A Canine Gait Analysis Protocol for Back Movement Assessment in German Shepherd Dogs. <i>Veterinary Sciences</i> , 2020, 7, 26.	1.7	3

#	ARTICLE	IF	CITATIONS
19	Save the Planets. , 2020, , .		3
20	Using Generative Adversarial Nets on Atari Games for Feature Extraction in Deep Reinforcement Learning. , 2020, , .		0
21	Modeling a User-Oriented Ontology on Accessible Homes for Supporting Activities of Daily Living (ADL) in Healthy Aging. , 2019, , .		1
22	Information Augmentation for Human Activity Recognition and Fall Detection using Empirical Mode Decomposition on Smartphone Data. , 2019, , .		4
23	Scene Classification: A Comprehensive Study Combining Local and Global Descriptors. , 2019, , .		1
24	Architectural Design in Virtual Reality and Mixed Reality Environments: A Comparative Analysis. , 2019, , .		15
25	Detecting "Clickbait" News on Social Media Using Machine Learning Algorithms. , 2019, , .		2
26	Positive or Negative? A semantic orientation of financial news. , 2019, , .		0
27	The Use of Big Mobile Data to Gain Multilayered Insights for Syrian Refugee Crisis. , 2019, , 347-379.		2
28	Policy Implications of the D4R Challenge. , 2019, , 477-495.		0
29	An Immersive Design Environment for Performance-Based Architectural Design. , 2018, , .		7
30	Design and Evaluation of an Interactive Art Installation to Introduce 'de novo' Mutations to Different Audiences. , 2018, , .		0
31	Ranking based boosted multiple kernel learning for activity recognition on first-person videos. , 2018, , .		0
32	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
33	Boosted multiple kernel learning for first-person activity recognition. , 2017, , .		6
34	Exergames Encouraging Exploration of Hemineglected Space in Stroke Patients With Visuospatial Neglect: A Feasibility Study. JMIR Serious Games, 2017, 5, e17.	3.1	18
35	User Perspectives on Exergames Designed to Explore the Hemineglected Space for Stroke Patients With Visuospatial Neglect: Usability Study. JMIR Serious Games, 2017, 5, e18.	3.1	25
36	Video-games based framework designed for the cognitive rehabilitation of children with Down Syndrome. , 2016, , .		1

#	ARTICLE	IF	CITATIONS
37	Voluntary behavior on cortical learning algorithm based agents. , 2016, , .		1
38	Exergaming and rehabilitation: A methodology for the design of effective and safe therapeutic exergames. Entertainment Computing, 2016, 14, 55-65.	2.9	102
39	Video-games based Neglect rehabilitation using haptics. , 2014, , .		2
40	A markerless estimation of the ankle-foot complex 2D kinematics during stance. Gait and Posture, 2011, 33, 532-537.	1.4	17
41	Methods and Technologies for Gait Analysis. , 2011, , 105-123.		11
42	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
43	DEVELOPING A SPACE SYNTAX-BASED EVALUATION METHOD FOR PROCEDURALLY GENERATED GAME LEVELS. Muğla Journal of Science and Technology, 0, , .	0.1	1
44	IMPLEMENTATION OF A GENERIC FRAMEWORK ON CROWD SIMULATION: A NEW ENVIRONMENT TO MODEL CROWD BEHAVIOR AND DESIGN VIDEO GAMES. Muğla Journal of Science and Technology, 0, , .	0.1	4