Mehmet Ilker Berkman

List of Publications by Year
in descending order

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