

Oğuz Turan Buruk

Koç University
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Profile

I'm a **game enthusiast** who has an **interaction design Ph.D.** and a **product design bachelors degree**. This combination led me to work on novel interaction techniques and devices for games. Therefore, for the last three years, I have been working on **enhancing tabletop games** with **wearables**. My studies let me to explore wearables as interfaces in **social play environments**. Besides, I also focused on the **fashionable aspects** of wearables by organizing fashion design workshops and investigating fashion designers' process when they design with electronic components. Other than wearables, I worked on game controllers which utilize **social touch as an input**. In all these projects, I led **interdisciplinary teams** comprised of people from diverse backgrounds and disciplines such as engineering, psychology and design. All in all, I am a **game and an interaction design researcher** who is into interdisciplinary studies which focus on **games and novel gaming environments**.

Education

PhD, Interaction Design, GPA: 3.87

Koç University, Istanbul, Turkey
2012 - 2017

Thesis: Developing an Arm-Worn Device which Supports Movement-Based Game Play for Table-Top Role-Playing Games

Advisor: Prof. Oğuzhan Özcan, Koç University

Dissertation Committee:

Prof. John Zimmerman, Carnegie Mellon University
Prof. Staffan Björk, University of Gothenburg
Asst. Prof. Tilbe Göksun, Koç University
Asst. Prof. Aykut Coşkun, Koç University

BSc, Industrial Product Design, GPA: 3.21

Istanbul Technical University, Istanbul, Turkey
2008 - 2012

Experience

Research Fellow

Koç University, Istanbul, Turkey
2017 - Current

Duties

- Conducting Independent Research
- Supervising PhD Students

Research Topics

- Wearables and Games
- Wearable Prototyping Tools
- Legacy Bias in Design Research
- Gesture Elicitation

Research and Teaching Assistant

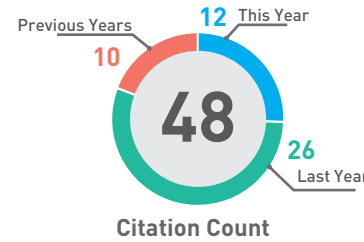
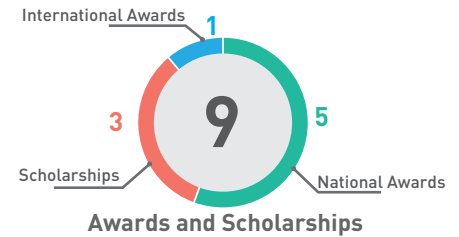
Koç University, Istanbul, Turkey
2012 - 2017

Duties

- Conducting Independent Research
- Assisting Classes
- Instructing Classes
- Assisting Research Projects

Research Topics

- Wearables and Games
- Movement - Based Games
- Social Touch in Games
- Gesture Elicitation
- Interaction and Game Design Classes



Selected Publications

1. **Oğuz Turan Buruk** and Oğuzhan Özcan. 2018. Extracting Design Guidelines for Wearables and Movement in Tabletop Role-Playing Games via a Research Through Design Process. *In Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems*, p. 513
Role: Concept Creator, Game Designer, Design Researcher, Product Designer, Hardware and Software Developer, Main Author
Award: Honorable Mention
2. **Oğuz Turan Buruk**, İsmet Melih Özbeyli, and Oğuzhan Özcan. 2017. WEARPG: Movement-Based Tabletop Role-Playing Game with Arm-Worn Devices and an Augmented Die. *In Extended Abstracts Publication of the Annual Symposium on Computer-Human Interaction in Play*, 639-646.
Role: Concept Creator, Game and Product Designer, Developer, Main Author
Award: Student Game Design Competition, Audience Choice Award, 2nd Place
3. İdil Bostan, **Oğuz Turan Buruk**, Mert Canat, Mustafa Tezcan, Celalettin Yurdakul, Tilbe Göksun, and Oğuzhan Oğuzhan Özcan. 2017. Hands as a Controller: User Preferences for Hand Specific On-Skin Gestures. *In Proceedings of the 2017 ACM International Conference on Designing Interactive Systems Conference*, 1123-1134.
Role: Concept Creator, Main Co-Author, Design Researcher
4. Mert Canat, Mustafa Ozan Tezcan, Celalettin Yurdakul, Eran Tiza, Buğra Can Sefercik, İdil Bostan, **Oğuz Turan Buruk**, Tilbe Göksun, and Oğuzhan Özcan. 2016. Sensation: Measuring the Effects of a Human-to-Human Social Touch Based Controller on the Player Experience. *In Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems*, 3944-3955.
Role: Concept Creator, Main Co-Author, Design Researcher, Supervisor

Awards and Scholarships

1. **WEARPG: Movement-Based Tabletop Role-Playing Game with Arm-Worn Devices and an Augmented Die**, CHI PLAY 2017 Student Game Design Competition, Audience Choice Award, 2nd Place, 2017
2. **Game Design Class**, Celebration of Learning & Teaching, Top %10 Classes, 2017
3. **Graduate Studies Excellence Award**, Koç University Graduate School of Social Science and Humanities, 2017
4. **The Gary Marsden Student Development Fund**, Visiting CHI Play '17, 2017
5. **Koç University GSSSH Fellowship**, Awarded to Outstanding PhD Students, 2017
6. **The Chicago Forum on Global Cities Travel Fund**, Student Delegation Member, 2015
7. **Save the Comet**, Crystal Pixel Game Awards, Best Game Design Nominee, 2014
8. **Save the Comet**, Crystal Pixel Game Awards, Most Innovative Game Nominee, 2014
9. **Oistre: Toilet Brush**, IMMIB Industrial Product Design Student Contest, 3rd Prize, 2011

Skills

3D Modeling and Animation

Autodesk Maya ●●●●●
Solidworks ●●●●●

Game Development

Unity 3D ●●●●○

Video Editing and Special Effects

Adobe Premiere ●●●●●
Adobe After Effects ●●●●○

Image Editing and Illustration

Adobe Photoshop ●●●●●
Adobe Illustrator ●●●●●

Programming Languages

C# ●●●○○
Python ●●○○○

Prototyping

Arduino ●●●●○
Processing ●●○○○

Other Publications

Journal Articles

1. Çağlar Genç, **Oğuz Turan Buruk**, Sejda İnal Yılmaz, Kemal Can, and Oğuzhan Özcan. 2017. Forming Visual Expressions with Augmented Fashion. *Visual Communications* 16, 4: 427–440. [h5-index: 16]
Role: Main Co-Author, Design Researcher
2. Advıye Ayca Ünlüer, Mehmet Aydın Baytaş, **Oğuz Turan Buruk**, Zeynep Cemalcılar, Yücel Yemez, and Oğuzhan Özcan. 2017. The Effectiveness of Mime-Based Creative Drama Education for Exploring Gesture-Based User Interfaces. *International Journal of Art & Design Education*. [h5-index: 12]
Role: Co-Author

Peer-Reviewed Conferences

1. **Oğuz Turan Buruk** and Oğuzhan Özcan. 2016. WEARPG : Game Design Implications for Movement-Based Play in Table-Top Role-Playing Games with Arm-Worn Devices. *In Proc. MindTrek '16*. [acceptance rate: %55, h5-index: 11]
Role: Concept Creator, Game Designer, Main Author
2. **Oğuz Turan Buruk** and Oğuzhan Özcan. 2014. DubTouch: exploring human to human touch interaction for gaming in double sided displays. *In Proc. NordiCHI '14*, 333–342. [acceptance rate: %25, h5-index: 19]
Role: Concept Creator, Main Author, Design Researcher
3. Hayati Havlucu, Mehmet Yarkın Ergin, İdil Bostan, **Oğuz Turan Buruk**, Tilbe Göksun, and Oğuzhan Özcan. 2017. It Made More Sense: Comparison of User-elicited On-Skin Touch and Freehand Gesture Sets. *In Proc. DAPI 2017, Held as Part of HCI International 2017*. [h5-index: 20]
Role: Concept Creator, Supervisor
4. **Oğuz Turan Buruk** and Oğuzhan Özcan. 2017. User Oriented Design Speculation and Implications for an Arm-Worn Wearable Device for Table-Top Role-Playing Games. *In Proc. DUXU '17, Held as Part of HCI International 2017*, 636–655. [h5-index: 20]
Role: Concept Creator, Main Author, Design Researcher
5. **Oğuz Turan Buruk** and Oğuzhan Özcan. 2013. Anything Left to Borrow From Cinema? Guidelines for Game Narrative. *In Proc. CONFIA '13*.
Role: Main Author

Posters, Demonstrations and Workshops

1. Selin İnsel, **Oğuz Turan Buruk**, Mehmet Cengiz Onbaşı, and Oğuzhan Özcan. 2018. Snowflakes: A Design Speculation for a Modular Prototyping Tool for Rapidly Designing Smart Wearables. *In Proc. CHI EA '18*, LBW582 [acceptance rate: %40, h5-index: 85]
Role: Concept Creator, Developer, Main Co- Author, Design Researcher
2. Ceylan Beşevli, **Oğuz Turan Buruk**, Merve Erkaya, and Oğuzhan Özcan. 2018. Investigating the Effects of Legacy Bias: User elicited gestures from the end users perspective. *In Proc. DIS '18 Companion* [Forthcoming] [acceptance rate: %47, h5-index: 31]
Role: Concept Creator, Main Co- Author, Design Researcher
3. Alpay Sabuncuoğlu, Merve Erkaya, **Oğuz Turan Buruk**, and Tilbe Göksun. 2018. Code Notes : Designing A Low-Cost Tangible Coding Tool For / With Children. *In Proc. IDC '18*. [Forthcoming] [h5-index: 22]
Role: Co-Author
4. **Oğuz Turan Buruk** and Oğuzhan Özcan. GestAnalytics: Experiment and Analysis Tool for Gesture-Elicitation Studies. *In Proc. DIS '17 Companion*, 2–6 [acceptance rate: %45, h5-index: 31]
Role: Concept Creator, Developer, Main Author, Design Researcher
5. **Oğuz Turan Buruk**, İsmet Melih Özbeyli, and Oğuzhan Özcan. 2017. Augmented Tabletop Role-Playing Game with Movement-Based Gameplay and Arm-Worn Devices. *In Proc. DIS '17 Companion*. [h5-index: 31]
Role: Concept Creator, Game Designer, Product Designer, Hardware and Software Developer, Main Author
6. Zachary Touns, Nicolas LaLone, **Oğuz Turan Buruk**, Joshua Tanenbaum, Aaron Trammell, Jessica Hammer, and Ansgar Depping. Augmented Tabletop Games Workshop. *In Proc. CHI PLAY '17 Companion*. [h5-index: 12]
Role: Co-Author

7. Mert Canat, Mustafa Ozan Tezcan, Celalettin Yurdakul, **Oğuz Turan Buruk**, and Oğuzhan Özcan. 2016. Experiencing Human-to-Human Touch in Digital Games. *In Proc. CHI EA '16*, 3655–3658. [h5-index: 85]
Role: Concept Creator, Main Co-Author, Design Researcher, Supervisor
8. Eric P S Baumer, June Ahn, Mei Bie, Elizabeth M Bonsignore, Ahmet Börütecene, **Oğuz Turan Buruk**, Tamara Clegg, Allison Druin, Florian Echtler, Daniel Gruen, Mona Leigh Guha, Chelsea Hordatt, Antonio Kru, Shachar Maidenbaum, Meethu Malu, Brenna McNally, Michael Muller, Leyla Norooz, Juliet Norton, Oğuzhan Özcan, Donald J Patterson, Andreas Riener, Steven I Ross, Karen Rust, M Six Silberman, Bill Tomlinson, and Jason Yip. 2014. CHI 2039 : Speculative Research Visions. *In Proc. CHI EA '14*, 761–769. [acceptance rate: %37.5, h5-index: 85]
Role: Co-Author

Under Revision

1. Çağlar Genç, **Oğuz Turan Buruk**, Sejda İnal Yılmaz, Kemal Can, and Oğuzhan Özcan. 2017. Exploring Computational Materials as Fashion Materials: Recommendations for Design Process of Fashionable Wearables. *International Journal of Design*.
Role: Main Co-Author, Design Researcher

Research

Projects

1. **Title:** Human to Human Social Touch in Games Seed Grant
Position: Coordinator
Advisor: Prof. Oğuzhan Özcan, Koç University, Department of Media and Visual Arts
Proposed Budget: \$8600
Duration: 4 Years (2013-2017)
Funded By: Koç University - Arçelik Research Center for Creative Industries
Number of Publications: 6



Research Grant Experiences

1. **Title:** Establishment of the Research Center Infrastructure by Istanbul Development Agency
Position: Application document was written by me from the beginning under the coordination of my advisor
Proposed Budget: \$265.00
Coordinator: Koç University
Result: Qualified for Verbal Presentation Level (Not Accepted)
2. **Title:** NaMoCap: Natural Motion Capture Process for Creative Industries
Position: Helped writing the document partially
Proposed Budget: \$603.500
Coordinator: Koç University
Result: Accepted
Duration: 2 Years (2012-2014)
Funded By: FP7-PEOPLE-2012-IAPP Industry-Academia Partnerships and Pathways
Grant Agreement No: 324333
3. **Title:** Defining an Effective Design Method for Exploring and Questioning the Mapping Stage for Gestures in Interface Design
Position: Helped writing the document partially
Proposed Budget: \$52.400
Coordinator: Koç University
Result: Accepted
Duration: 2 Years (2012-2014)
Funded By: TUBITAK 1001
Grant Agreement No: 112E056

Reviewing

1. External Reviewer, DIS 2018, 1 Full Papers
2. External Reviewer, CHI 2018, 1 Full Papers, 1 Late Breaking Work
3. External Reviewer, TEI 2018, 5 Full Papers
4. External Reviewer, DIS 2017, 2 Full Papers, 1 Pictorial
5. External Reviewer, TEI 2017, 2 Full Papers
6. External Reviewer, CHI 2017, 1 Late-Breaking Work
7. External Reviewer, NordiCHI 2016, 1 Full Paper

Game Projects

-  **Title:** WEARPG: Augmented Tabletop Game with Wearables and Movement-Based Gameplay (2017)
Platform: Separate Hardware and Rule System
Awards: CHI PLAY 2017 Student Game Design Competition, Audience Choice Award, 2nd Place
Type: Research Project
Role: Concept Creator, Game and Product Designer, Developer, Game and Design Researcher
- Title:** Shape Destroy: Social Touch in Games (2016)
Platform: Separate Hardware and Windows
Type: Research Project
Role: Concept Creator, Game Designer, Game and Design Researcher
-  **Title:** Save the Comet: Gravity Run (2014)
Platform: Android
Awards: Crystal Pixel Best Game Design Nominee, Crystal Pixel Most Innovative Game Nominee
Type: Commercial Project
Role: Project Leader, Game Designer, Interface Designer, 3D artist, 2D/3D Animator
- Title:** Hoot (2018 Forthcoming)
Platform: Android, IOS
Type: Commercial Project (Work in Progress)
Role: Concept Creator, Game Designer, Visual Designer
- Title:** Not Quite My Tempo (2018 Forthcoming)
Platform: Android, IOS
Type: Commercial Project (Work in Progress)
Role: Concept Creator, Game Designer, Interface Designer
- Title:** The Chant (2016)
Platform: Windows
Type: Game-Jam Project
Role: Game Designer, Interface Designer
- Title:** It's On (2015)
Platform: Windows
Type: Game-Jam Project
Role: Game Designer, Interface Designer
- Title:** MogaMecha (2014)
Platform: Windows
Type: Game-Jam Project
Role: Game Designer, 3D Visual Designer, Interface Designer

Teaching Experience

Instructor

-  **Title:** Game Design (Student Evaluation Score: 2.89/3, Top %10)
Undergraduate, Koç University, 2015-2017

Teaching Assistant

- Creative Thinking in Design**
Undergraduate, Koç University, 2012-2015
- Design Thinking for Interactivity**
Under / Post-graduate, Koç University, 2012-2015
- Special Topic: Interaction Design Principles**
Post-graduate, Koç University, 2012-2015
- Special Topic: Developing a Wearable Device for RPG Players**
Undergraduate, Koç University, 2013-2014
- Special Topic: Implementation of Novel Interactive Environments**
Undergraduate, Koç University, 2014 -2015
- Special Topic: Preparing a Visual Essay**
Undergraduate, Koç University, 2015-2016
- Special Topic: Development of a Gesture-Elicitation Study Experimentation and Analysis Tool**
Undergraduate, Koç University, 2016-2017

Professional Training

- Design Thinking Training**
Arçelik R&D Team, 2016-2017

Mentoring

Graduate Students

- Hayati Havlucu (PhD Student)**, Koç University, Turkey, 2016-2017 (*full paper published in HCII '17*)
- Ceylan Beşevli (PhD Student)**, Koç University, Turkey, 2017-2018 (*full paper submitted to DIS '18*)

Undergraduate Students

- Mert Canat**, Koç University, Turkey, 2015-2016 (*full paper published in CHI '16 and DIS '17*)
- Celalettin Yurdakul**, Koç University, Turkey, 2015-2016 (*full paper published in CHI '16 and DIS '17*)
- Mustafa Ozan Tezcan**, Koç University, Turkey, 2015-2016 (*full paper published in CHI '16 and DIS '17*)
- İsmet Melih Özbeyli**, Koç University, Turkey, 2015-2017 (*Work-in-Progress published in DIS '17, CHI PLAY '17 Student Game Design Competition Award, 2nd Place*)
- Selin İnsel**, Koç University, Turkey, 2016-2017 (*Work-in-Progress submitted to DIS '17*)
- Alp Kahvecioğlu**, Koç University, Turkey, 2016-2016 (*Full Paper submitted to DIS '18 and TEI '18*)

Interns

- Gizem Filiz**, Middle East Technical University, 2017 Summer (*Full Paper submitted to DIS '18 and TEI '18*)
- Hira Shahzad Sardar**, Lahore University, Pakistan, 2016 Summer
- Sanchit Bansal**, Ashoka University, India, 2016 Summer
- Mariam Mosashvili**, Escuela de la Produccion y la Competitividad, Bolivia, 2015 Summer
- Haneya Kureshi**, Lahore University, Pakistan, 2015 Summer
- Deniz Sönmez**, Hacettepe University, Turkey, 2015 Summer
- Mohammed Asif Chand**, Ashoka University, India, 2014 Summer

Additional Information

Music

- Title:** HiJack Cover Band
Description: HiJack is a cover band who plays Hard Rock, Blues and Rock 'n' Roll songs. We perform gigs in every two weeks in a local pub in Istanbul.
Role: Lead Vocalists

Dance

- Title:** Istanbul Technical University Tango Team
Description: I have been taking Tango Courses for 2 years and participated in dance festival shows.