

## Doç.Dr. MURAT YILMAZ



### Kişisel Bilgiler

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**Posta Adresi:** Gazi University Faculty of Engineering Department of Computer Engineering Maltepe 06570 Ankara / Turkey



### Uluslararası Araştırmacı ID'leri

ScholarID: S7J\_GYAAAAAJ

ORCID: 0000-0002-2446-3224

Publons / Web Of Science ResearcherID: T-8786-2019

ScopusID: 557384495

Yoksis Araştırmacı ID: 55248

### Eğitim Bilgileri

Bütünlesik Doktora, Dublin City University, School of Computing, Software Engineering, İrlanda 2009 - 2013

Yüksek Lisans, University of Minnesota - Twin Cities, Engineering Faculty, Department of Computer Science and Engineering, Amerika Birleşik Devletleri 2007 - 2009

### Biyografi

Assoc. Prof. Dr. Murat Yılmaz 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. Yılmaz 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. Yılmaz 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. Yılmaz 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.

## **Yabancı Diller**

İngilizce, C2 Ustalık

## **Araştırma Alanları**

Arttırılmış Gerçeklik, Bilgi Görselleştirme, Sanal Gerçeklik, Yazılım, Yazılım Mühendisliği

## **Akademik Unvanlar / Görevler**

Doç.Dr., Gazi Üniversitesi, Mühendislik Fakültesi, Bilgisayar Mühendisliği, 2021 - Devam Ediyor

Dr.Öğr.Üyesi, Dublin City University, Bilgisayar Bilimleri, Bilgisayar Mühendisliği, 2019 - 2021

Dr.Öğr.Üyesi, Çankaya Üniversitesi, Mühendislik Fakültesi, Bilgisayar Mühendisliği Bölümü, 2013 - 2019

Dr.Öğr.Üyesi, Orta Doğu Teknik Üniversitesi, Enformatik Enstitüsü, Bilişim Sistemleri Anabilim Dalı, 2015 - 2016

## **Akademik İdari Deneyim**

Enstitü Müdür Yardımcısı, Gazi Üniversitesi, Bilişim Enstitüsü, 2022 - Devam Ediyor

## **Verdiği Dersler**

Yeni Nesil İnternet Teknolojileri, Yüksek Lisans, 2021 - 2022

System Engineering, Lisans, 2021 - 2022

IT Architectures, Lisans, 2020 - 2021

## **Jüri Üyelikleri**

Doktora Yeterlik Sınavı, Doktora Yeterlik Sınavı, Middle East Technical University, Eylül, 2021

## **SCI, SSCI ve AHCI İndekslerine Giren Dergilerde Yayınlanan Makaleler**

- I. A novel approach for visualization, monitoring, and control techniques for Scrum metric planning using the analytic hierarchy process

Tekin N., YILMAZ M., Clarke P.

JOURNAL OF SOFTWARE-EVOLUTION AND PROCESS, cilt.35, sa.8, 2023 (SCI-Expanded)

- II. Decomposition of Monolith Applications Into Microservices Architectures: A Systematic Review

Abgaz Y., McCarren A., Elger P., Solan D., Lapuz N., Bivol M., Jackson G., YILMAZ M., Buckley J., Clarke P.

IEEE Transactions on Software Engineering, cilt.49, sa.8, ss.4213-4242, 2023 (SCI-Expanded)

- III. Examining the training and education potential of the metaverse: Results from an empirical study of next generation SAFe training

- Yilmaz M., O'farrell E., Clarke P.  
JOURNAL OF SOFTWARE: EVOLUTION AND PROCESS, cilt.1, sa.1, ss.1010022531, 2023 (SCI-Expanded)
- IV. Applying virtual reality to teach the software development process to novice software engineers  
Gulec U., YILMAZ M., Isler V., Clarke P. M.  
IET SOFTWARE, cilt.15, sa.6, ss.464-483, 2021 (SCI-Expanded)
- V. Managing the social aspects of software development ecosystems: An industrial case study on personality  
Akarsu Z., Yilmaz M.  
JOURNAL OF SOFTWARE-EVOLUTION AND PROCESS, cilt.32, sa.11, 2020 (SCI-Expanded)
- VI. Coding vs presenting: a multicultural study on emotions  
Colomo-Palacios R., Casado-Lumbrales C., Alvarez-Rodriguez J. M., Yilmaz M.  
INFORMATION TECHNOLOGY & PEOPLE, cilt.33, sa.6, ss.1575-1599, 2020 (SSCI)
- VII. Auction-based serious game for bug tracking  
Usfekes C., Tuzun E., Yilmaz M., Macit Y., Clarke P.  
IET SOFTWARE, cilt.13, sa.5, ss.386-392, 2019 (SCI-Expanded)
- VIII. A 3D virtual environment for training soccer referees  
Gulec U., Yilmaz M., Isler V., O'Connor R. V., Clarke P. M.  
COMPUTER STANDARDS & INTERFACES, cilt.64, ss.1-10, 2019 (SCI-Expanded)
- IX. 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, cilt.13, sa.2, ss.152-158, 2019 (SCI-Expanded)
- X. Guest Editorial: Gamification and Persuasive Games for Software Engineering  
Yilmaz M., O'Connor R. V., Colomo-Palacios R., Clarke P.  
IET SOFTWARE, cilt.13, sa.2, ss.97-98, 2019 (SCI-Expanded)
- XI. 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, cilt.31, sa.1, 2019 (SCI-Expanded)
- XII. Towards a process management life-cycle model for graduation projects in computer engineering  
Yilmaz M., Tasel F. S., Gulec U., Sopaoglu U.  
PLOS ONE, cilt.13, sa.11, 2018 (SCI-Expanded)
- XIII. 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, cilt.54, ss.129-138, 2017 (SCI-Expanded)
- XIV. Software Process Improvement and Capability Determination Conference 2016  
Clarke P., Yilmaz M.  
COMPUTER STANDARDS & INTERFACES, cilt.54, ss.117-118, 2017 (SCI-Expanded)
- XV. 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, cilt.86, ss.101-122, 2017 (SCI-Expanded)
- XVI. 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, cilt.23, sa.8, ss.725-754, 2017 (SCI-Expanded)
- XVII. 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, cilt.5, 2016 (SCI-Expanded)
- XVIII. 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, cilt.26, sa.3, ss.457-490, 2016 (SCI-Expanded)
- XIX. **A SCRUMBAN INTEGRATED GAMIFICATION APPROACH TO GUIDE SOFTWARE PROCESS IMPROVEMENT: A TURKISH CASE STUDY**  
 Yilmaz M., O'Connor R. V.  
 TEHNICKI VJESNIK-TECHNICAL GAZETTE, cilt.23, sa.1, ss.237-245, 2016 (SCI-Expanded)
- XX. **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, cilt.22, sa.12, ss.1558-1574, 2016 (SCI-Expanded)
- XXI. **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, cilt.41, sa.12, ss.1169-1183, 2015 (SCI-Expanded)
- XXII. **Understanding personality differences in software organisations using Keirsey temperament sorter**  
 Yilmaz M., O'Connor R. V.  
 IET SOFTWARE, cilt.9, sa.5, ss.129-134, 2015 (SCI-Expanded)
- XXIII. **Exploring the Belief Systems of Software Development Professionals**  
 O'Connor R. V., Yilmaz M.  
 CYBERNETICS AND SYSTEMS, cilt.46, sa.6-7, ss.528-542, 2015 (SCI-Expanded)
- XXIV. **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, cilt.20, sa.6, ss.885-906, 2014 (SCI-Expanded)

## Diger Dergilerde Yayınlanan Makaleler

- I. **Preface**  
 YILMAZ M., Clarke P., Messnarz R., Reiner M.  
 Communications in Computer and Information Science, cilt.1442, 2021 (ESCI)
- II. **Preface**  
 Yilmaz M., Niemann J., Clarke P., Messnarz R.  
 Communications in Computer and Information Science, cilt.1251 CCIS, 2020 (ESCI)
- III. **Üç Yazılım Firmasında Yazılım Süreç Değişimlerinin Gözlenen Etkileri: Endüstriyel Keşif Vaka Çalışması**  
 YILMAZ M.  
 PAMUKKALE UNIVERSITY JOURNAL OF ENGINEERING SCIENCES-PAMUKKALE UNIVERSITESI MUHENDISLIK BİLİMLERİ DERGİSİ, cilt.25, sa.2, ss.240-246, 2019 (Hakemli Dergi)
- IV. **An Exploratory Study to Assess Digital Map Zoom/Pan/Rotate Methods with HoloLens**  
 KILINÇ İ., YILMAZ M.  
 Süleyman Demirel Üniversitesi Fen Bilimleri Enstitüsü Dergisi, cilt.22, sa.2, ss.458-463, 2018 (Hakemli Dergi)
- V. **An ISO/IEC 12207 Perspective on Software Development Process Adaptation.**  
 MARKS G., OCONNOR R., YILMAZ M., CLARKE P.  
 Software Quality Professional, cilt.20, sa.2, ss.48-58, 2018 (Hakemli Dergi)
- VI. **An Exploratory Study to Assess Analytical and Logical Thinking Skills of the Software Practitioners using a Gamification Perspective**  
 KAYALI Ş., YILMAZ M.  
 Süleyman Demirel Üniversitesi Fen Bilimleri Enstitüsü Dergisi, cilt.21, sa.1, ss.178-189, 2017 (Hakemli Dergi)
- VII. **The Design Process of a Board Game for Exploring the Territories of the United States**  
 KOSA M., YILMAZ M.  
 PRESS START, cilt.4, sa.1, ss.36-52, 2017 (Hakemsiz Dergi)
- VIII. **Software Development Roles**

- YILMAZ M., OCONNOR R., CLARKE P.  
 ACM SIGSOFT Software Engineering Notes, cilt.40, sa.1, ss.1-5, 2015 (Hakemsiz Dergi)
- IX. 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, cilt.2, ss.645-651, 2014 (Scopus)
- X. 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, cilt.3, sa.2, ss.40-62, 2012 (ESCI)
- XI. A software process engineering approach to improving software team productivity using socioeconomic mechanism design**  
 YILMAZ M., OCONNOR R.  
 Software Engineering Notes, cilt.36, sa.5, ss.1-5, 2011 (Hakemsiz Dergi)

## Kitap & Kitap Bölümleri

- I. Systems, Software and Services Process Improvement 28th European Conference, EuroSPI 2022**  
 Yilmaz M. (Editör), Clarke P. (Editör), Messnarz R. (Editör), Wöran B. (Editör)  
 Springer, London/Berlin , Salzburg, 2022
- II. Systems, Software and Services Process Improvement 28th European Conference, EuroSPI 2021**  
 Yilmaz M. (Editör), Clarke P. (Editör), Messnarz R. (Editör), Reiner M. (Editör)  
 Springer, London/Berlin , Krems, 2021
- III. Türkiye'de Masaüstü Kütü Oyun Kültürü: Keşifsel bir oyuncu perspektifi çalışması**  
 KOSA M., YILMAZ M.  
 Türkiye'de ve Türkiye'den Oyun Çalışmaları,, Dr. Ertuğrul Süngü, Doç. Dr. Barbaros Bostan, Editör, Nobel Yayınevi, Ankara, ss.39-61, 2021
- IV. Systems, Software and Services Process Improvement: 27th European Conference, EuroSPI 2020**  
 Yilmaz M. (Editör), Niemann J. (Editör), Clarke P. (Editör), Messnarz R. (Editör)  
 Springer, London/Berlin , Düsseldorf, 2020
- V. Türkiye'de Masaüstü Kütü Oyun Kültürü: Keşifsel bir oyuncu perspektifi çalışması**  
 Kosa M., Yilmaz M.  
 Türkiye'de ve Türkiye'den Oyun Çalışmaları, Ertuğrul Süngü, Barbaros Bostan, Editör, Nobel Yayın Dağıtım, Ankara, ss.39-61, 2020
- VI. Virtual Reality-Based Daily Scrum Meetings**  
 Yilmaz M.  
 Encyclopedia of Computer Graphics and Games, Newton Lee, Editör, Springer, London/Berlin , Zürich, ss.1-12, 2017
- VII. Systems, Software and Services Process Improvement: 22nd European Conference, EuroSPI 2015**  
 O'connor R. (Editör), Akkaya M. U. (Editör), Kemaneci K. (Editör), Yilmaz M. (Editör), Poth A. (Editör), Messnarz R. (Editör)  
 Springer, London/Berlin , Ankara, 2015

## Hakemli Kongre / Sempozyum Bildiri Kitaplarında Yer Alan Yayınlar

- I. Investigating Sources and Effects of Bias in AI-Based Systems – Results from an MLR**  
 De Buitlear C., Byrne A., McEvoy E., Camara A., YILMAZ M., McCarren A., Clarke P. M.  
 Proceedings of the 30th European Conference on Systems, Software and Services Process Improvement, EuroSPI 2023, Grenoble, Fransa, 30 Ağustos - 01 Eylül 2023, cilt.1890 CCIS, ss.20-35

- II. An Investigation of Green Software Engineering**  
Freed M., Bielinska S., Buckley C., Coptu A., YILMAZ M., Messnarz R., Clarke P. M.  
Proceedings of the 30th European Conference on Systems, Software and Services Process Improvement, EuroSPI 2023, Grenoble, Fransa, 30 Ağustos - 01 Eylül 2023, cilt.1890 CCIS, ss.124-137
- III. Identifying Key Factors to Distinguish Artificial and Human Avatars in the Metaverse: Insights from Software Practitioners**  
Berktaş O. T., YILMAZ M., Clarke P.  
Proceedings of the 30th European Conference on Systems, Software and Services Process Improvement, EuroSPI 2023, Grenoble, Fransa, 30 Ağustos - 01 Eylül 2023, cilt.1890 CCIS, ss.96-108
- IV. Exploring Metaverse-Based Digital Governance of Gambia: Obstacles, Citizen Perspectives, and Key Factors for Success**  
Jobe P. S., YILMAZ M., TÜFEKÇİ A., Clarke P. M.  
Proceedings of the 30th European Conference on Systems, Software and Services Process Improvement, EuroSPI 2023, Grenoble, Fransa, 30 Ağustos - 01 Eylül 2023, cilt.1890 CCIS, ss.72-83
- V. Examining the Use of Non-fungible Tokens (NFTs) as a Trading Mechanism for the Metaverse**  
YILMAZ M., HACALOĞLU T., CLARKE P.  
29th European Conference on Software Process Improvement, Salzburg, Avusturya, 31 Ağustos - 02 Eylül 2022, cilt.1646, ss.18-28
- VI. Exploring Aspects of Agile Software Development Risk – Results from a MLR**  
Nolan A., Strickland B., Quinn A., Gallagher K., YILMAZ M., CLARKE P.  
29th European Conference on Software Process Improvement, Avusturya, 31 Ağustos - 02 Eylül 2022, cilt.1646, ss.486-502
- VII. Serverless Software Engineering – and How to Get There**  
McAleese S., Conway McLaughlin J., Detyna F., Murashev A., YILMAZ M., CLARKE P.  
29th European Conference on Software Process Improvement, Salzburg, Avusturya, 31 Ağustos 2022, cilt.1646, ss.75-90
- VIII. Socially-Critical Software Systems: Is Extended Regulation Required?**  
Dagg N., Kostick C., Fallon J., O'Neill A., YILMAZ M., Messnarz R., CLARKE P.  
29th European Conference on Software Process Improvement, Salzburg, Avusturya, 31 Ağustos - 02 Eylül 2022, cilt.1646, ss.610-622
- IX. İnandırıcı Öğeler ile Sanal Kültürel Müze İçerisinde Dijital Hikaye Aktarımı Digital Storytelling on a Virtual Heritage Museum with Believable Agents**  
GÜLEÇ U., YILMAZ M., Kalan K., Dikbayır H. S., Merdivanlı O., Değirmenci U. M., CLARKE P.  
13. Ulusal Yazılım Mühendisliği Sempozyumu (UYMS 2019), İzmir, Türkiye, 17 - 19 Kasım 2021, cilt.1, ss.1-12
- X. 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, Avusturya, 1 - 03 Eylül 2021, cilt.1442, ss.14-33
- XI. 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, Avusturya, 1 - 03 Eylül 2021, cilt.1442, ss.695-707
- XII. 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, Avusturya, 1 - 03 Eylül 2021, cilt.1442, ss.349-360
- XIII. Assessing Application Lifecycle Management (ALM) Potentials from an Industrial Perspective. In: European Conference on Software Process Improvement**

- Akgün Z., YILMAZ M., CLARKE P.  
27th European Conference on Software Process Improvement, Düsseldorf, Almanya, 9 - 11 Eylül 2020
- XIV. **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, Almanya, 9 - 11 Eylül 2020, cilt.1251, ss.45-57
- XV. **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, Almanya, 9 - 11 Eylül 2020, cilt.1251, ss.203-219
- XVI. **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, Almanya, 9 - 11 Eylül 2020, cilt.1251, ss.58-75
- XVII. **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, Almanya, 9 - 11 Eylül 2020, cilt.1251, ss.326-338
- XVIII. **Anti-social: Bireylerin sosyal medya bağımlılığını azaltmak amacıyla düşünülmüş bir ciddi oyun.**  
GÜLEÇ U., YILMAZ M., Adalı C. K., İŞLER V.  
13. Ulusal Yazılım Mühendisliği Sempozyumu (UYMS 2019), İzmir, Türkiye, 1 - 03 Ekim 2019
- XIX. **Yazılım uzmanları için tasarlanmış dijital olmayan İşbirliği oyunu.**  
KAHRAMAN H. İ., BEKTÜRK Y., ANGÜN I., KURU Y. Y., YILMAZ M.  
13. Ulusal Yazılım Mühendisliği Sempozyumu (UYMS 2019), İzmir, Türkiye, 1 - 03 Ekim 2019
- XX. **A web-based serious game to increase the programming knowledge levels of computer engineering students.**  
GÜLEÇ U., YILMAZ M., Yalcin A. D., OCONNOR R., CLARKE P.  
26th European Conference on Software Process Improvement, Springer (2019), Edinburgh, Saint Helena, 18 - 20 Eylül 2019
- XXI. **The Changing Role of the Software Engineer**  
Meade E., O'Keeffe 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 Eylül 2019, cilt.1060, ss.682-694
- XXII. **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 Eylül 2019, cilt.1060, ss.731-742
- XXIII. **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 Eylül 2019, cilt.1060, ss.192-206
- XXIV. **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 Eylül 2019, cilt.1060, ss.237-248
- XXV. **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 Eylül 2019, cilt.1060, ss.260-271
- XXVI. **Simulacrum: Savaş Koşullarında Acil Tibbi Müdahale ve İlk Yardım Simülasyonu**  
GÜLEÇ U., Gözcü M. A., DOĞAN S., MEŞHURHAN N., YILMAZ M., İŞLER V., DİNÇ M.  
12. Ulusal Yazılım Mühendisliği Sempozyumu (UYMS 2018), İstanbul, Türkiye, 10 - 12 Eylül 2018
- XXVII. **Yazılım Mühendisliği Dersi için Geliştirilmiş Ders Akış Modeli ve İlgili Vaka Çalışması**  
YILMAZ M., GÜLEÇ U.  
12. Ulusal Yazılım Mühendisliği Sempozyumu (UYMS 2018), İstanbul, Türkiye, 10 - 12 Eylül 2018
- XXVIII. **Yazılım Geliştirme Süreçlerini Eğitmek Amacıyla Tasarlanan Sanal Ofis Ortamında Ortamın Gerçekçiliğini Artıran Etmenler**  
GÜLEÇ U., YILMAZ M., İŞLER V.  
12. Ulusal Yazılım Mühendisliği Sempozyumu (UYMS 2018), İstanbul, Türkiye, 10 - 12 Eylül 2018
- XXIX. **Artırılmış Gerçeklik Tabanlı Sürekli İşe Alothırma Sistemi (Augmented Reality Based Continuous Onboarding Framework)**  
OHRI İ., ÖGE İ., ORKUN B., YILMAZ M., TÜZÜN E.  
12. Ulusal Yazılım Mühendisliği Sempozyumu (UYMS 2018), İstanbul, Türkiye, 10 - 12 Eylül 2018
- XXX. **Adopting Augmented Reality for the Purpose of Software Development Process Training and Improvement: An Exploration**  
Ohri I., Oge I., Orkun B., Yilmaz M., Tuzun E., Clarke P., O'Connor R. V.  
25th European Conference on Systems, Software and Services Process Improvement (EuroSPI), Bilbao, İspanya, 5 - 07 Eylül 2018, cilt.896, ss.195-206
- XXXI. **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 Gerçekçiliğini Artıran Etmenler**  
Güleç U., Yılmaz M., İşler V.  
12th Turkish National Software Engineering Symposium, UYMS 2018, İstanbul, Türkiye, 10 - 12 Eylül 2018, cilt.2201
- XXXII. **Adopting Virtual Reality as a Medium for Software Development Process Education**  
Gulec U., Yilmaz M., Isler V., O'Connor R., Clarke P.  
International Conference on Software and System Process (ICSSP), Gothenburg, İsveç, 26 - 27 Mayıs 2018, ss.71-75
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## Metrikler

Yayın: 124

Atıf (WoS): 407

Atıf (Scopus): 735

H-İndeks (WoS): 12

H-İndeks (Scopus): 15

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Rüyanın Öte Yakası: Metaverse, Güvenlik ve Mahremiyet, Konferans, Uluslararası Bilgi Güvenliği ve Kriptoloji Konferansı (ISC TURKEY), Türkiye, Ekim 2022  
Cesur Yeni Dünya: Metaverse'ün ekosistem katmanları olarak Blokzincir ve Yapay Zekâ Teknolojileri, Konferans, 7. Uluslararası Bilgisayar Bilimleri ve Mühendisliği Konferansı (UBMK 2022), Türkiye, Eylül 2022  
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## Akademi Dışı Deneyim

Şirket, Huawei Technologies, Software Development  
Çankaya Üniversitesi  
Kamu Kurumu, Lero - the Irish Software Engineering Research Center, Research  
Lero - İrlanda Yazılım Araştırma Geliştirme Merkezi  
Diğer, Freelance, Freelance  
Serbest  
Üniversite, Middle East Technical University, School of Foreign Languages  
Orta Doğu Teknik Üniversitesi  
Şirket, Dünya IT Academy, Information Technology  
Bilgi Sistemleri Danışmanı  
Diğer Kamu Kurumu, Turkish Land Forces, Factory Product Line  
Türk Silahlı Kuvvetleri  
Orta Doğu Teknik Üniversitesi  
Şirket, Gantek Technology Group, Software Production  
Gantek Teknoloji  
Üniversite, Middle East Technical University, Informatics Institute  
Şirket, Halıcı Yazılım, Software Production  
Halıcı Yazılım