

Assoc. Prof. MURAT YILMAZ



Personal Information

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Education Information

Doctorate, Dublin City University, School of Computing, Software Engineering, Ireland
2009 - 2013

Postgraduate, University of Minnesota - Twin Cities, Engineering Faculty, Department of
Computer Science and Engineering, United States Of America 2007 - 2009

Biography

Assoc. Prof. Dr. Murat Yilmaz is interested in empirical research that focuses on applying incentive mechanisms (e.g., gamification) in software development projects. His goal is to make software engineering more manageable by using motivational models to improve essential system properties, such as productivity, efficiency, and fairness.

In addition, he has years of training and experience in software development and design with accumulated software architecture experience. Dr. Yilmaz assisted various software development organizations by evaluating their underlying software development practices. In particular, based on his first-hand experience with agile development, he led the agile transformation process of many software development organizations.

Dr. Yilmaz has conducted joint research with more than ten industrial partners in Turkey, such as HAVELSAN A.Ş., Kreatin Studios, Innovera, Portakal Technologies, Ideasis Inc., and Huawei Research Center in Turkey. Throughout the earlier 14 years of industrial experience, he has worked with some of the most highly innovative software development organizations, including some of Turkey's most successful software companies, such as Gantek Technologies and Halıcı Software Company.

Dr. Yilmaz has equipped with industrial experience covering all aspects of software development, ranging from concept evaluation to implementation and through to lifetime support and maintenance, which has been instrumental not just in quickly establishing himself as an academic researcher, but also in enabling him to lead the agile transformation effort in a role as a consultant with the Huawei Research Centre, İstanbul where he led agile transformation process, related software design, modeling and improvement activities, and conducted research for tailoring agile methodologies for multinational teams.

Foreign Languages

English, C2 Mastery

Research Areas

Augmented Reality, Information Visualization, Virtual Reality, Software, Software Engineering

Academic Titles / Tasks

Associate Professor, Gazi University, Mühendislik Fakültesi, Bilgisayar Mühendisliği, 2021 - Continues

Assistant Professor, Dublin City University, Bilgisayar Bilimleri, Bilgisayar Mühendisliği, 2019 - 2021

Assistant Professor, Cankaya University, Faculty Of Engineering, Department Of Computer Engineering, 2013 - 2019

Assistant Professor, Middle East Technical University, Graduate School Of Informatics, Information Systems, 2015 - 2016

Courses

Yeni Nesil İnternet Teknolojileri, Postgraduate, 2021 - 2022

System Engineering, Undergraduate, 2021 - 2022

Jury Memberships

Doctoral Examination, Doctoral Examination, Middle East Technical University, September, 2021

Articles Published in Journals That Entered SCI, SSCI and AHCI Indexes

- I. **Applying virtual reality to teach the software development process to novice software engineers**
Gulec U., YILMAZ M., Isler V., Clarke P. M.
IET SOFTWARE, 2021 (Journal Indexed in SCI)
- II. **Managing the social aspects of software development ecosystems: An industrial case study on personality**
Akarsu Z., Yilmaz M.
JOURNAL OF SOFTWARE-EVOLUTION AND PROCESS, vol.32, no.11, 2020 (Journal Indexed in SCI)
- III. **Coding vs presenting: a multicultural study on emotions**
Colomo-Palacios R., Casado-Lumbreras C., alvarez-Rodriguez J. M. , Yilmaz M.
INFORMATION TECHNOLOGY & PEOPLE, vol.33, no.6, pp.1575-1599, 2020 (Journal Indexed in SSCI)
- IV. **Auction-based serious game for bug tracking**
Usfekes C., Tuzun E., Yilmaz M., Macit Y., Clarke P.
IET SOFTWARE, vol.13, no.5, pp.386-392, 2019 (Journal Indexed in SCI)
- V. **A 3D virtual environment for training soccer referees**
Gulec U., Yilmaz M., Isler V., O'Connor R. V. , Clarke P. M.
COMPUTER STANDARDS & INTERFACES, vol.64, pp.1-10, 2019 (Journal Indexed in SCI)
- VI. **Interactive three-dimensional virtual environment to reduce the public speaking anxiety levels of novice software engineers**
Nazligul M. D. , Yilmaz M., Gulec U., YILMAZ A., Isler V., O'Connor R. V. , Gozcu M. A. , Clarke P.
IET SOFTWARE, vol.13, no.2, pp.152-158, 2019 (Journal Indexed in SCI)
- VII. **Guest Editorial: Gamification and Persuasive Games for Software Engineering**

Yilmaz M., O'Connor R. V. , Colomo-Palacios R., Clarke P.

IET SOFTWARE, vol.13, no.2, pp.97-98, 2019 (Journal Indexed in SCI)

- VIII. **Integration of accessibility design patterns with the software implementation process of ISO/IEC 29110**
Sanchez-Gordon S, Sanchez-Gordon M, Yilmaz M, O'Connor R. V.
JOURNAL OF SOFTWARE-EVOLUTION AND PROCESS, vol.31, no.1, 2019 (Journal Indexed in SCI)
- IX. **Towards a process management life-cycle model for graduation projects in computer engineering**
Yilmaz M., Tasel F. S. , Gulec U., Sopaoglu U.
PLOS ONE, vol.13, no.11, 2018 (Journal Indexed in SCI)
- X. **Teaching ISO/IEC 12207 software lifecycle processes: A serious game approach**
Aydan U., Yilmaz M., Clarke P. M. , O'Connor R. V.
COMPUTER STANDARDS & INTERFACES, vol.54, pp.129-138, 2017 (Journal Indexed in SCI)
- XI. **Software Process Improvement and Capability Determination Conference 2016**
Clarke P., Yilmaz M.
COMPUTER STANDARDS & INTERFACES, vol.54, pp.117-118, 2017 (Journal Indexed in SCI)
- XII. **An examination of personality traits and how they impact on software development teams**
Yilmaz M., O'Connor R. V. , Colomo-Palacios R., Clarke P.
INFORMATION AND SOFTWARE TECHNOLOGY, vol.86, pp.101-122, 2017 (Journal Indexed in SCI)
- XIII. **A literature survey: Is it necessary to develop a new software development methodology for virtual reality projects?**
Gulec U., Yilmaz M., Isler V.
Journal of Universal Computer Science, vol.23, no.8, pp.725-754, 2017 (Journal Indexed in SCI)
- XIV. **A serious game for improving the decision making skills and knowledge levels of Turkish football referees according to the laws of the game**
Gulec U., Yilmaz M.
SPRINGERPLUS, vol.5, 2016 (Journal Indexed in SCI)
- XV. **Effective Social Productivity Measurements during Software Development: An Empirical Study**
Yilmaz M., O'Connor R. V. , Clarke P.
INTERNATIONAL JOURNAL OF SOFTWARE ENGINEERING AND KNOWLEDGE ENGINEERING, vol.26, no.3, pp.457-490, 2016 (Journal Indexed in SCI)
- XVI. **A SCRUMBAN INTEGRATED GAMIFICATION APPROACH TO GUIDE SOFTWARE PROCESS IMPROVEMENT: A TURKISH CASE STUDY**
Yilmaz M., O'Connor R. V.
TEHNICKI VJESNIK-TECHNICAL GAZETTE, vol.23, no.1, pp.237-245, 2016 (Journal Indexed in SCI)
- XVII. **Software engineering education and games: A systematic literature review**
Kosa M., Yilmaz M., O'Connor R. V. , Clarke P. M.
Journal of Universal Computer Science, vol.22, no.12, pp.1558-1574, 2016 (Journal Indexed in SCI Expanded)
- XVIII. **Exploring the Relationship between Software Process Adaptive Capability and Organisational Performance**
Clarke P., O'Connor R. V. , Leavy B., Yilmaz M.
IEEE TRANSACTIONS ON SOFTWARE ENGINEERING, vol.41, no.12, pp.1169-1183, 2015 (Journal Indexed in SCI)
- XIX. **Understanding personality differences in software organisations using Keirseley temperament sorter**
Yilmaz M., O'Connor R. V.
IET SOFTWARE, vol.9, no.5, pp.129-134, 2015 (Journal Indexed in SCI)
- XX. **Exploring the Belief Systems of Software Development Professionals**
O'Connor R. V. , Yilmaz M.
CYBERNETICS AND SYSTEMS, vol.46, no.6-7, pp.528-542, 2015 (Journal Indexed in SCI)
- XXI. **Gamification as a disruptive factor in software process improvement initiatives**
Herranz E., Colomo-Palacios R., de Amescua Seco A., Yilmaz M.
Journal of Universal Computer Science, vol.20, no.6, pp.885-906, 2014 (Journal Indexed in SCI)

Articles Published in Other Journals

I. Preface

YILMAZ M., Clarke P., Messnarz R., Reiner M.

Communications in Computer and Information Science, vol.1442, 2021 (Journal Indexed in ESCI)

II. Preface

Yilmaz M., Niemann J., Clarke P., Messnarz R.

Communications in Computer and Information Science, vol.1251 CCIS, 2020 (Journal Indexed in ESCI)

III. Towards a quest-based contextualization process for game-based learning

Yilmaz M., Saran M., O'Connor R.

Proceedings of the European Conference on Games-based Learning, vol.2, pp.645-651, 2014 (Refereed Journals of Other Institutions)

IV. Social capital as a determinant factor of software development productivity: An empirical study using structural equation modeling

Yilmaz M., O'Connor R.

International Journal of Human Capital and Information Technology Professionals, vol.3, no.2, pp.40-62, 2012 (Refereed Journals of Other Institutions)

Books & Book Chapters

I. Systems, Software and Services Process Improvement 28th European Conference, EuroSPI 2021

Yilmaz M. (Editor), Clarke P. (Editor), Messnarz R. (Editor), Reiner M. (Editor)

Springer, London/Berlin , Krems, 2021

II. Systems, Software and Services Process Improvement: 27th European Conference, EuroSPI 2020

Yilmaz M. (Editor), Niemann J. (Editor), Clarke P. (Editor), Messnarz R. (Editor)

Springer, London/Berlin , Düsseldorf, 2020

III. Türkiye'de Masaüstü Kutu Oyun Kültürü: Keşifsel bir oyuncu perspektifi çalışması

Kosa M., Yilmaz M.

in: Türkiye'de ve Türkiye'den Oyun Çalışmaları, Ertuğrul Süngü, Barbaros Bostan, Editor, Nobel Yayın Dağıtım, Ankara, pp.39-61, 2020

IV. Virtual Reality-Based Daily Scrum Meetings

Yilmaz M.

in: Encyclopedia of Computer Graphics and Games, Newton Lee, Editor, Springer, London/Berlin , Zürich, pp.1-12, 2017

V. Systems, Software and Services Process Improvement: 22nd European Conference, EuroSPI 2015

O'connor R. (Editor), Akkaya M. U. (Editor), Kemaneci K. (Editor), Yilmaz M. (Editor), Poth A. (Editor), Messnarz R. (Editor)

Springer, London/Berlin , Ankara, 2015

Refereed Congress / Symposium Publications in Proceedings

I. PlaySAFe: Results from a Virtual Reality Study Using Digital Game-Based Learning for SAFe Agile Software Development

O'Farrell E., Yilmaz M., Gulec U., Clarke P.

28th European Conference on Systems, Software and Services Process Improvement (EuroSPI), Krems, Austria, 1 - 03 September 2021, vol.1442, pp.695-707

II. A Professional Career with Autism: Findings from a Literature Review in the Software Engineering Domain

Costello E., Kilbride S., Milne Z., Clarke P., Yilmaz M., MacMahon S. T.

28th European Conference on Systems, Software and Services Process Improvement (EuroSPI), Krems, Austria, 1 - 03 September 2021, vol.1442, pp.349-360

- III. **To Work from Home (WFH) or Not to Work from Home? Lessons Learned by Software Engineers During the COVID-19 Pandemic**
Nolan A., White R., Soomro M., Dopamu B. C. , Yilmaz M., Solan D., Clarke P.
28th European Conference on Systems, Software and Services Process Improvement (EuroSPI), Krems, Austria, 1 - 03 September 2021, vol.1442, pp.14-33
- IV. **Assessing Application Lifecycle Management (ALM) Potentials from an Industrial Perspective**
Akgun Z., Yilmaz M., Clarke P.
27th International Conference on Systems, Software and Services Process Improvement (EuroSPI), Düsseldorf, Germany, 9 - 11 September 2020, vol.1251, pp.326-338
- V. **Visualization, Monitoring and Control Techniques for Use in Scrum Software Development: An Analytic Hierarchy Process Approach**
Tekin N., Kosa M., Yilmaz M., Clarke P., Garousi V.
27th International Conference on Systems, Software and Services Process Improvement (EuroSPI), Düsseldorf, Germany, 9 - 11 September 2020, vol.1251, pp.45-57
- VI. **A Multivocal Literature Review of Function-as-a-Service (FaaS) Infrastructures and Implications for Software Developers**
Grogan J., Muheady C., McDermott J., Urbanavicius M., Yilmaz M., Abgaz Y., McCarren A., MacMahon S. T. , Garousi V., Elger P., et al.
27th International Conference on Systems, Software and Services Process Improvement (EuroSPI), Düsseldorf, Germany, 9 - 11 September 2020, vol.1251, pp.58-75
- VII. **Agile Software Development - Do We Really Calculate the Costs? A Multivocal Literature Review**
Fogarty A., Edgeworth A., Smith O., Dowling M., Yilmaz M., MacMahon S. T. , Clarke P.
27th International Conference on Systems, Software and Services Process Improvement (EuroSPI), Düsseldorf, Germany, 9 - 11 September 2020, vol.1251, pp.203-219
- VIII. **Software Testing: A Changing Career**
Cunningham S., Gambo J., Lawless A., Moore D., Yilmaz M., Clarke P. M. , O'Connor R. V.
26th Systems, Software and Services Process Improvement (EuroSPI) Conference, Edinburgh, Saint Helena, 18 - 20 September 2019, vol.1060, pp.731-742
- IX. **The Changing Role of the Software Engineer**
Meade E., O'Keefe E., Lyons N., Lynch D., Yilmaz M., Gulec U., O'Connor R. V. , Clarke P. M.
26th Systems, Software and Services Process Improvement (EuroSPI) Conference, Edinburgh, Saint Helena, 18 - 20 September 2019, vol.1060, pp.682-694
- X. **CENGO: A Web-Based Serious Game to Increase the Programming Knowledge Levels of Computer Engineering Students**
Gulec U., Yilmaz M., Yalcin A. D. , O'Connor R. V. , Clarke P. M.
26th Systems, Software and Services Process Improvement (EuroSPI) Conference, Edinburgh, Saint Helena, 18 - 20 September 2019, vol.1060, pp.237-248
- XI. **Assessing Personality Traits in a Large Scale Software Development Company: Exploratory Industrial Case Study**
Akarsu Z., Orgun P., Dinc H., Gunyel B., Yilmaz M.
26th Systems, Software and Services Process Improvement (EuroSPI) Conference, Edinburgh, Saint Helena, 18 - 20 September 2019, vol.1060, pp.192-206
- XII. **Applying Blockchain to Improve the Integrity of the Software Development Process**
Yilmaz M., Tasel S., Tuzun E., Gulec U., O'Connor R. V. , Clarke P. M.
26th Systems, Software and Services Process Improvement (EuroSPI) Conference, Edinburgh, Saint Helena, 18 - 20 September 2019, vol.1060, pp.260-271
- XIII. **Factors that raise the reality of the virtual office environment designed to educate software development processes Yazılım Geliştirme Süreçlerini Eğitmek Amacıyla Tasarlanan Sanal Ofis Ortamında Ortamın Gerçekliğini Arttıran Etmenler**

Güleç U., Yılmaz M., İşler V.

12th Turkish National Software Engineering Symposium, UYMS 2018, İstanbul, Turkey, 10 - 12 September 2018, vol.2201

XIV. In Search of the Origins and Enduring Impact of Agile Software Development

Clarke P., O'Connor R., Yılmaz M.

International Conference on Software and System Process (ICSSP), Gothenburg, Sweden, 26 - 27 May 2018, pp.142-146

XV. Using adapted version of hoshin matrix for selection of agile software development processes

Akarsu Z., Metin O. O. , Kuru Y. Y. , Yılmaz M.

12th Turkish National Software Engineering Symposium, UYMS 2018, İstanbul, Turkey, 10 - 12 September 2018, vol.2201

XVI. Adopting Augmented Reality for the Purpose of Software Development Process Training and Improvement: An Exploration

Ohri I., Oge I., Orkun B., Yılmaz M., Tuzun E., Clarke P., O'Connor R. V.

25th European Conference on Systems, Software and Services Process Improvement (EuroSPI), Bilbao, Spain, 5 - 07 September 2018, vol.896, pp.195-206

**XVII. Simulacrum: Simulation virtual reality for emergency medical intervention in battle field conditions
Simulacrum: Savaş koşullarında acil tıbbi müdahale ve ilk yardım simülasyonu**

Güleç U., Gözcü M. A. , Doğan S., Meşurhan N., Yılmaz M., İşler V., Dinç M.

12th Turkish National Software Engineering Symposium, UYMS 2018, İstanbul, Turkey, 10 - 12 September 2018, vol.2201

XVIII. Serious game plug-in experience for devops Gelişlet (devops) için ciddi oyun eklentisi deneyimi

Üsfekes Ç., Macit Y., Yılmaz M., Tüzün E.

12th Turkish National Software Engineering Symposium, UYMS 2018, İstanbul, Turkey, 10 - 12 September 2018, vol.2201

XIX. Adopting Virtual Reality as a Medium for Software Development Process Education

Gulec U., Yılmaz M., Isler V., O'Connor R., Clarke P.

International Conference on Software and System Process (ICSSP), Gothenburg, Sweden, 26 - 27 May 2018, pp.71-75

**XX. A course flow model developed for software engineering course Yazılım Mühendisliği Dersi için
Geliştirilmiş Ders Akış Modeli ve İlgili Vaka Çalışması**

Yılmaz M., Güleç U.

12th Turkish National Software Engineering Symposium, UYMS 2018, İstanbul, Turkey, 10 - 12 September 2018, vol.2201

XXI. The Impact of Situational Context on Software Process: A Case Study of a Very Small-Sized Company in the Online Advertising Domain

Giray G., Yılmaz M., O'Connor R. V. , Clarke P. M.

25th European Conference on Systems, Software and Services Process Improvement (EuroSPI), Bilbao, Spain, 5 - 07 September 2018, vol.896, pp.28-39

XXII. Software Development Overall Efficiency Improvement in a CMMI Level 5 Organization within the scope of a Case Study

Orgun P., Gungor D., Kuru Y. Y. , Metin O. O. , Yılmaz M.

3rd International Conference on Computer Science and Engineering (UBMK), Sarajevo, Bosnia And Herzegovina, 20 - 23 September 2018, pp.258-263

XXIII. Augmented reality based continuous onboarding framework Artırılmış gerçeklik tabanlı sürekli işe alıştırma sistemi

Ohri İ., Öge İ., Orkun B., Yılmaz M., Tüzün E.

12th Turkish National Software Engineering Symposium, UYMS 2018, İstanbul, Turkey, 10 - 12 September 2018, vol.2201

XXIV. Towards a Role Playing Game for Exploring the Roles in Scrum to Improve Collaboration Problems

Akarsu Z., Metin O. O. , Gungor D., Yılmaz M.

25th European Conference on Systems, Software and Services Process Improvement (EuroSPI), Bilbao, Spain, 5 - 07 September 2018, vol.896, pp.254-264

- XXV. **An industrial case study to improve the onboarding process in software management Yazılım Yönetiminde İşe Alıştırma Süreçlerinin İyileştirilmesi İçin Düşünölmüş Bir Endüstriyel Vaka Çalışması**
Yılmaz M., Güleç U., O'Connor R. V. , Clarke P., Tüzün E.
11th Turkish National Software Engineering Symposium, UYMS 2017, Alanya, Turkey, 18 - 20 October 2017, vol.1980, pp.24-35
- XXVI. **A Systematic Investigation into the Use of Game Elements in the Context of Software Business Landscapes: A Systematic Literature Review**
Olgun S., Yılmaz M., Clarke P. M. , O'Connor R. V.
17th International Conference on Software Process Improvement and Capability Determination (SPICE), Palma de Mallorca, Spain, 4 - 05 October 2017, vol.770, pp.384-398
- XXVII. **Exploring Software Process Variation Arising from Differences in Situational Context**
Clarke P. M. , O'Connor R. V. , Solan D., Elger P., Yılmaz M., Ennis A., Gerrity M., McGrath S., Treanor R.
24th European Conference on Systems, Software and Services Process Improvement (EuroSPI), Ostrava, Czech Republic, 6 - 08 September 2017, vol.748, pp.29-42
- XXVIII. **Overcoming Public Speaking Anxiety of Software Engineers Using Virtual Reality Exposure Therapy**
Nazligül M. D. , Yılmaz M., Gülec U., Gozcu M. A. , O'Connor R. V. , Clarke P. M.
24th European Conference on Systems, Software and Services Process Improvement (EuroSPI), Ostrava, Czech Republic, 6 - 08 September 2017, vol.748, pp.191-202
- XXIX. **Examining Reward Mechanisms for Effective Usage of Application Lifecycle Management Tools**
Üsfekes C., Yılmaz M., Tuzun E., Clarke P. M. , O'Connor R. V.
24th European Conference on Systems, Software and Services Process Improvement (EuroSPI), Ostrava, Czech Republic, 6 - 08 September 2017, vol.748, pp.259-268
- XXX. **Serious game-based learning framework to improve programming skills and knowledge levels of individuals - CENGO Bireylerin Programlama Yeteneklerini ve Bilgi Seviyelerini Arttırmak Amacıyla Duşuniilmiiş Ciddi Oyun Tabanlı Öğrenme Çatısı - CENGO**
Güileg U., Yılmaz M., Gozcü M. A.
11th Turkish National Software Engineering Symposium, UYMS 2017, Alanya, Turkey, 18 - 20 October 2017, vol.1980, pp.171-183
- XXXI. **Examining reward mechanisms for effective usage of application lifecycle management tools Uygulama Yaşam Döngüsü Yönetim Araçlarının Verimini Arttırmak İçin Ciddi oyun Uygulaması Üsfekes Ç., Yılmaz M., Tüzün E.**
11th Turkish National Software Engineering Symposium, UYMS 2017, Alanya, Turkey, 18 - 20 October 2017, vol.1980, pp.158-170
- XXXII. **A Gamification Approach to Improve the Software Development Process by Exploring the Personality of Software Practitioners**
Yılmaz M., Yılmaz M., O'Connor R. V. , Clarke P.
16th International Conference on Software Process Improvement and Capability Determination (SPICE), Dublin, Ireland, 9 - 10 June 2016, vol.609, pp.71-83
- XXXIII. **An Investigation of Software Development Process Terminology**
Clarke P., Mesquida A., Ekert D., Ekstrom J. J. , Gornostaja T., Jovanovic M., Johansen J., Mas A., Messnarz R., Villar B. N. , et al.
16th International Conference on Software Process Improvement and Capability Determination (SPICE), Dublin, Ireland, 9 - 10 June 2016, vol.609, pp.351-361
- XXXIV. **Refactoring Software Development Process Terminology Through the Use of Ontology**
Clarke P. M. , Mesquida Calafat A. L. , Ekert D., Ekstrom J. J. , Gornostaja T., Jovanovic M., Johansen J., Mas A., Messnarz R., Villar B. N. , et al.
23rd European Conference on Systems, Software and Services Process Improvement (EuroSPI), Graz, Austria, 14 - 16 September 2016, vol.633, pp.47-57

- XXXV. **Futbol Hakemlerinin Eğitimi Amac-yla Tasarlanan Futbol Simülasyonunda Maç-n Dinamizmini Sağlayan Etmenler**
Güleç U., Yılmaz M., Gözcü M. A.
10th Turkish National Software Engineering Symposium, UYMS 2016, Çanakkale, Turkey, 24 - 26 October 2016, vol.1721, pp.284-294
- XXXVI. **Bilgisayar Mühendisliği Bitirme Projeleri için Düşünülmüş Bir Süreç Yönetim Modeli**
Yılmaz M., Taşel S., Güleç U., Sopaoğlu U.
10th Turkish National Software Engineering Symposium, UYMS 2016, Çanakkale, Turkey, 24 - 26 October 2016, vol.1721, pp.129-140
- XXXVII. **Gamifying the Onboarding Process for Novice Software Practitioners**
Kosa M., Yılmaz M.
23rd European Conference on Systems, Software and Services Process Improvement (EuroSPI), Graz, Austria, 14 - 16 September 2016, vol.633, pp.242-248
- XXXVIII. **Sanal ofis ortamında kod gözden geçirme ile kod değerlendirilmesi**
Kaymak M., Namiduru M., Tüzün E., Yılmaz M.
10th Turkish National Software Engineering Symposium, UYMS 2016, Çanakkale, Turkey, 24 - 26 October 2016, vol.1721, pp.706-711
- XXXIX. **Software Developer's Journey A Story-Driven Approach to Support Software Practitioners**
Yılmaz M., Atasoy B., O'Connor R. V. , Martens J., Clarke P.
23rd European Conference on Systems, Software and Services Process Improvement (EuroSPI), Graz, Austria, 14 - 16 September 2016, vol.633, pp.203-211
- XL. **Towards a Serious Game to Teach ISO/IEC 12207 Software Lifecycle Process: An Interactive Learning Approach**
Aydan U., Yılmaz M., O'Connor R. V.
15th International Conference on Software Process Improvement and Capability dEtermination (SPICE), Gothenburg, Sweden, 16 - 17 June 2015, vol.526, pp.217-229
- XLI. **Futbol hakemlerinin karar verme yeteneklerini Geliştirmek İçin Düşünülmüş Ciddi Oyun Tabanlı Öğrenme Çatısı**
Güleç U., Yılmaz M.
9th Turkish National Software Engineering Symposium, UYMS 2015, İzmir, Turkey, 9 - 11 September 2015, vol.1483, pp.571-581
- XLII. **A machine-based personality oriented team recommender for software development organizations**
Yılmaz M., Al-Taei A., O'Connor R. V.
22nd European Conference on Systems, Software and Services Process Improvement, EuroSPI 2015, Ankara, Turkey, 3 September - 02 October 2015, vol.543, pp.75-86
- XLIII. **Designing games for improving the software development process**
Kosa M., Yılmaz M.
22nd European Conference on Systems, Software and Services Process Improvement, EuroSPI 2015, Ankara, Turkey, 3 September - 02 October 2015, vol.543, pp.303-310
- XLIV. **Yazılım geliştirme üretkenliğini etkileyen faktörlerin açımlayıcı faktör analizi yöntemi kullanılarak incelenmesi**
Yılmaz M., O'Connor R. V. , Görür A. K.
8th Turkish National Software Engineering Symposium, UYMS 2014, Guzelyurt, Turkey, 8 - 10 September 2014, vol.1221, pp.395-405
- XLV. **An Exploration of Individual Personality Types in Software Development**
Yılmaz M., O'Connor R. V. , Clarke P.
21st European Conference on Systems, Software and Services Process Improvement and Innovation, EuroSPI 2014, Luxembourg, 25 - 27 June 2014, vol.425, pp.111-122
- XLVI. **Yazılım gelistiren organizasyonlar için düşünülmüş bir kişilik tipi ölçüm oyunu**
Yılmaz M., O'Connor R. V.
7th Turkish National Software Engineering Symposium, UYMS 2013, İzmir, Turkey, 26 September 2013, vol.1072

- XLVII. A market based approach for resolving resource constrained task allocation problems in a software development process**
 Yilmaz M., O'Connor R. V.
 19th European Conference on Systems, Software and Services Process Improvement, EuroSPI 2012, Vienna, Austria, 25 - 27 June 2012, vol.301 CCIS, pp.25-36
- XLVIII. A hierarchy of SPI activities for software SMEs: Results from ISO/IEC 12207-based SPI assessments**
 Clarke P., O'Connor R. V. , Yilmaz M.
 12th International Conference on Software Process Improvement and Capability Determination, SPICE 2012, Palma, Spain, 29 - 31 May 2012, vol.290 CCIS, pp.62-74
- XLIX. A systematic approach to the comparison of roles in the software development processes**
 Yilmaz M., O'Connor R. V. , Clarke P.
 12th International Conference on Software Process Improvement and Capability Determination, SPICE 2012, Palma, Spain, 29 - 31 May 2012, vol.290 CCIS, pp.198-209
- L. Towards the Understanding and Classification of the Personality Traits of Software Development Practitioners: Situational Context Cards Approach**
 Yilmaz M., O'Connor R. V.
 38th EUROMICRO Conference on Software Engineering and Advanced Applications (SEAA) / 15th EUROMICRO Digital Systems Design (DSD), Cesme, Turkey, 5 - 08 September 2012, pp.400-405
- LI. An empirical investigation into social productivity of a software process: An approach by using the structural equation modeling**
 Yilmaz M., O'Connor R. V.
 18th European Conference on System and Software Process Improvement, EuroSPI 2011, Roskilde, Denmark, 27 - 29 June 2011, vol.172, pp.155-166
- LII. An approach for improving the social aspects of the software development process by using a game theoretic perspective: Towards a theory of social productivity of software development teams**
 Yilmaz M., O'Connor R. V.
 6th International Conference on Software and Database Technologies, ICSOFT 2011, Sevilla, Spain, 18 - 21 July 2011, vol.1, pp.35-40
- LIII. Maximizing the value of the software development process by game theoretic analysis**
 Yilmaz M., O'Connor R. V.
 11th International Conference on Product Focused Software Development and Process Improvement, PROFES 2010, Limerick, Ireland, 21 - 23 June 2010, pp.93-96
- LIV. Improving software development process through economic mechanism design**
 Yilmaz M., O'Connor R. V. , Collins J.
 17th European Conference on Systems, Software and Services Process Improvement, EuroSPI 2010, Grenoble, France, 1 - 03 September 2010, vol.99 CCIS, pp.177-188

Supported Projects

Yilmaz M., Clarke P., Project Supported by Public Organizations in Other Countries, Future Software Systems Architectures, Disruptive Technologies Innovation Fund, 2019 - 2021

Yilmaz M., Other Supported Projects, DEV-OPS & Agile Transformation Project of Huawei Research Center at İstanbul,, 2018 - 2019

Yilmaz M., TUBITAK Project, A Novel Eye Tracking Mechanism for the Service of Next Generation Virtual Reality Application, 2018 - 2019

Yilmaz M., TUBITAK Project, A Serious Game for COE-DAT as a Virtual Policymaking Laboratory, 2017 - 2018

Yilmaz M., TUBITAK Project, Augmented Reality Based Continuous Onboarding Framework, TUBITAK , 2017 - 2018

Yilmaz M., TUBITAK Project, Simulated Virtual Reality for Emergency Medical Intervention in Battlefield Conditions, , 2016 - 2017

Yilmaz M., TUBITAK Project, Notions of Emotions: Modeling Personalities for Serious Game Based Daily Scrum Meeting,,

2016 - 2017

Yilmaz M., TUBITAK Project, A Locomotion Interface and Framework for Virtual Reality System, 2016 - 2017

Yilmaz M., TUBITAK Project, Göbekli Tepe: A Real-Time Virtual Reality Storytelling Experience On The Earliest Neolithic Temple,, 2015 - 2016

Activities in Scientific Journals

Iet Software, Assistant Editor, 2017 - Continues

Memberships / Tasks in Scientific Organizations

IEEE , Principal Member, 2019 - Continues, United States Of America

Scientific Refereeing

INFORMATION AND SOFTWARE TECHNOLOGY, SCI Journal, May 2021

JOURNAL OF SOFTWARE-EVOLUTION AND PROCESS, SCI Journal, March 2020

COMPUTER STANDARDS & INTERFACES, Other Journals, August 2019

JOURNAL OF SYSTEMS AND SOFTWARE, SCI Journal, July 2019

Edit Congress and Symposium Activities

27th European Conference on Software Process Improvement (EuroSPI 2021), Moderator, Krems, Austria, 2021

27th European Conference on Software Process Improvement (EuroSPI 2020), Moderator, Düsseldorf, Germany, 2020

13th Turkish National Software Engineering Conference (UYMS 2019), Session Moderator, İzmir, Turkey, 2019

26th European Conference on Software Process Improvement (EUROSPI 2019) , Moderator, Edinburgh, Scotland, 2019

3rd International Conference on Computer Science and Engineering (UBMK 2018), Attendee, Sarajevo, Bosnia And Herzegovina, 2018

12th Turkish National Software Engineering Conference (UYMS 2018) , Session Moderator, İstanbul, Turkey, 2018

25th European Conference on Software Process Improvement (EUROSPI 2018) , Moderator, Bilbao, Spain, 2018

2018 International Conference on Software and System Process (ICSSP 2018), Attendee, Gothenburg, Sweden, 2018

11th Turkish National Software Engineering Conference (UYMS 2017), Attendee, Antalya, Turkey, 2017

17th International Conference on Software Process Improvement and Capability Determination (SPICE 2017), Attendee, Palma, Spain, 2017

24th European Conference on Software Process Improvement (EUROSPI 2017) , Moderator, Ostrava, Czech Republic, 2017

10th Turkish National Software Engineering Symposium (UYMS 2016) , Attendee, Çanakkale, Turkey, 2016

23th European Conference on Software Process Improvement (EUROSPI 2016) , Attendee, Graz, Austria, 2016

16th International Conference on Software Process Improvement and Capability Determination (SPICE 2016), Attendee, Dublin, Ireland, 2016

22th European Conference on Software Process Improvement (EUROSPI 2015) , Moderator, Ankara, Turkey, 2015

9th Turkish National Software Engineering Symposium (UYMS 2015) , Moderator, İzmir, Turkey, 2015

15th International Conference on Software Process Improvement and Capability Determination (SPICE 2015), Attendee, Gothenburg, Sweden, 2015

8th Turkish National Software Engineering Conference (UYMS 2014), Moderator, Güzelyurt, Cyprus (Kktc), 2014

21th European Conference on Software Process Improvement (EUROSPI 2014) , Attendee, Luxembourg, Luxembourg, 2014

7th Turkish National Software Engineering Conference (UYMS 2013), Attendee, İzmir, Turkey, 2013

38th EUROMICRO Conference on Software Engineering and Advanced Applications (SEAA 2012) , Attendee, İzmir, Turkey, 2012
19th European System and Software Process Improvement and Innovation Conference (EuroSPI 2012) , Attendee, Vienna, Austria, 2012
12th International Conference on Software Process Improvement and Capability Determination (SPICE 2012), Attendee, Palma, Spain, 2012
5th Turkish National Software Engineering Symposium (UYMS 2011), Attendee, Ankara, Turkey, 2011
18th European System and Software Process Improvement and Innovation Conference (EuroSPI 2011), Attendee, Roskilde, Denmark, 2011
17th European Systems and Software Process Improvement and Innovation (EuroSPI 2010) , Attendee, Grenoble, France, 2010
11th International Conference on Product Focused Software (PROFES 2010), Attendee, Limerick, Ireland, 2010

Citations

Total Citations (WOS):345
h-index (WOS):11

Invited Talks

Oyunlar ve interaktif teknolojilerinin bilimsel çalışmalarda kullanımı ve bu amaçla geliştirdiğimiz ciddi oyunlar, Conference, Quantum Games, Turkey, August 2021
Augmented Reality Technology Encounters, Conference, Augmented Reality (AR), Virtual Reality (VR) and Serious GameBased National Software Projects, Turkey, October 2018
The importance of games in national and international projects: NATO, TÜBİTAK AND EU Projects, Conference, International Child and Information Safety Congress, "Digital Games", Turkey, April 2018
The role and importance of gamification, game theory and practices in software engineering, Seminar, Atilim University, Turkey, November 2017
A brief introduction to Gamification, Seminar, HAVELSAN, Turkey, March 2016
The future of Gamification, Seminar, ASELSAN, Turkey, February 2016
Exploring the Social Aspects of Game Development for a better Game Design Process, Conference, Eurasia Graphics Conference, Turkey, November 2015
Gamers and Personality, Seminar, Middle East Technical University, Turkey, April 2015

Scholarships

Lero Graduate School of Software Engineering Scholarship, Other International Organizations, 2009 - 2013

Awards

Yılmaz M., Güleç U., İşler V., SIYM alt alanında en iyi bildiri ödülü, Ulusal Yazılım Mühendisliği Yönetim Komitesi, September 2018
Yılmaz M., Second price in nationwide graduation project competition, Tübitak, June 2017
Yılmaz M., Fifth Annual Excellence in Research Journal Award, Igi Global,, July 2012

Non Academic Experience

Company, Huawei Technologies, Software Development

State Agency, Lero - the Irish Software Engineering Research Center, Research

Other, Freelance, Freelance

University, Middle East Technical University, School of Foreign Languages

Company, Dünya IT Academy, Information Technology

Other Public Institution, Turkish Land Forces, Factory Product Line

Company, Gantek Technology Group, Software Production

University, Middle East Technical University, Informatics Institute

Company, Halıcı Yazılım, Software Production