

A. Ezgi İlhan, Ph.D.

Instructor Dr.

Atılım University

Department of Industrial Design

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EDUCATION

2015-2021	Gazi University, Industrial Design, Ph.D.
2012-2015	METU, Game Technologies, M.S.
2006-2009	METU, Industrial Design, B.S.

ACADEMIC POSITIONS

10/2021-Present	Instructor Dr., Department of Industrial Design, Atılım University, Turkey
03/2014-10/2021	Research Assistant, Department of Industrial Design, Atılım University, Turkey

HONORS&AWARDS

1	European Product Design Award 2021, Office Equipment/ Furnishings/Modules kategorisi, Winner, 'Mecon'
2	Muse Design Award 2021, Furniture/Office Furniture kategorisi, Silver Winner, 'Mecon'
3	METU high honor and honor rolls in undergraduate education

RESEARCH INTERESTS

1	Technology and design interaction, Technology-focused tools
2	User experience, Human-computer interaction
3	Gamification, Video game design

PUBLICATIONS

Scholarly Publications	
1	Ph.D. Dissertation Using Eye-Tracking Technology to Provide Data for Design: A Case Study. Graduate School of Natural and Applied Sciences, Gazi University, 2021.
2	Master Dissertation Short-Term Modification of Sleep-Wake Habits by Gamification: A User Study. Graduate School of Informatics, Middle East Technical University, 2015.

Articles in Refereed Journals listed by ISI Citation Indices (Web of Science)	
3	İlhan, A.E. , Sener, B., & Hacıhabiboglu, H (2022). Improving sleep-wake behaviors using mobile app gamification. <i>Entertainment Computing</i> , 40(2022), 100454. ISSN 1875-9521. https://doi.org/10.1016/j.entcom.2021.100454 .
Articles in International Refereed Journals	
4	İlhan, E. ve Togay, A. (2020). Use of eye tracking technology in evaluating product images and optimal process decisions. <i>Gazi University Journal of Science Part B: Art Humanities Design and Planning</i> , 8(4), 709-719.
International Conference Presentations & Publications	
5	İlhan, A. E. (2019). Eye-tracking to enhance usability: A race game. In K. Arai, S. Kapoor, R. Bhatia (Eds.), <i>Intelligent Systems and Applications. IntelliSys 2018. Advances in Intelligent Systems and Computing</i> , 868. Cham: Springer, pp. 201-214. (Web of Science Core Collection CPCI-S)
6	İlhan, A. E. ve Togay, A. (2018). Technology and design effects on game consoles. In R. Aydın, H. Yıldız (Eds.), <i>Proceedings of the Second International Mediterranean Congress on Natural Sciences and Engineering (MENSEC) by University of Donja Gorica</i> . Sarajevo: Dobra Knjiga d.o.o., pp. 29-34.
7	İlhan, A. E. ve Togay, A. (2018). Tasarıma bilgi girişinde göz izleme teknolojisinin kullanımı: Durum çalışması. D. Saban (Editörler), <i>II. Uluslararası Multidisipliner Çalışmaları Kongresi</i> (s. 262-283). Ankara: Akademisyen Kitabevi.
8	İlhan, A. E. , Şener, B., & Hacıhabiboglu, H. (2016). Creating awareness of sleep-wake hours by gamification. In A. Meschtscherjakov, B. De Ruyter, V. Fuchsberger, M. Murer, M. Tscheligi (Eds.), <i>Persuasive Technology. Persuasive 2016. Lecture Notes in Computer Science</i> , 9638. Cham: Springer, pp. 122-133.
9	Keser, A. E. (2013). One game for endless usability questions. In K. Blashki (Eds.), <i>Proceedings of the IADIS International Conference, Interfaces and Human Computer Interaction 2013 (part of MCCSIS 2013)</i> . Prague: IADIS Press, pp. 253-257.
National Conference Presentations & Publications	
10	İlhan, E. ve Togay, A. (2021). Ürünlerin estetik beğeni odaklı değerlendirilmesinde göz izleme teknolojisinin kullanımı: Bir araştırma önerisi. S. Turhan, M. Öztürk Şengül, D. Özgen Koçyıldırım (Editörler), <i>UTAK 2020 Dördüncü Ulusal Tasarım Araştırmaları Konferansı: Tasarım ve Öngörü</i> (s. 467-479). Ankara: ODTÜ Basım İşliği.

CONFERENCE PRESENTATIONS

1	İlhan, A. E. (2020, 11-13 November). <i>Cultural teapot solution: A design study</i> . Paper presented online at the Fourteenth International Conference Design Principles & Practices, New York.
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COURSES GIVEN

	Atılım University
10/2021-Present Instructor Dr.	Basic Design in Industrial Design II
	Ergonomics in Product Design
	Designer and Industry
03/2014-10/2021 Research Assistant	Basic Design in Industrial Design I - Basic Design in Industrial Design II
	Industrial Design I - Industrial Design II
	Industrial Design V
	Graduation Project in Industrial Design
	Communication Techniques in Product Design I
	Designer and Industry