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**OĞUZ TURAN BURUK**

29/04/24

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## DEGREES

**Ph.D., Design, Technology & Society, Interaction Design, GPA: 3.87**  
Koç University, Istanbul, Turkey, 2012-2017

**B.Sc., Industrial Product Design, GPA: 3.21**  
Istanbul Technical University, Istanbul, Turkey, 2008-2012

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## LANGUAGE SKILLS

**Turkish, Native Language**

**English, Listening (C2) | Reading (C2) | Speaking (C2) | Writing (C2)**

**Finnish, Listening (A1) | Reading (A2) | Speaking (A1) | Writing (A1)**

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## EMPLOYMENT

**Assistant Professor of Gameful Experience**  
Gamification Group, Tampere University  
Tampere, Finland, August 2022 - Present

**Senior Research Fellow (Marie Skłodowska-Curie Individual Fellowship)**  
Gamification Group, Tampere University  
Tampere, Finland, June 2018 - August 2022

**Postdoctoral Research Fellow**  
Koç University - Arçelik Research Center for Creative Industries  
Istanbul, Turkey, October 2017 - June 2018

**Research and Teaching Assistant**  
Koç University - Arçelik Research Center for Creative Industries  
Istanbul, Turkey, August 2012 - September 2017

**VirtuFashion: A Fashion Accessory Bridging Physical Body and the Virtual Avatars**

**Funding Body:** Business Finland, R2B Project, 6583/31/2023

**Dates:** 01.01.2023-31.12.2025

**Budget:** 630.944€

**Role:** Principle Investigator

**Detailed Activity:** Leading and supervising everything regarding the project.

**Principal Investigator:** Asst. Prof. Oğuz 'Oz' Buruk

**POSTEMOTION: Socio-emotional augmentation of human exodus to virtual reality**

**Funding Body:** Academy of Finland Project, 342144

**Dates:** 01.09.2021 - 31.08.2025

**Budget:** 855,937€

**Role:** Manager of the Work Package Tactility (WPt)

**Detailed Activity:** Participation in writing the project description, motivation, methods and work packages, participation in steering the overall focus of the project, participation in establishing international network for collaborations.

**Principal Investigator:** Prof. Juho Hamari

**UNITE: Human-Machine-Forest Interplay**

**Funding Body:** Academy of Finland Flagship, 337653

**Dates:** 01.09.2020 - 31.08.2028

**Budget:** 6,400,000€

**Role:** Senior Managing Researcher

**Detailed Activity:** Leading the recruitment process of project researchers, leading the writing part of gamification focus, participation in the writing of project description, motivation, methods and participation in steering the overall focus of gamification aspects, ideating and creating custom invitations for industry and external partners, participation in outreach events as the representative of gamification research line.

**Principal Investigator:** Prof. Juho Hamari

**Clothing-Integrated Interface (ClothFace) and Applications**

**Funding Body:** Academy of Finland Project, 332168

**Dates:** 01.09.2020 - 31.08.2024

**Budget:** 653,437€

**Role:** Manager of Design Research Work Package (WP2)

**Detailed Activity:** Leader of the WP2 which is almost half of the project, leading the recruitment process, co-writing the project with Adj. Prof. Johanna Virkki, contacting and adding international collaborators, co-steering the overall project vision.

**Principal Investigator:** Adj. Prof. Johanna Virkki

**WEARTUAL: Designing and Developing Wearables for Virtual Reality Environments with a Research Through Design Process**

**Funding Body:** European Commission Marie Skłodowska-Curie Individual Fellowship, 833731

**Dates:** 01.05.2019 - 29.12.2021

**Budget:** 202,680.96€

**Role:** Principle Investigator

**Detailed Activity:** That is an individual fellowship, therefore I prepared the application document and undertook the application process. Also, I am managing the whole budget and the process of the project.

**Principal Investigator:** Dr. Oğuz 'Oz' Buruk

## GARMENT: A modular wearable platform for gaming

**Funding Body:** Business Finland, TUTLI Project, 5654/31/2018

**Dates:** 01.01.2019–30.06.2021

**Budget:** 449,567€

**Role:** Champion (Project Manager)

**Detailed Activity:** Champion of the project, main writer of the project application, managing the whole research activity, managing the non-salary budget, leading the recruitment process, preparing interim reports.

**Principal Investigator:** Prof. Juho Hamari

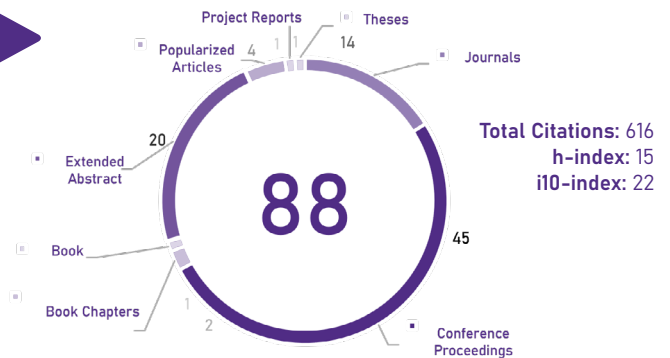
# RESEARCH OUTPUT

## Publications

### Total Publications

Journals	14
Conference Proceedings	45
Book Chapters	2
Books	1
Extended Abstracts	20
Popularized Articles	4
Projects Reports	1
Theses	1

Publication Performance



## Selected Publications

10. Oğuz 'Oz' Buruk, Ella Dagan, Katherine Isbister, Elena Márquez Segura, and Theresa Jean Tanenbaum. 2024. [Playful Wearables: understanding the design space of wearables for games and related experiences](#). MIT Press.

Book | main co-author, concept co-creator

9. Velvet Spors, Samuli Laato, Oğuz 'Oz' Buruk and Juho Hamari. 2023. [Longing to Be the Mountain: A Scoping Review about Nature-Centric, Health-Minded Technologies](#). In *Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems - CHI '23*.

Conference Proceedings | h5-index: 122 | acceptance rate: 27% | supervisor

8. Laura D Cosio, Oğuz 'Oz' Buruk, Daniel Fernández Galeote, Isak De Villiers Bosman and Juho Hamari. 2023. [Virtual and Augmented Reality for Environmental Sustainability: A Systematic Review](#). In *Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems - CHI '23*.

Conference Proceedings | h5-index: 122 | acceptance rate: 27% | supervisor

7. Çağlar Genç, Velvet Spors, Oğuz 'Oz' Buruk, Mattia Thibault, Leland Masek, and Juho Hamari. 2024. [Envisioning Transhuman Communication Research: Speculative Human Augmentation Technologies and Fictional Abstracts](#). In *Proceedings of the Eighteenth International Conference on Tangible, Embedded, and Embodied Interaction - TEI '24*.

Conference Proceedings | h5-index: 27 | acceptance rate: 25% | supervisor

6. Mattia Thibault, Oğuz 'Oz' Buruk, Seda Suman Buruk, and Juho Hamari. 2020. [Transurbanism: Smart Cities for Transhumans](#). In *Proceedings of the 2020 ACM on Designing Interactive Systems Conference - DIS '20*, 1915–1928.

Conference Proceedings | h5-index: 41 | acceptance rate: 24% | main co-author, concept co-creator

5. Oğuz 'Oz' Buruk, Katherine Isbister, and Theresa Jean Tanenbaum. 2019. [A Design Framework for Playful Wearables](#). In *International Conference on the Foundations of Digital Games - FDG '19*.

Conference Proceedings | h5-index: 24 | acceptance rate: 37% | main author, concept creator

4. Oğuz 'Oz' 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 - CHI '18*.

Conference Proceedings | Honorable Mention | h5-index: 122 | acceptance rate: 25% | main author, concept creator

3. Çağlar Genç, Oğuz 'Oz' Buruk, Sejda Inal Yılmaz, Kemal Can, and Oğuzhan Özcan. 2018. [Exploring Computational Materials as Fashion Materials: Recommendations for Designing Fashionable Wearables](#). *International Journal of Design* 12, 3: 1–19.

Journal | main co-author, concept creator

2. Nannan Xi, Oğuz 'Oz' Buruk, Juan Chen, Shiva Jabari, and Juho Hamari. 2024. [Wearable gaming technology: A study on the relationships between wearable features and gameful experiences](#). *International Journal of Human-Computer Studies* 181: 103157.

Journal | main co-author, concept creator

1. Oğuz 'Oz' Buruk, Louise Petersen Matjeka and Florian 'Floyd' Mueller. 2023. [Towards Designing Playful Bodily Extensions: Learning from Expert Interviews](#). In *Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems - CHI '23*.

Conference Proceedings | h5-index: 122 | acceptance rate: 27% | main co-author, design researcher, concept creator

## Methods, games, prototypes and tools developed

### Games

#### WEARPG (2018)

**Description:** WEARPG is a tabletop role-playing game that is played with arm-worn wearable devices and an augmented die. The development of WEARPG includes many different components such as wearable prototypes, an interactive die, a computer-operated game master console and a game manual that introduces the game rules, the story and the character skills.

**Related Publications:** Publication List - [ACP8, ACP7, ACP5, ACP3, AEA4, AEA2, EPA2, GDD1]

**Project Page:** [Link](#)

**Role:** Game Designer, Concept Creator

**Collaborators:** İsmet Melih Özbeyli (game design, software development), Oğuzhan Özcan (supervisor)

#### Shape Destroy (2016)

**Description:** Shape Destroy is a game that is developed through a participatory design workshop that focused on developing a game played through social touch. The game requires two players to touch each other with different gestures to destroy the shapes appearing in the display.

**Related Publications:** Publication List - [ACP2, ACP1, BEA1]

**Project Page:** [Link](#)

**Role:** Game Designer, Concept Creator, Supervisor

**Collaborators:** Mert Canat (software and hardware developer), Celalettin Yurdakul (software and hardware developer), Mustafa Tezcan (software and hardware developer), Workshop Participants (game design)

#### Save the Comet (2014)

**Description:** Save the Comet is a mobile game developed for Android and has been published in the Google Play store. It's a casual game where players need to navigate a lost comet in space by using the gravity of the planets around.

**Project Page:** [Link](#)

**Role:** Game Designer, Interface Designer, Animator, Visual Designer

**Collaborators:** Erdin Kaçan (game designer, software developer), Onur Sipahi (visual artist), Mert Kütükoğlu (visual designer), Burak Baduroğlu (sound designer and composer), Troy Morissey (sound designer and composer)

### Prototypes

#### GArMent Wearables (2021)

**Description:** GArMent Wearables is a modular bracelet that can be attached to different parts of the body for involving the body in various ways in playing games. The current prototype can connect to Unity Game Engine and can detect touch and movement-based interaction. The prototype led to an EIT Digital project and will be improved with machine learning algorithms to detect different body postures and gaming habits.

**Related Publications:** Publication List - [ACP18, ACP14]

**Project Page:** [Link](#)

**Role:** Interface Designer, Product Designer, Concept Creator

**Collaborators:** Ruwei Xiao (software and hardware developer), Sangwon Jung (product designer), Nannan Xi (marketing researcher), Vincent Van Heun (business developer), Juho Hamari (supervisor)

#### WEARPG Elemental Gauntlet and Luck Stone (2018)

**Description:** WEARPG game included interactive gauntlets and an augmented die as core elements of the game. The elemental gauntlet is an arm-worn wearable that supports tangible and embodied interaction through a simple LED-ring interface while the Luck Stone is an augmented die whose outcome probability can be manipulated based on the interaction with gauntlets.

**Related Publications:** Publication List - [ACP8, ACP7, ACP5, ACP3, AEA4, AEA2, EPA2, GDD1]

**Project Page:** [Link](#)

**Role:** Interface Designer, Product Designer, Maker, Hardware Developer, Game Designer, Concept Creator

**Collaborators:** İsmet Melih Özbeyli (game design, software development), Oğuzhan Özcan (supervisor)

### Tools

#### GestAnalytics (2017)

**Description:** GestAnalytics is a tool developed for gesture analysis through observing and coding the videos recorded in User Elicitation studies. It allows integration of surveys and automatic recording of gestures with the minimal involvement of the researcher and allows fast and easy coding of gestures for creating taxonomies and calculating agreement scores.

**Related Publications:** Publication List - [ACP4, AEA3]

**Project Page:** [Link](#)

**Role:** Interface Designer, Software Developer, Concept Creator

**Collaborators:** Oğuzhan Özcan (supervisor)

## Methods

### Immersive Video Sketching (2021)

**Description:** Immersive Video Sketching is a low-cost method that is accessible through cardboard VR goggles and mobile phones without needing any other external hardware, paid software or tools for non experts to engage with VR environments.

**Role:** Design Researcher, Concept Creator

**Collaborators:** Juho Hamari (supervisor)

### MESMER: Ouija Board as a Resource for Design (2020)

**Description:** MESMER is a tangible and multi-stakeholder method for creative ideation and collaboration. The core of the method includes role-playing, speculation and design fiction by using an Ouija board during the ideation process. Ouija Board creates a non-serious, non-hierarchical, collaborative and tangible environment that feeds from the ambiguity for sensitizing multiple stakeholders into creative thinking for design.

**Project Page:** [Link](#)

**Role:** Design Researcher, Concept Co-Creator

**Collaborators:** Ahmet Börütecene (concept co-creator), Ferran Altarriba Bertran (concept co-creator), Mattia Thibault (concept co-creator), Katherine Isbister (supervisor)

### Participatory Fusion Workshops (2019)

**Description:** Fusion workshops method is a structure we developed for sensitizing stakeholders to the different facets of complex topics by organizing segmented atom workshops that focus on different aspects of the research topic. Participants who participated in atom workshops that focus on different aspects of the topic are gathered in the Synthesis and Fusion Workshops so that they can transfer their knowledge created in atom workshops to the creation process by collaborating with other stakeholders.

**Role:** Design Researcher, Concept Co-Creator

**Collaborators:** Juho Hamari (supervisor, concept co-creator)

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## SUPERVISION AND LEADERSHIP

### Supervision

Shiva Jabari | PhD Student, Tampere University | Co-supervision (2021-Present)

Asif Shaikh | PhD Student, Tampere University | Co-supervision (2021-Present)

Diffie Bosman | PhD Student, Tampere University | Co-supervision (2020-Present)

Sangwon Jung | PhD Student, Tampere University | Co-supervision (2019-Present)

Eshtiaq Ahmed | PhD Student, Tampere University | Co-supervision (2021-Present)

Laura Cosio | PhD Student, Tampere University | Co-supervision (2021-Present)

Linas Gabrielaitis | PhD Student, Tampere University | Co-supervision (2023-Present)

Yiping Xu | Master's Student, Aalto University | Supervision (2021-2022)

### Project Management

#### VirtuFashion: A Fashion Accessory Bridging Physical Body and the Virtual Avatars (2024-2025)

**Role:** Principle Investigator

**Team:** Shiva Jabari (PhD Researcher), Asif Shaikh (PhD Researcher), Xinyi Yang (PhD Researcher), Çağlar Genç (Postdoctoral Researcher), Juhani Linna (Business Developer)

#### Clothing-Integrated Interface (ClothFace) and Applications (2020-2024)

**Role:** Design Research Work Package Leader

**Team:** Ruowei Xiao (Postdoc Researcher), Shiva Jabari (PhD Researcher), Asif Shaikh (PhD Researcher), Johanna Virkki (Principle Investigator), Juho Hamari (Supervisor)

#### UNITE: Human-Machine-Forest Interplay (2020-2024)

**Role:** Senior Managing Researcher

**Team:** Velvet Spors (Postdoc Researcher), Ferran Altarriba Bertran (Postdoc Researcher), Çağlar Genç (Postdoc Researcher) Laura Cosio (PhD Researcher), Eshtiaq Ahmed (PhD Researcher)

#### GArMENT: Modular Wearable Gaming Platform (2019-2021)

**Role:** Champion, Project Manager

**Team:** Ruowei Xiao (Postdoc Researcher), Nannan Xi (Assistant Professor), Sangwon Jung (PhD Researcher), Vincent Van Heun (Business Developer), Juho Hamari (Principle Investigator)

#### WEARTUAL: Designing and Developing Wearables for Virtual Reality Environments with a Research Through Design Process (2019-2021)

**Role:** Principle Investigator

### Instructor

#### SDL 650 - Gamification: Theory, Practice and Design

BA and MA, Tampere University, 2022-2024, Spring

#### HTI 042 - Design from the future - Critical, speculative and fictional design

All levels, Tampere University, 2021-2024, Summer and Fall

#### UWAS C0049 - Creating Futures in Art, Science, Technology and Business

BA and MA, Aalto University, 2021-2022, Fall

#### TIE 11206 - Special Topics in Pervasive Computing: Design Thinking for Wearables, Games and XR

All levels, Tampere University, 2019-2020, Fall

#### TIE 11206 - Special Topics in Pervasive Computing: Design Thinking for Wearables, Body and Games

All levels, Tampere University, 2018-2019, Spring

#### MAVA 424 - Game Design

All levels, Koç University, 2015-2017, Spring

🏆 Student Evaluation Score: 2.89/3, Top %10 Class

### Teaching Assistant

#### MAVA 205 - Creative Thinking in Design

BA, Koç University, 2012-2015

#### MAVA 422/514 - Design Thinking for Interactivity

All Levels, Koç University, 2012-2015

#### MAVA Special Topic: Interaction Design Principles

MA and PhD, Koç University, 2012-2015

#### MAVA Special Topic: Developing a Wearable Device for RPG Players

BA, Koç University, 2013-2014

#### MAVA Special Topic: Implementation of Novel Interactive Environments

BA, Koç University, 2014 -2015

#### MAVA Special Topic: Preparing a Visual Essay

BA, Koç University, 2015-2016

#### MAVA Special Topic: Development of a Gesture-Elicitation Study Experimentation and Analysis Tool

BA, Koç University, 2016-2017

### Professional Training Lectures

#### Arçelik Academy Design Thinking Training

Professional Training, Employees of Arçelik A.Ş., 2016

### Guest Lectures

#### HCIM2IATLB Interaction Approaches & Technologies

Salzburg University of Applied Sciences, 15-17 April 2024, Salzburg

#### Speculative Design in Human-Computer Interaction

University of Pretoria, 23 August 2023, Pretoria

#### DS312 Making a Game

School of Design, Southern University of Science and Technology, 13 February 2023, Shenzhen

#### Games Now! Lecture Series

Aalto University, 29 March 2021, Helsinki

#### DZC30 Design for Games & Play

TU Eindhoven, 11 March 2021, Eindhoven

#### HTI 600 Gamification: A Walkthrough of How Games Are Shaping Our Lives

Tampere University, 2019-2021, Tampere

#### HTI 650 Player and User Studies

Tampere University, 2020-2021, Tampere

# AWARDS AND HONOURS

## Research Related Awards

### CHI 2018, Full-Paper Track, Honorable Mention

Proceedings of the Conference on Human Factors in Computing Systems | Montreal, CA | 2018

### CHI PLAY 2017 Student Game Design Competition, Audience Choice Award, 2nd Place

The Annual Symposium on Computer-Human Interaction in Play | Amsterdam, NL | 2017

### Graduate Studies Excellence Award

Koç University Graduate School of Social Science and Humanities | İstanbul, TR | 2017

## Teaching Related Awards

### Game Design Class, Celebration of Learning & Teaching, Top 10% Classes

Koç University | İstanbul, TR | 2017

## Design Awards

### Save the Comet, Best Game Design Nominee

Crystal Pixel Game Awards, Best Game Design Nominee | İstanbul, TR | 2014

### Save the Comet, Most Innovative Game Nominee

Crystal Pixel Game Awards, Best Game Design Nominee | İstanbul, TR | 2014

### Oistre Toilet Brush, Third Prize

IMMIB Industrial Product Design Student Contest | İstanbul, TR | 2011

## Scholarships

### Graduate School of Social Sciences and Humanities Fellowship

Koç University | Scholarship awarded to outstanding PhD students | 2013

# OTHER ACADEMIC MERITS

## Chairing

CHI PLAY 2024 | General Co-Chair

Mindtrek 2023, 2024 | General Co-Chair

CHI PLAY 2021, 2022 | Student Game Design Competition Co-Chair

Mindtrek 2022 | Academic Co-Chair

Mindtrek 2021-2024 | Fictional, Critical and Speculative Futures in HCI, Track Co-Chair

GamiFIN 2021 | Social Activites Co-Chair

## Editorial Committees

CHI 2019, 2020, 2021, 2022, 2024 | Associate Chair, Games & Play Committee

CHI PLAY 2019, 2020 | Associate Chair

CHI PLAY 2019, 2020 | Programme Committee

## Invited Talks

### Gamified Bodies and Gameful Experiences

Gamification Federation Turkey | Gamification Hackathon Opening Talk | 18 June 2021

### Making Wearables for and through Playful Experiences

İstanbul Modern & Royal Collage of Art | Thinking Through Making: Diversity in Practice | 12 March 2021

### Ways of Producing Fiction for Engaging with Emergent Futures in Design Research

Tampere University | Exploring the Speculative Method in Art, Design & STS | 5 February 2021

### Read by the City: Digital Transurbanism and Facial Recognition (with Dr. Mattia Thibault)

PIAST, Warsaw | Transhuman Faces | 28 January 2020