

Cengiz Acarturk

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5002101/publications.pdf>

Version: 2024-02-01

37
papers

477
citations

1162367

8
h-index

752256

20
g-index

38
all docs

38
docs citations

38
times ranked

433
citing authors

#	ARTICLE	IF	CITATIONS
1	The use and acceptance of ICT by senior citizens: a comparison of technology acceptance model (TAM) for elderly and young adults. <i>Universal Access in the Information Society</i> , 2020, 19, 311-330.	2.1	105
2	A comparative analysis of global and national university ranking systems. <i>Scientometrics</i> , 2015, 103, 813-848.	1.6	76
3	Reducing the spatial distance between printed and online information sources by means of mobile technology enhances learning: Using 2D barcodes. <i>Computers and Education</i> , 2011, 57, 2077-2085.	5.1	68
4	The analysis of feature selection methods and classification algorithms in permission based Android malware detection. , 2014, , .		49
5	Towards a Multimodal Model of Cognitive Workload Through Synchronous Optical Brain Imaging and Eye Tracking Measures. <i>Frontiers in Human Neuroscience</i> , 2019, 13, 375.	1.0	28
6	Anomaly-Based Intrusion Detection by Machine Learning: A Case Study on Probing Attacks to an Institutional Network. <i>IEEE Access</i> , 2021, 9, 50078-50092.	2.6	25
7	URAP-TR: a national ranking for Turkish universities based on academic performance. <i>Scientometrics</i> , 2014, 101, 159-178.	1.6	18
8	User interaction in hands-free gaming: a comparative study of gaze-voice and touchscreen interface control. <i>Turkish Journal of Electrical Engineering and Computer Sciences</i> , 2018, 26, 1967-1976.	0.9	14
9	Secondary-Task Effects on Learning With Multimedia: An Investigation Through Eye-Movement Analysis. <i>Journal of Experimental Education</i> , 2017, 85, 126-141.	1.6	10
10	Towards a systematic understanding of graphical cues in communication through statistical graphs. <i>Journal of Visual Languages and Computing</i> , 2014, 25, 76-88.	1.8	8
11	Gaze aversion in conversational settings: An investigation based on mock job interview. <i>Journal of Eye Movement Research</i> , 2021, 14, .	0.5	8
12	"Read That Article". , 2015, , .		8
13	Multimodal Comprehension of Graphics with Textual Annotations: The Role of Graphical Means Relating Annotations and Graph Lines. <i>Lecture Notes in Computer Science</i> , 2008, , 335-343.	1.0	8
14	Malicious Code Detection: Run Trace Output Analysis by LSTM. <i>IEEE Access</i> , 2021, 9, 9625-9635.	2.6	7
15	Static Malware Detection Using Stacked BiLSTM and GPT-2. <i>IEEE Access</i> , 2022, 10, 58488-58502.	2.6	7
16	Gender is not simply a matter of black and white, or is it?. <i>Philosophical Transactions of the Royal Society B: Biological Sciences</i> , 2018, 373, 20170126.	1.8	6
17	Cohesion in multimodal documents. <i>Information Design Journal</i> , 2013, 20, 98-110.	0.4	5
18	Developing a Verbal Assistance System for Line Graph Comprehension. <i>Lecture Notes in Computer Science</i> , 2014, , 373-382.	1.0	4

#	ARTICLE	IF	CITATIONS
19	Multi-authoring and its impact on university rankings: a case study of CERN effect on Turkish universities. <i>Studies in Higher Education</i> , 2019, 44, 1052-1068.	2.9	3
20	Eye movement control in Turkish sentence reading. <i>Quarterly Journal of Experimental Psychology</i> , 2021, 74, 377-397.	0.6	3
21	Integrating Mobile Multimodal Interactions based on Programming By Demonstration. <i>International Journal of Human-Computer Interaction</i> , 2021, 37, 418-433.	3.3	3
22	Does the Strength of Sentiment Matter? A Regression Based Approach on Turkish Social Media. <i>Lecture Notes in Computer Science</i> , 2017, , 149-155.	1.0	3
23	Points, Lines and Arrows in Statistical Graphs. <i>Lecture Notes in Computer Science</i> , 2012, , 95-101.	1.0	3
24	Towards Designing Audio Assistance for Comprehending Haptic Graphs: A Multimodal Perspective. <i>Lecture Notes in Computer Science</i> , 2013, , 409-418.	1.0	3
25	Elderly Speech-Gaze Interaction. <i>Lecture Notes in Computer Science</i> , 2015, , 3-12.	1.0	2
26	MAGiC: A multimodal framework for analysing gaze in dyadic communication. <i>Journal of Eye Movement Research</i> , 2018, 11, .	0.5	2
27	Density based eye movement event detection algorithm (in English). , 2015, , .		1
28	Switching reference frame preferences during verbally assisted haptic graph comprehension. <i>Cognitive Processing</i> , 2015, 16, 115-119.	0.7	0
29	A Gaze-Centered Multimodal Approach to Human-Human Social Interaction. , 2017, , .		0
30	Dynamic gaze analysis: An application environment for face-to-face communication. , 2017, , .		0
31	Automatic Detection of Cyber Security Events from Turkish Twitter Stream and Newspaper Data. , 2021, , .		0
32	Speech Driven Gaze in a Face-to-Face Interaction. <i>Frontiers in Neurorobotics</i> , 2021, 15, 598895.	1.6	0
33	The Role of Visual Features in Text-Based CAPTCHAs: An fNIRS Study for Usable Security. <i>Computational Intelligence and Neuroscience</i> , 2021, 2021, 1-24.	1.1	0
34	Haptic Exploration Patterns in Virtual Line-Graph Comprehension. <i>Lecture Notes in Computer Science</i> , 2015, , 403-414.	1.0	0
35	Continuous improvement on maturity and capability of Security Operation Centres. <i>IET Information Security</i> , 2021, 15, 59-75.	1.1	0
36	The Role of Gaze as a Deictic Cue in Human Robot Interaction. <i>Lecture Notes in Computer Science</i> , 2020, , 466-478.	1.0	0

#	ARTICLE	IF	CITATIONS
37	Performance in the Workplace: a Critical Evaluation of Cognitive Enhancement. NanoEthics, 0, , 1.	0.5	0