

OÄuz Turan Buruk

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6537513/publications.pdf>

Version: 2024-02-01

18
papers

159
citations

2258059

3
h-index

2053705

5
g-index

18
all docs

18
docs citations

18
times ranked

95
citing authors

#	ARTICLE	IF	CITATIONS
1	CHI 2039. , 2014, , .		25
2	Hands as a Controller. , 2017, , .		23
3	Extracting Design Guidelines for Wearables and Movement in Tabletop Role-Playing Games via a Research Through Design Process. , 2018, , .		19
4	Sensation. , 2016, , .		14
5	It Made More Sense: Comparison of User-Elicited On-skin Touch and Freehand Gesture Sets. Lecture Notes in Computer Science, 2017, , 159-171.	1.3	11
6	Children in 2077: Designing Children's Technologies in the Age of Transhumanism. , 2020, , .		10
7	Augmented Table-Top Role-Playing Game with Movement-Based Gameplay and Arm-Worn Devices. , 2017, , .		9
8	Code notes. , 2018, , .		9
9	Investigating the Effects of Legacy Bias. , 2018, , .		6
10	Experiencing Human-to-Human Touch in Digital Games. , 2016, , .		5
11	GestAnalytics. , 2017, , .		5
12	User Oriented Design Speculation and Implications for an Arm-Worn Wearable Device for Table-Top Role-Playing Games. Lecture Notes in Computer Science, 2017, , 636-655.	1.3	5
13	Forming Visual Expressions With Augmented Fashion. Visual Communication, 2017, 16, 427-440.	1.3	4
14	WEARPG. , 2017, , .		4
15	Snowflakes. , 2018, , .		4
16	The Effectiveness of Mimeâ€Based Creative Drama Education for Exploring Gestureâ€Based User Interfaces. International Journal of Art and Design Education, 2018, 37, 353-366.	1.1	3
17	Space Pace: Method for Creating Augmented Reality Tours Based on 360 Videos. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2021, , 119-138.	0.3	2
18	Augmented Tabletop Games Workshop. , 2017, , .		1