

Guzden Varinlioglu

List of Publications by Year in descending order

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16
papers

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citations

2258059

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2053705

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g-index

16
all docs

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docs citations

16
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71
citing authors

#	ARTICLE	IF	CITATIONS
1	Artificial intelligence in architectural heritage research. , 2021, , 207-223.		1
2	Assessing a Decade of KaÅŸ Underwater Archaeopark. International Journal of Nautical Archaeology, 2020, 49, 74-86.	0.5	0
3	Envisioning Ambiances of the Past. SHS Web of Conferences, 2019, 64, 01015.	0.2	0
4	Augmenting Psychological Restorativeness towards Immersive Design of Underwater Ambiance. SHS Web of Conferences, 2019, 64, 01003.	0.2	0
5	Understanding Virtual Reality Applications in Digital Heritage through Teos. Megaron, 2019, , .	0.1	2
6	Integrating Biomimicry and Geoinformatics: A Designerly Approach to Underwater Colonization. International Journal of Environment and Geoinformatics, 2018, 5, 260-272.	0.8	1
7	Unconventional formulations in architectural curricula: An atelier on design for outer space architecture. A Z ITU Journal of Faculty of Architecture, 2018, 15, 93-105.	0.1	3
8	Arkeolojik ÅŸevre BaÅŸlamÄ±nda Yeni YapÄ± TasarÄ±mÄ±. Dokuz EylÅ¼l Åœniversitesi GÅ¼zel Sanatlar FakÅ¼ltesi Dergisi, 2018, , 173-182.	0.2	0
9	Challenges in Raising Digital Awareness in Architectural Curriculum. Communications in Computer and Information Science, 2017, , 136-150.	0.5	1
10	Data Collection for a Virtual Museum on the Underwater Survey at KaÅŸ, Turkey. International Journal of Nautical Archaeology, 2011, 40, 182-188.	0.5	10
11	Descarga de agua subterrÄ±nea kÄ±rstica submarina y costera a lo largo de la costa mediterrÄ±nea sudoccidental de TurquÄ±a. Hydrogeology Journal, 2011, 19, 399-414.	2.1	26
12	Becoming One with the Neighborhood: Collaborative Art, Space-Making, and Urban Change in Izmir DaraÅŸaÅŸ. Space and Culture, 0, , 120633122110402.	0.9	1
13	Parametric Modeling of Archaeological Heritage in the Age of Digital Reconstruction. , 0, , .		1
14	Computational Approaches for Basic Design Education: Pedagogical Notes Based on an Intense Student Workshop. , 0, , .		4
15	Gamification of Heritage through Augmented Reality. , 0, , .		4
16	Oyun TabanÄ± ÅŸrenme Å°le Dijital MirasÄ±n YaygÄ±nlaÅŸtırÄ±lmasÄ±. Metu Journal of the Faculty of Architecture, 0, , .	0.1	3