

Mehmet Ilker Berkman

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3516266/publications.pdf>

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8
papers

139
citations

1937685

4
h-index

1720034

7
g-index

8
all docs

8
docs citations

8
times ranked

143
citing authors

#	ARTICLE	IF	CITATIONS
1	Psychometric evaluation of Simulator Sickness Questionnaire and its variants as a measure of cybersickness in consumer virtual environments. <i>Applied Ergonomics</i> , 2020, 82, 102958.	3.1	100
2	Impact of different immersive techniques on the perceived sense of presence measured via subjective scales. <i>Entertainment Computing</i> , 2019, 31, 100308.	2.9	16
3	A Measurement and Structural Model for Usability Evaluation of Shared Workspace Groupware. <i>International Journal of Human-Computer Interaction</i> , 2018, 34, 35-56.	4.8	9
4	A direct touch table-top display as a multi-user information kiosk: Comparing the usability of a single display groupware either by a single user or people cooperating as a group. <i>Interacting With Computers</i> , 2012, 24, 423-437.	1.5	5
5	Comparison of VR and Desktop Game User Experience in a Puzzle Game: "Keep Talking and Nobody Explodes". <i>AJIT-e Online Academic Journal of Information Technology</i> , 2020, 11, 180-204.	0.6	4
6	Turkish Adaptation Study of the Game User Experience Satisfaction Scale: GUESS-TR. <i>International Journal of Human-Computer Interaction</i> , 2022, 38, 1081-1093.	4.8	3
7	Smartphone as a Paired Game Input Device: An Application on HoloLens Head Mounted Augmented Reality System. <i>Springer Series in Design and Innovation</i> , 2021, , 265-277.	0.3	2
8	Design Process of a VR Sports Games Trilogy for Paraplegic Players: VR4Inclusion Case Study. <i>Springer Series in Design and Innovation</i> , 2021, , 181-192.	0.3	0