

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	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
2	Children in 2077: Designing Children's Technologies in the Age of Transhumanism. , 2020, , .		10
3	The Effectiveness of Mime-Based Creative Drama Education for Exploring Gesture-Based User Interfaces. International Journal of Art and Design Education, 2018, 37, 353-366.	1.1	3
4	Investigating the Effects of Legacy Bias. , 2018, , .		6
5	Code notes. , 2018, , .		9
6	Extracting Design Guidelines for Wearables and Movement in Tabletop Role-Playing Games via a Research Through Design Process. , 2018, , .		19
7	Snowflakes. , 2018, , .		4
8	Forming Visual Expressions With Augmented Fashion. Visual Communication, 2017, 16, 427-440.	1.3	4
9	GestAnalytics. , 2017, , .		5
10	Augmented Table-Top Role-Playing Game with Movement-Based Gameplay and Arm-Worn Devices. , 2017, , .		9
11	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
12	Hands as a Controller. , 2017, , .		23
13	WEARPG. , 2017, , .		4
14	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
15	Augmented Tabletop Games Workshop. , 2017, , .		1
16	Experiencing Human-to-Human Touch in Digital Games. , 2016, , .		5
17	Sensation. , 2016, , .		14
18	CHI 2039. , 2014, , .		25