

Lect. PhD AYŞE EZGİ İLHAN

Personal Information

Email: ezgilhan@gazi.edu.tr

Web: <https://avesis.gazi.edu.tr/ayseezgilhan>

International Researcher IDs

ScholarID: IOUdnbQAAAAJ

ORCID: 0000-0002-5016-0948

Publons / Web Of Science ResearcherID: KDO-1771-2024

ScopusID: 57204780722

Education Information

Doctorate, Gazi University, Fen Bilimleri Enstitüsü, Endüstriyel Tasarım, Turkey 2015 - 2021

Postgraduate, Middle East Technical University, Graduate School Of Informatics, Modelleme ve Simülasyon/Oyun Teknolojileri, Turkey 2012 - 2015

Undergraduate, Middle East Technical University, Faculty Of Architecture, Department Of Industrial Design, Turkey 2003 - 2009

Dissertations

Doctorate, Tasarıma bilgi girişinde göz izleme teknolojisinin kullanımı: Durum çalışması, Gazi University, Fen Bilimleri Enstitüsü, Endüstriyel Tasarım, 2021

Postgraduate, Short-term modification of sleep-wake habits by gamification: a user study, Middle East Technical University, Graduate School Of Informatics, Modeling And Simulation, 2015

Academic Titles / Tasks

Lecturer PhD, Gazi University, Mimarlık Fakültesi, Endüstriyel Tasarım, 2023 - Continues

Lecturer PhD, Middle East Technical University, Faculty Of Architecture, Endüstriyel Tasarım, 2023 - 2024

Lecturer PhD, TOBB University of Economics and Technology, Mimarlık ve Tasarım Fakültesi, Görsel İletişim Tasarımı, 2023 - 2024

Assistant Professor, Ostim Technical University, Mimarlık ve Tasarım Fakültesi, Endüstriyel Tasarım, 2022 - 2024

Lecturer PhD, Gazi University, Mimarlık Fakültesi, Endüstriyel Tasarım, 2022 - 2023

Assistant Professor, Atılım University, Güzel Sanatlar, Tasarım, Mimarlık Fakültesi, Endüstriyel Tasarım, 2022 - 2022

Lecturer PhD, Atılım University, Güzel Sanatlar, Tasarım, Mimarlık Fakültesi, 2021 - 2022

Research Assistant, Atılım University, Güzel Sanatlar, Tasarım, Mimarlık Fakültesi, Endüstriyel Tasarım, 2014 - 2021

Courses

ID 531 Methods of User Research, Postgraduate, 2023 - 2024

Published journal articles indexed by SCI, SSCI, and AHCI

- I. **Use of eye-tracking technology for appreciation-based information in design decisions related to product details: Furniture example**
İLHAN A. E., TOĞAY A.
Multimedia Tools and Applications, vol.83, no.3, pp.8013-8042, 2024 (SCI-Expanded)
- II. **Pursuit of methodology for data input related to taste in design: Using eye tracking technology**
İLHAN A. E., TOĞAY A.
DISPLAYS, vol.76, 2023 (SCI-Expanded)
- III. **Improving Sleep-Wake Behaviors Using Mobile App Gamification**
Ilhan A. E., Şener Pedgley B., Hacıhabiboğlu H.
Entertainment Computing, vol.40, 2022 (SCI-Expanded)

Articles Published in Other Journals

- I. **Mobilya Ürün Örneği Üzerinden Estetik Beğenin Değerlendirilmesi için Yöntem Arayışı**
İlhan A. E., Toğay A., Güneş S., Börekçi N. A. G. Z.
Tasarım+Kuram, vol.18, no.37, pp.13-28, 2022 (Peer-Reviewed Journal)
- II. **Use of eye tracking technology in evaluating product images and optimal process decisions**
İlhan A. E., Toğay A.
Gazi University Journal of Science Part B: Art Humanities Design and Planning, vol.8, no.4, pp.709-719, 2020 (Peer-Reviewed Journal)

Books & Book Chapters

- I. **Eye-Tracking to Enhance Usability: A Race Game**
İlhan A. E.
in: Intelligent Systems and Applications: IntelliSys 2018. Advances in Intelligent Systems and Computing, vol 868, Kohei Arai,Supriya Kapoor,Rahul Bhatia, Editor, Springer, Cham, London, pp.201-214, 2019
- II. **Creating Awareness of Sleep-Wake Hours by Gamification**
İlhan A. E., Şener Pedgley B., Hacıhabiboğlu H.
in: Persuasive Technology. PERSUASIVE 2016. Lecture Notes in Computer Science, vol 9638, Meschtscherjakov,A.,de Ruyter,B.,Fuchsberger,V.,Murer,M.,Tscheligi, Editor, Springer, Cham, Salzburg, pp.122-133, 2016

Refereed Congress / Symposium Publications in Proceedings

- I. **Design Stages of a Cultural Product**
İlhan A. E.
8th INTERNATIONAL MARDIN ARTUKLU SCIENTIFIC RESEARCHES CONFERENCE, Mardin, Turkey, 4 - 06 June 2022, pp.629-639
- II. **ÜRÜNLERİN ESTETİK BEĞENİ ODAKLI DEĞERLENDİRİLMESİNDE GÖZ İZLEME TEKNOLOJİSİNİN KULLANIMI- BİR ARAŞTIRMA ÖNERİSİ**
İlhan A. E., Toğay A.
UTAK 2020 4. Ulusal Tasarım Araştırmaları Konferansı, Ankara, Turkey, 8 - 10 September 2020, vol.1, pp.467-479
- III. **TECHNOLOGY AND DESIGN EFFECTS ON GAME CONSOLES**
İlhan A. E., Toğay A.
Second International Mediterranean Congress on Natural Sciences and Engineering by University of Donja Gorica,

Podgorica, Montenegro, 26 - 29 June 2018, vol.2, pp.29-34

IV. TASARIMA BİLGİ GİRİŞİNDE GÖZ İZLEME TEKNOLOJİSİNİN KULLANIMI: DURUM ÇALIŞMASI

İlhan A. E., Toğay A.

II. Uluslararası Multidisipliner Çalışmaları Kongresi, Adana, Turkey, 4 - 05 May 2018, pp.262-283

V. One Game for Endless Usability Questions

İlhan A. E.

IADIS International Conferences - Interfaces and Human Computer Interaction 2013, IHCI 2013 and Game and Entertainment Technologies 2013, GET 2013, Praha, Czech Republic, 22 - 24 July 2013, pp.253-257

Scientific Refereeing

EDUCATION AND INFORMATION TECHNOLOGIES, Journal Indexed in SSCI, August 2022

MULTIMEDIA TOOLS AND APPLICATIONS, SCI Journal, June 2022

EDUCATION AND INFORMATION TECHNOLOGIES, Journal Indexed in SSCI, April 2022

Metrics

Publication: 12

Citation (WoS): 8

Citation (Scopus): 14

H-Index (WoS): 2

H-Index (Scopus): 4

Non Academic Experience

Professional Association, Endüstriyel Tasarım Meslek Kuruluşu (ETMK), Yönetim Kurulu Üyesi

Turquoise Choice

Pixofun

Journey