Assoc. Prof. MURAT YILMAZ

Personal Information

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International Researcher IDs
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ScopusID: 557384495
Yoksis Researcher ID: 55248

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. 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. 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 Engıneerıng, Department Of Computer Engıneerıng, 2013 - 2019
Assistant Professor, Middle East Technical University, Graduate School Of Informatics, Information Systems, 2015 - 2016

Academic and Administrative Experience

Head of Department, Gazi University, Bilişim Enstitüsü, Oyun Teknolojileri, 2023 - Continues
Assistant Director of the Institute, Gazi University, Bilişim Enstitüsü, 2022 - 2024

Courses

Yeni Nesil İnternet Teknolojileri, Postgraduate, 2021 - 2022
System Engineering, Undergraduate, 2021 - 2022
IT Architectures, Undergraduate, 2020 - 2021

Jury Memberships

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

Published journal articles indexed by SCI, SSCI, and AHCI

I. **Towards Emotionally Intelligent Virtual Environments: Classifying Emotions through a Biosignal-Based Approach**
Arslan E. E., Akşahin M. F., Yilmaz M., Ilgın H. E.
APPLIED SCIENCES, vol.14, no.19, pp.8769-8920, 2024 (SCI-Expanded)

II. **Engagement and Brand Recall in Software Developers: An Eye-Tracking Study on Advergames**
Akcan D., Yilmaz M., Güleç U., Ilgın H. E.
APPLIED SCIENCES, vol.14, no.18, pp.8360-8380, 2024 (SCI-Expanded)

III. **Assessing Feature Importance in Eye-Tracking Data within Virtual Reality Using Explainable Artificial**

Intelligence Techniques

Bekler M., Yilmaz M., Ilgın E.

APPLIED SCIENCES, vol.14, no.14, pp.6042-6072, 2024 (SCI-Expanded)

IV. **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, vol.49, no.8, pp.4213-4242, 2023 (SCI-Expanded)

V. **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, vol.35, no.8, 2023 (SCI-Expanded)

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

Yılmaz M., O'farrell E., Clarke P.

JOURNAL OF SOFTWARE: EVOLUTION AND PROCESS, vol.1, no.1, pp.1010022531, 2023 (SCI-Expanded)

VII. **Applying virtual reality to teach the software development process to novice software engineers**

Gulec U., YILMAZ M., Isler V., Clarke P. M.

IET SOFTWARE, vol.15, no.6, pp.464-483, 2021 (SCI-Expanded)

VIII. **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 (SCI-Expanded)

IX. **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 (SSCI)

X. **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 (SCI-Expanded)

XI. **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 (SCI-Expanded)

XII. **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 (SCI-Expanded)

XIII. **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 (SCI-Expanded)

XIV. **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 (SCI-Expanded)

XV. **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 (SCI-Expanded)

XVI. **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 (SCI-Expanded)

XVII. **Software Process Improvement and Capability Determination Conference 2016**

Clarke P., Yilmaz M.

COMPUTER STANDARDS & INTERFACES, vol.54, pp.117-118, 2017 (SCI-Expanded)

XVIII. **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 (SCI-Expanded)

XIX. **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 (SCI-Expanded)

XX. **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 (SCI-Expanded)

XXI. **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 (SCI-Expanded)

XXII. **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 (SCI-Expanded)

XXIII. **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 (SCI-Expanded)

XXIV. **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 (SCI-Expanded)

XXV. **Understanding personality differences in software organisations using Keirsey temperament sorter**
Yilmaz M., O'Connor R. V.
IET SOFTWARE, vol.9, no.5, pp.129-134, 2015 (SCI-Expanded)

XXVI. **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 (SCI-Expanded)

XXVII. **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 (SCI-Expanded)

Articles Published in Other Journals

I. **Preface**
YILMAZ M., Clarke P., Messnarz R., Reiner M.
Communications in Computer and Information Science, vol.1442, 2021 (ESCI)

II. **Preface**
Yilmaz M., Niemann J., Clarke P., Messnarz R.
Communications in Computer and Information Science, vol.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 BILIMLERI DERGISI, vol.25, no.2, pp.240-246, 2019 (Peer-Reviewed Journal)

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, vol.22, no.2, pp.458-463, 2018 (Peer-Reviewed Journal)

V. **An ISO/IEC 12207 Perspective on Software Development Process Adaptation.**
MARKS G., OCONNOR R., YILMAZ M., CLARKE P.
Software Quality Professional, vol.20, no.2, pp.48-58, 2018 (Peer-Reviewed Journal)

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, vol.21, no.1, pp.178-189, 2017 (Peer-Reviewed Journal)

VII. **The Design Process of a Board Game for Exploring the Territories of the United States**
KOSA M., YILMAZ M.
PRESS START, vol.4, no.1, pp.36-52, 2017 (Non Peer-Reviewed Journal)

VIII. **Software Development Roles**
YILMAZ M., OCONNOR R., CLARKE P.
ACM SIGSOFT Software Engineering Notes, vol.40, no.1, pp.1-5, 2015 (Non Peer-Reviewed Journal)

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, vol.2, pp.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, vol.3, no.2, pp.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, vol.36, no.5, pp.1-5, 2011 (Non Peer-Reviewed Journal)

Books & Book Chapters

I. **Systems, Software and Services Process Improvement 28th European Conference, EuroSPI 2022**
Yılmaz M. (Editor), Clarke P. (Editor), Messnarz R. (Editor), Wöran B. (Editor)
Springer, London/Berlin , Salzburg, 2022

II. **Systems, Software and Services Process Improvement 28th European Conference, EuroSPI 2021**
Yılmaz M. (Editor), Clarke P. (Editor), Messnarz R. (Editor), Reiner M. (Editor)
Springer, London/Berlin , Krems, 2021

III. **Türkiye'de Masaüstü Kutu Oyun Kültürü: Keşifsel bir oyuncu perspektifi çalışması**
KOSA M., YILMAZ M.
in: Türkiye'de ve Türkiye'den Oyun Çalışmaları,, Dr. Ertuğrul Süngü, Doç. Dr. Barbaros Bostan, Editor, Nobel Yayınevi, Ankara, pp.39-61, 2021

IV. **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

V. **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

VI. **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

VII. **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. **Investigating Systems Modernisation: Approaches, Challenges and Risks**
Hogan G., Shalkauskaite P., Zhu M., Derwin M., YILMAZ M., McCarren A., Clarke P. M.
31st European Conference on Systems, Software and Services Process Improvement, EuroSPI 2024, Munich, Germany, 4 - 06 September 2024, vol.2179 CCIS, pp.147-162

II. **Sleepless in the Code: Exploring the Relationship Between Occupational Anxiety and Sleep Patterns in the Software Industry**
EROL A. G., YILMAZ M., Clarke P. M.
31st European Conference on Systems, Software and Services Process Improvement, EuroSPI 2024, Munich, Germany, 4 - 06 September 2024, vol.2179 CCIS, pp.33-47

III. **Analysing the Role of Generative AI in Software Engineering - Results from an MLR**
Bazzan T., Olojo B., Majda P., Kelly T., YILMAZ M., Marks G., Clarke P. M.
31st European Conference on Systems, Software and Services Process Improvement, EuroSPI 2024, Munich, Germany, 4 - 06 September 2024, vol.2179 CCIS, pp.163-180

IV. **Large Language Models for Software Engineering: A Systematic Mapping Study**
Görmez M. K., YILMAZ M., Clarke P. M.
31st European Conference on Systems, Software and Services Process Improvement, EuroSPI 2024, Munich, Germany, 4 - 06 September 2024, vol.2179 CCIS, pp.64-79

V. **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, France, 30 August - 01 September 2023, vol.1890 CCIS, pp.96-108

VI. **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, France, 30 August - 01 September 2023, vol.1890 CCIS, pp.20-35

VII. **Exploring Metaverse-Based Digital Governance of Gambia: Obstacles, Citizen Perspectives, and Key Factors for Success**
Jobe P. S., YILMAZ M., TÜFEKCİ A., Clarke P. M.
Proceedings of the 30th European Conference on Systems, Software and Services Process Improvement, EuroSPI 2023, Grenoble, France, 30 August - 01 September 2023, vol.1890 CCIS, pp.72-83

VIII. **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, France, 30 August - 01 September 2023, vol.1890 CCIS, pp.124-137

IX. **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, Austria, 31 August - 02 September 2022, vol.1646, pp.486-502

X. **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, Austria, 31 August 2022, vol.1646, pp.75-90

XI. **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, Austria, 31 August - 02 September 2022, vol.1646, pp.18-28

XII. **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, Austria, 31 August - 02 September 2022, vol.1646, pp.610-622

XIII. **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., Dikbayir H. S., Merdivanlı O., Değirmenci U. M., CLARKE P.
13. Ulusal Yazılım Mühendisliği Sempozyumu (UYMS 2019), İzmir, Turkey, 17 - 19 November 2021, vol.1, pp.1-12

XIV. **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

XV. **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

XVI. **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

XVII. **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, Germany, 9 - 11 September 2020

XVIII. **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

XIX. **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

XX. **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

XXI. **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

XXII. **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, Turkey, 1 - 03 October 2019

XXIII. **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, Turkey, 1 - 03 October 2019

XXIV. **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 September 2019

XXV. **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

XXVI. **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

XXVII. **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 September 2019, vol.1060, pp.682-694

XXVIII. **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

XXIX. **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

XXX. **Simulacrum: Savaş Koşullarında Acil Tıbbi 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, Turkey, 10 - 12 September 2018

XXXI. **Artırılmış Gerçeklik Tabanlı Sürekli İşe Alıştırma Sistemi (Augmented Reality Based Continuous Onboarding Framework)**
OHRİ İ., ÖGE İ., ORKUN B., YILMAZ M., TÜZÜN E.
12. Ulusal Yazılım Mühendisliği Sempozyumu (UYMS 2018), İstanbul, Turkey, 10 - 12 September 2018

XXXII. **Yazılım Geliştirme Süreçlerini Eğitmek Amacıyla Tasarlanan Sanal Ofis Ortamında Ortamın Gerçekçiliğini Arttıran Etmenler**
GÜLEÇ U., YILMAZ M., İŞLER V.
12. Ulusal Yazılım Mühendisliği Sempozyumu (UYMS 2018), İstanbul, Turkey, 10 - 12 September 2018

XXXIII. **Yazılım Mühendisliği Dersi için Geliştirilmiş Ders Akış Modeli ve İlgili Vaka Çalışması**
YILMAZ M., GÜLEÇ U.
12. Ulusal Yazılım Mühendisliği Sempozyumu (UYMS 2018), İstanbul, Turkey, 10 - 12 September 2018

XXXIV. **Serious game plug-in experience for devops Geli̇Şlet (devops) için ciddi oyun eklentisi deneyimi**
Üsfekes Ç., Macit Y., Yilmaz M., Tüzün E.
12th Turkish National Software Engineering Symposium, UYMS 2018, İstanbul, Turkey, 10 - 12 September 2018,

vol.2201

XXXV. **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., Işler V., Dinç M.
12th Turkish National Software Engineering Symposium, UYMS 2018, İstanbul, Turkey, 10 - 12 September 2018, vol.2201

XXXVI. **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

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

XXXVIII. **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

XXXIX. **Towards a Role Playing Game for Exploring the Roles in Scrum to Improve Collaboration Problems**
Akarsu Z., Metin O. O., Gungor D., Yilmaz M.
25th European Conference on Systems, Software and Services Process Improvement (EuroSPI), Bilbao, Spain, 5 - 07 September 2018, vol.896, pp.254-264

XL. **In Search of the Origins and Enduring Impact of Agile Software Development**
Clarke P., O'Connor R., Yilmaz M.
International Conference on Software and System Process (ICSSP), Gothenburg, Sweden, 26 - 27 May 2018, pp.142-146

XLI. **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

XLII. **The Impact of Situational Context on Software Process: A Case Study of a Very Small-Sized Company in the Online Advertising Domain**
Giray G., Yilmaz 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

XLIII. **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, Sweden, 26 - 27 May 2018, pp.71-75

XLIV. **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, Spain, 5 - 07 September 2018, vol.896, pp.195-206

XLV. **Using adapted version of hoshin matrix for selection of agile software development processes**
Akarsu Z., Metin O. O., Kuru Y. Y., Yilmaz M.

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

XLVI. **Overcoming Public Speaking Anxiety of Novice Software Engineers using Virtual Reality Exposure Therapy**
DENİZCİ NAZLIGÜL M., YILMAZ M., GÜLEÇ U., GÖZCÜ M. A., O'CONNOR R., CLARKE P.
24th European Conference on Systems, Software Process Improvement, Graz, Austria, 6 - 08 September 2017

XLVII. **Overcoming Public Speaking Anxiety of Software Engineers Using Virtual Reality Exposure Therapy**
Nazligul M. D., Yilmaz M., Gulec 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

XLVIII. **A Systematic Investigation into the Use of Game Elements in the Context of Software Business Landscapes: A Systematic Literature Review**
Olgun S., Yilmaz 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

XLIX. **Examining Reward Mechanisms for Effective Usage of Application Lifecycle Management Tools**
Usfekes C., Yilmaz 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

L. **Exploring Software Process Variation Arising from Differences in Situational Context**
Clarke P. M., O'Connor R. V., Solan D., Elger P., Yilmaz 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

LI. **Serious game-based learning framework to improve programming skills and knowledge levels of individuals - CENGO Bireylerin Programlama Yeteneklerini ve Bilgi Seviyelerini Arttirmak Amaciyla Duşuniilmiiş Ciddi Oyun Tabanh Ogrenme Çatisi - CENGO**
Giileg U., Yilmaz M., Gozcü M. A.
11th Turkish National Software Engineering Symposium, UYMS 2017, Alanya, Turkey, 18 - 20 October 2017, vol.1980, pp.171-183

LII. **An industrial case study to improve the onboaring process in software management Yazilim Yönetiminde Işe Aliştirma Süreçlerinin Iyileştirilmesi Için Düşünülmüş Bir Endüstriyel Vaka Çalişmasi**
Yilmaz 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

LIII. **Examining reward mechanisms for effective usage of application lifecycle management tools Uygulama Yaşam Döngüsü Yönetim Araçlarinin Verimini Arttirmak Için Ciddi oyun Uygulamasi**
Üsfekes Ç., Yilmaz M., Tüzün E.
11th Turkish National Software Engineering Symposium, UYMS 2017, Alanya, Turkey, 18 - 20 October 2017, vol.1980, pp.158-170

LIV. **Futbol Hakemlerinin Egitimi Amaciyla Tasarlanan Futbol Simulasyonunda Macin Dinamizmini Saglayan Etmenler**
GÜLEÇ U., YILMAZ M., GÖZCÜ M. A.
10. Ulusal Yazılım Mühendisliği Sempozyumu (UYMS 2016), Çanakkale, Turkey, 24 - 26 October 2016

LV. **Bilgisayar Mühendisliği Bitirme Projeleri için Düşünülmüş Bir Süreç Yönetim Modeli**
YILMAZ M., TAŞEL F. S., GÜLEÇ U., SOPAOĞLU U.
10. Ulusal Yazılım Mühendisliği Sempozyumu (UYMS 2016), Çanakkale, Turkey, 24 - 26 October 2016

LVI. **Sanal Ofis Ortaminda Kod Gozden Gecirme ile Kod Degerlendirmesi**
KAYMAK M., NAMIDURU M., TÜZÜN E., YILMAZ M.
10. Ulusal Yazılım Mühendisliği Sempozyumu (UYMS 2016), Çanakkale, Turkey, 24 - 26 October 2016

LVII. **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

LVIII. **Sanal ofis ortaminda kod gözden geçirme ile kod degerlendirmesi**

Kaymak M., Namiduru M., Tüzün E., Yilmaz M.

10th Turkish National Software Engineering Symposium, UYMS 2016, Çanakkale, Turkey, 24 - 26 October 2016, vol.1721, pp.706-711

LIX. **A Gamification Approach to Improve the Software Development Process by Exploring the Personality of Software Practitioners**

Yilmaz M., Yilmaz 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

LX. **Gamifying the Onboarding Process for Novice Software Practitioners**

Kosa M., Yilmaz M.

23rd European Conference on Systems, Software and Services Process Improvement (EuroSPI), Graz, Austria, 14 - 16 September 2016, vol.633, pp.242-248

LXI. **Bilgisayar Mühendisligi Bitirme Projeleri için Düsünülmüş Bir Süreç Yönetim Modeli**

Yilmaz 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

LXII. **Futbol Hakemlerinin Eğitimi Amac-yla Tasarlanan Futbol Simülasyonunda Maç-n Dinamizmini Sağlayan Etmenler**

Güleç U., Yilmaz M., Gözcü M. A.

10th Turkish National Software Engineering Symposium, UYMS 2016, Çanakkale, Turkey, 24 - 26 October 2016, vol.1721, pp.284-294

LXIII. **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

LXIV. **Software Developer's Journey A Story-Driven Approach to Support Software Practitioners**

Yilmaz 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

LXV. **Kitlesel Acik Cevrimici Kurslardaki Katilimci Profillerinin Yapay Sinir Agı Kullanilarak Siniflandirilmasi**

ALTAEI A., YILMAZ M., OCONNOR R., HALICI U.

9. Ulusal Yazılım Mühendisliği Semposyumu - UYMS 2015, İzmir, Turkey, 9 - 11 September 2015

LXVI. **Futbol Hakemlerinin Karar Verme Yeteneklerini Gelistirmek Icin Dusunulmuş Ciddi Oyun Tabanli Ogrenme Çatisi**

GÜLEÇ U., YILMAZ M.

9. Ulusal Yazılım Mühendisliği Semposyumu - UYMS 201, İzmir, Turkey, 9 - 11 September 2015

LXVII. **A machine-based personality oriented team recommender for software development organizations**

Yilmaz 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

LXVIII. **Futbol hakemlerinin karar verme yeteneklerini Geliştirmek Için Düşünülmüş Ciddi Oyun Tabanli Öᴣrenme Çatisi**

Güleç U., Yilmaz M.

9th Turkish National Software Engineering Symposium, UYMS 2015, İzmir, Turkey, 9 - 11 September 2015,

vol.1483, pp.571-581

LXIX. **Towards a Serious Game to Teach ISO/IEC 12207 Software Lifecycle Process: An Interactive Learning Approach**
Aydan U., Yilmaz 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

LXX. **Designing games for improving the software development process**
Kosa M., Yilmaz 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

LXXI. **Towards a Quest-Based Contextualization Process for Game-Based Learning**
YILMAZ M., SARAN M., OCONNOR R.
8th European Conference on Games Based Learning, Berlin, Germany, 9 - 10 October 2014, vol.2, pp.645-651

LXXII. **Yazılım Geliştirme Üretkenliğini Etkileyen Faktörlerin Açımlayıcı Faktör Analizi Yöntemi Kullanılarak İncelenmesi**
YILMAZ M., OCONNOR R., GÖRÜR A.
8. Ulusal Yazılım Mühendisliği Konferansı (UYMS 2014), Güzelyurt, Cyprus (Kktc), 8 - 10 September 2014

LXXIII. **An Exploration of Individual Personality Types in Software Development**
Yilmaz 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

LXXIV. **Yazilim geliştirme üretkenliğini etkileyen faktörlerin açimlayici faktör analizi yöntemi kullanilarak incelenmesi**
Yilmaz 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

LXXV. **Yazılım Geliştiren Organizasyonlar için Düşünülmüş Bir Kişilik Tipi Ölçüm Oyunu**
YILMAZ M., OCONNOR R.
7. Ulusal Yazılım Mühendisliği Sempozyumu (UYMS), İzmir, Turkey, 25 - 28 September 2013, vol.1072

LXXVI. **Yazılım Geliştiren Küçük Ölçekli Bir Organizasyon için Scrumban Yaklaşımı ve Oyunlaştırma Uygulaması**
YILMAZ M., OCONNOR R.
ÇEYA'13- Çevik Yaklaşımla Yazılım Geliştirme Çalıştayı, İzmir, Turkey, 25 September 2013

LXXVII. **Yazilim gelistiren organizasyonlar için düsünülmüs bir kisilik tipi ölçüm oyunu**
Yilmaz M., O'Connor R. V.
7th Turkish National Software Engineering Symposium, UYMS 2013, İzmir, Turkey, 26 September 2013, vol.1072

LXXVIII. **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

LXXIX. **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

LXXX. **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

LXXXI. **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

LXXXII. **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

LXXXIII. **Oyun Kuramı Kullanarak Yazılım Takımlarının Üretkenliğini Artırmak İçin Geliştirilen Bir Yazılım Süreç Mühendisliği Yaklaşımı**

YILMAZ M., OCONNOR R.

5. Ulusal Yazılım Mühendisliği Sempozyumu (UYMS 2011), Ankara, Turkey, 26 - 28 September 2011

LXXXIV. **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

LXXXV. **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

LXXXVI. **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

AKAY G., TÜFEKCİ A., AKŞAHİN M. F., GÜNGÖR K., YILMAZ M., BARUT Ö., Project Supported by Higher Education Institutions, Diş Hekimliği Radyoloji Eğitiminde Simülasyon: Sanal Gerçeklik Tabanlı İntraoral Radyografi için Sanal Klinik Uygulaması, 2024 - Continues

YILMAZ M., KAPIKIRAN A., BAYKAL M., AÇIL M., Project Supported by Higher Education Institutions, Metaverse için Düşünülmüş Dijital Pazar Modeli ve Sanal Gerçeklik Uygulaması, 2023 - 2024

Ulutaş İ., Kılıç Çakmak E., Yılmaz M., Bozkurt Polat E., Aydın Bölükbaş F., Engin K., TUBITAK Project, Okul Öncesi Eğitimde Artırılmış Gerçeklik/AG (Augmented Reality/AR) ile Çok Boyutlu Matematik (TUBİTAK4005/122B303), 2022 - 2022

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

Yilmaz M., TUBITAK Project, Digital storytelling on a virtual heritage museum with believable agents based on Turkish horror folklore, , 2018 - 2019

Yilmaz M., TUBITAK Project, A Serious Game and a Virtual/Augmented Reality Based Training Environment for Bomb Disposal Robot, 2018 - 2019

Yilmaz M., Other International Funding Programs, 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/Section Editor, 2017 - 2023

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

Metrics

Publication: 131
Citation (WoS): 407
Citation (Scopus): 958
H-Index (WoS): 12
H-Index (Scopus): 16

Congress and Symposium Activities

7. Uluslararası Bilgisayar Bilimleri ve Mühendisliği Konferansı (UBMK 2022), Invited Speaker, Diyarbakır, Turkey, 2022
29th European Conference on Software Process Improvement (EuroSPI 2022) , Moderator, Salzburg, Austria, 2022
28th 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, United Kingdom, 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

Invited Talks

Bilgi Güvenliği, Workshop, 5. ASELSAN Akademi Çalıştayı, Turkey, November 2022

Rüyanın Öte Yakası: Metaverse, Güvenlik ve Mahremiyet, Conference, Uluslararası Bilgi Güvenliği ve Kriptoloji Konferansı (ISC TURKEY), Turkey, October 2022

Cesur Yeni Dünya: Metaverse'ün ekosistem katmanları olarak Blokzincir ve Yapay Zekâ Teknolojileri, Conference, 7. Uluslararası Bilgisayar Bilimleri ve Mühendisliği Konferansı (UBMK 2022), Turkey, September 2022

Siber Farkındalık Sertifika Programı, Seminar, Jandarma ve Sahil Güvenlik Akademisi, Turkey, May 2022

Oyunlar ve interaktif teknolojilerinin bilimsel çalışmalarda kullanımı ve bu amaçla geliştirdiğimiz ciddi oyunlar, Seminar, Quantum Turkey , 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

Yilmaz M., Güleç U., Işler V., SiYM alt alanında en iyi bildiri ödülü, Ulusal Yazılım Mühendisliği Yönetim Komitesi, September 2018

Yilmaz M., Second price in nationwide graduation project competition, Tübitak, June 2017

Yilmaz M., Fifth Annual Excellence in Research Journal Award, Igi Global,, July 2012

Non Academic Experience

Company, Huawei Technologies, Software Development

Çankaya Üniversitesi

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

Lero - İrlanda Yazılım Araştırma Geliştirme Merkezi

Other, Freelance, Freelance

Serbest

University, Middle East Technical University, School of Foreign Languages

Orta Doğu Teknik Üniversitesi

Company, Dünya IT Academy, Information Technology

Bilgi Sistemleri Danışmanı

Other Public Institution, Turkish Land Forces, Factory Product Line

Türk Silahlı Kuvettleri

Orta Doğu Teknik Üniversitesi

Company, Gantek Technology Group, Software Production

Gantek Teknoloji

University, Middle East Technical University, Informatics Institute

Company, Halıcı Yazılım, Software Production

Halıcı Yazılım