

Lal "Lila" Bozgeyikli, PhD

Assistant Professor of Virtual Reality • School of Information • University of Arizona • 1103 E. 2nd St • Harvill Building Room 422 • Tucson, AZ • Phone (520) 621-4807 • E-Mail: lboz@arizona.edu

Research Interests

Extended reality (virtual, augmented, and mixed reality), immersive virtual experiences, human-computer interaction, video game design and development, usability and user experience in interactive technologies.

Education

Doctor of Philosophy in Computer Science and Engineering August 2013 - December 2016

University of South Florida, Tampa, FL

Dissertation: "Virtual Reality Serious Games for Individuals with Autism Spectrum Disorder: Design Considerations"

Co-Advisors: Dr. Andrew Rajj and Dr. Srinivas Katkoori

Master of Science in Game Technologies September 2010 - August 2012

Middle East Technical University, Ankara, Turkey

Thesis: "Introducing Tangible Objects into Motion Controlled Gameplay Using Microsoft Kinect"

Advisor: Dr. Veysi Isler

Bachelor of Science in Industrial Engineering September 2003 - August 2008

Middle East Technical University, Ankara, Turkey

Employment History

University of Arizona, School of Information, Tucson, AZ

Assistant Professor of Virtual Reality

August 2017 - Present

Teaching, research and service activities.

University of South Florida, Center for Assistive, Rehabilitation & Robotics Technologies, Tampa, FL

Researcher

January 2017 - August 2017

Research, grant proposals, publications and presentations.

Supervisor: Dr. Redwan Alqasemi

University of South Florida, Center for Assistive, Rehabilitation & Robotics Technologies, Tampa, FL

Research Assistant

August 2013 - December 2016

Virtual Reality for Vocational Rehabilitation Project (Grant by Florida Department of Education, Amount: \$933K)

Literature review; research; project design and development including user experience, level, tutorial, game design and balancing; 3D modeling and animation; 2D visual and pictograph production; idea exchange meetings with industry partners; advertising, recruiting users and conducting user studies; IRB document preparation; data collection and analysis; several publications and presentations.

Supervisor: Dr. Redwan Alqasemi

Middle East Technical University, School of Information, Game Technologies, Ankara, Turkey

Teaching and Research Assistant

December 2010 - August 2013

Literature review, research, design and development of several video games, virtual reality applications, innovative interaction technologies, user interfaces, and 3D animation. Supervision of the Motion Capture Laboratory that served for both university departments and industry game development studios. Conducted several interactive workshops and lectures on Autodesk Maya animation software and Unity game engine.

Teaching assistant for the following courses: Game Development Pipeline Studio Course (GATE 505), Computer Animation (GATE 732), Game Aesthetics (GATE 511), Modeling Virtual Outdoor Environments for Video Games (GATE 724), Music and Sound Production for Video Games (GATE 722), Applied Parallel Programming on GPU (GATE 713).

Course recitations; preparation of lecture notes, projects, quizzes, and exams; and grading.

Supervisor: Dr. Veysi Isler

Simsoft Computer Technologies, Ankara, Turkey

Researcher of Serious Games

February 2013 - August 2013

Research and design activities for the TAOSIM Multiplayer Online Wargame Simulator that was developed for The Turkmenistan Border Security Institute.

Conducted research for efficient environment modeling and 3D model size management for the 3D Realistic Bus Driver Training Simulator that was developed for the Istanbul Electricity, Tramway and Tunnel General Management of Istanbul Metropolitan Municipality.

Siemens IT Solutions, Istanbul, Turkey

Software Specialist

April 2009 - May 2010

Customer relationship management, user experience software solutions.

Publications / Presentations

Refereed Journal Articles

Lal Bozgeyikli, Evren Bozgeyikli, Andrew Rajj, Srinivas Katkoori and Redwan Alqasemi. Evaluating the Effects of Visual Fidelity and Magnified View on User Experience in Virtual Reality Games. In *Journal of Virtual Reality and Broadcasting*, 16, no. 1. 2021.

Lal "Lila" Bozgeyikli, Evren Bozgeyikli, Srinivas Katkoori, Andrew Rajj, and Redwan Alqasemi. Effects of Virtual Reality Properties on User Experience of Individuals with Autism. *ACM Transactions on Accessible Computing (TACCESS)* 11, no. 4: 22. 2018. doi: 10.1145/3267340

Lal Bozgeyikli, Andrew Rajj, Srinivas Katkoori, and Redwan Alqasemi. A Survey on Virtual Reality for Training Individuals with Autism Spectrum Disorder: Design Considerations. *IEEE Transactions on Learning Technologies*. Vol. PP, no. 99. 2017. doi: 10.1109/TLT.2017.2739747

Lal Bozgeyikli, Evren Bozgeyikli, Andrew Rajj, Redwan Alqasemi, Srinivas Katkoori and Rajiv Dubey. Vocational Rehabilitation of Individuals with Autism Spectrum Disorder with Virtual Reality. *ACM Transactions on Accessible Computing*. 10, 2, Article 5. 2017. doi: <https://doi.org/10.1145/3046786>

Lal Bozgeyikli, Evren Bozgeyikli, and Veysi Isler. Introducing Tangible Objects into Motion Controlled Gameplay Using Microsoft Kinect. *Computer Animation and Virtual Worlds*. Vol. 24, No. 3-4, Pp. 429-441. 2013.

Refereed Encyclopedia Entries

Lal "Lila" Bozgeyikli and Evren Bozgeyikli. Immersive Virtual Reality Serious Games. Springer International Publishing AG, part of Springer Nature 2018 N. Lee (ed.), *Encyclopedia of Computer Graphics and Games*. Springer. 2018. doi: https://doi.org/10.1007/978-3-319-08234-9_182-1

Lal "Lila" Bozgeyikli. Information Presentation in Virtual Reality. Springer International Publishing AG, part of Springer Nature 2018 N. Lee (ed.), *Encyclopedia of Computer Graphics and Games*. Springer. 2018. doi: https://doi.org/10.1007/978-3-319-08234-9_181-1

Refereed Book Chapters

Lal Bozgeyikli, Evren Bozgeyikli, Andrew Rajj. Keep Brushing! Developing Healthy Oral Hygiene Habits in Young Children with an Interactive Toothbrush. In *Contemporary Topics in Computer Graphics and Games*, Peter Lang. 2019.

Refereed Books

Lal "Lila" Bozgeyikli and Evren Bozgeyikli (eds.). Virtual Reality: Recent Advancements, Applications and Challenges. River Publishers. 2020.

Refereed Conference Articles

Lal "Lila" Bozgeyikli and Evren Bozgeyikli. Tangiball: Foot-Enabled Embodied Tangible Interaction with a Ball in Virtual Reality. In *2022 IEEE Conference on Virtual Reality and 3D User Interfaces (VR)*, 812-820. 2022.

Evren Bozgeyikli and **Lal "Lila" Bozgeyikli**. Evaluating Object Manipulation Interaction Techniques in Mixed Reality: Tangible User Interfaces and Gesture. In *2021 IEEE Conference on Virtual Reality and 3D User Interfaces (VR)*, 778-787. 2021.

Lal "Lila" Bozgeyikli. Give Me a Hand: Exploring Bidirectional Mutual Embodied Tangible Interaction in Virtual Reality. In *Proceedings of the 39th IEEE International Conference on Consumer Electronics (ICCE)*. IEEE, 2021.

Matthew Watson and **Lila Bozgeyikli**. Introduction to Game Theory via an Interactive Gameplay Experience. In *Companion Publication of the 2019 on Designing Interactive Systems Conference 2019*, pp. 319-323. 2019.

Danielle Sanchez, David Slovikosky, Jonathon Davis, and **Lila Bozgeyikli**. PC Builder Hero: An Immersive Computer Building Workshop Experience in Virtual Reality. In *Companion Publication of the 2019 on Designing Interactive Systems Conference 2019*, pp. 283-288. 2019.

Lila Bozgeyikli and Evren Bozgeyikli. Tangiball: Dynamic Embodied Tangible Interaction with a Ball in Virtual Reality. In *Companion Publication of the 2019 on Designing Interactive Systems Conference 2019*, pp. 135-140. 2019.

Lal "Lila" Bozgeyikli, Evren Bozgeyikli, Andoni Aguirrezabal, Redwan Alqasemi, Andrew Raji, Stephen Sundarrao, and Rajiv Dubey. Using Immersive Virtual Reality for Vocational Rehabilitation of Individuals with Physical Disabilities. In *Proceedings of The 20th International Conference on Human-Computer Interaction (HCI International)*, © Springer International Publishing AG. Part of Springer Nature, M. Antona and C. Stephanidis (Eds.): Universal Access in Human-Computer Interaction. Methods, Technologies, and Users, LNCS 10908, pp. 48-57. 2018. doi: https://doi.org/10.1007/978-3-319-92052-8_5

Evren Bozgeyikli, **Lal "Lila" Bozgeyikli**, Redwan Alqasemi, Andrew Raji, Srinivas Katkoori, and Rajiv Dubey. Virtual Reality Interaction Techniques for Individuals with Autism Spectrum Disorder. In *Proceedings of The 20th International Conference on Human-Computer Interaction (HCI International)*, © Springer International Publishing AG. Part of Springer Nature, M. Antona and C. Stephanidis (Eds.): Universal Access in Human-Computer Interaction. Methods, Technologies, and Users, LNCS 10908, pp. 58-77. 2018. doi: https://doi.org/10.1007/978-3-319-92052-8_6

Lila Bozgeyikli. Robots in Video Games: Towards Design Implications. In *Proceedings of At the Crossroads: Blurring the Lines between Animated and Real Life Personal Robots Workshop at The IEEE International Conference on Robotics and Automation (ICRA)*, Brisbane, Australia. 2018.

Rubein Shaikh, Paul Mattioli, Katey Corbett, **Lal "Lila" Bozgeyikli**, Ren Bozgeyikli, and Redwan Alqasemi. The Portable VR4VR: A Virtual Reality System for Vocational Rehabilitation. In *Proceedings of The Workshop on Robotics in Virtual Reality at The IEEE International Conference on Robotics and Automation (ICRA)*, Brisbane, Australia. 2018.

Lal Bozgeyikli, Andrew Rajj, Srinivas Katkooi, and Redwan Alqasemi. Effects of Instruction Methods on User Experience in Virtual Reality Serious Games. In *Proceedings of The 19th International Conference on Human-Computer Interaction*, Vancouver, Canada. Pp. 215-226. Springer. 2017. doi: https://doi.org/10.1007/978-3-319-57987-0_17

Evren Bozgeyikli, **Lal Bozgeyikli**, Andoni Aguirrezabal, Redwan Alqasemi, Stephen Sundarrao, and Rajiv Dubey. Vocational Rehabilitation of Individuals with Disabilities Using Virtual Reality. In *Proceedings of The 30th Florida Conference on Recent Advances in Robotics (FCRAR)*, Boca Raton, FL. 2017.

Lal Bozgeyikli, Andrew Rajj, Srinivas Katkooi, and Redwan Alqasemi. Effects of Environmental Clutter and Motion on User Performance in Virtual Reality Game. In *Proceedings of The ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play, Workshop on Fictional Game Elements: Critical Perspectives on Gamification Design*, Austin, TX. CEUR Workshop Proceedings. Vol. 1715. 2016. <http://ceur-ws.org/Vol-1715/Bozgeyikli.pdf>

Lal Bozgeyikli, Andrew Rajj, Srinivas Katkooi, and Redwan Alqasemi. Effects of Visual Fidelity and Magnified View on Task Performance in Virtual Reality Games. In *Proceedings of The 13th Annual Conference of the European Association for Virtual Reality and Augmented Reality (EuroVR)*, Athens, Greece. 2016.

Lal Bozgeyikli, Evren Bozgeyikli, Andoni Aguirrezabal, Redwan Alqasemi, Stephen Sundarrao, and Rajiv Dubey. Immersive Virtual Reality for Vocational Rehabilitation of Individuals with Disabilities. In *Proceedings of The Rehabilitation Engineering and Assistive Technology Society of North America (RESNA) Assistive Technology Collaborative Conference*, Arlington, VA. 2016.

Lal Bozgeyikli, Evren Bozgeyikli, Andrew Rajj, Redwan Alqasemi, Srinivas Katkooi, and Rajiv Dubey. Vocational Training with Immersive Virtual Reality for Individuals with Autism: Towards Better Design Practices. In *Proceedings of The 2nd Workshop on Everyday Virtual Reality (WEVR) at IEEE Virtual Reality (VR)*, Greenville, SC. Pp. 21-25. 2016. doi: 10.1109/WEVR.2016.7859539

Evren Bozgeyikli, **Lal Bozgeyikli**, Andrew Rajj, Srinivas Katkooi, Redwan Alqasemi, and Rajiv Dubey. Virtual Reality Interaction Techniques for Individuals with Autism Spectrum Disorder: Design Considerations and Preliminary Results. In *Proceedings of The 18th International Conference on Human-Computer Interaction*, Toronto, Canada. Vol. 9732. Pp. 127-137. Springer. 2016. doi: http://dx.doi.org/10.1007/978-3-319-39516-6_12

Lal Bozgeyikli, Evren Bozgeyikli, Matthew Clevenger, Andrew Rajj, Redwan Alqasemi, Stephen Sundarrao, and Rajiv Dubey. VR4VR: vocational rehabilitation of individuals with disabilities in immersive virtual reality environments. In *Proceedings of The 8th ACM International*

Conference on Pervasive Technologies Related to Assistive Environments (PETRA), Corfu, Greece. ACM. Pp 54-58. 2015.

Evren Bozgeyikli, **Lal Bozgeyikli**, Matthew Clevenger, Andrew Rajj, Redwan Alqasemi, Stephen Sundarrao, and Rajiv Dubey. VR4VR: Vocational Rehabilitation of Individuals with Disabilities in Immersive Virtual Reality Environments. In *Proceedings of The 28th Florida Conference on Recent Advances in Robotics (FCRAR)*, Melbourne, FL. 2015.

Lal Bozgeyikli, Evren Bozgeyikli, and Andrew Rajj. Keep Brushing! Developing Healthy Oral Hygiene Habits in Young Children with an Interactive Toothbrush, In *Proceedings of The International Conference on Computer Graphics, Animation and Gaming Technologies (EURASIA Graphics)*, Ankara, Turkey. 2014.

Lal Bozgeyikli, Evren Bozgeyikli, Matthew Clevenger, Shangdong Gong, Andrew Rajj, Redwan Alqasemi, Stephen Sundarrao, and Rajiv Dubey. VR4VR: Towards Vocational Rehabilitation of Individuals with Disabilities in Immersive Virtual Reality Environments. In *Proceedings of The Workshop on Virtual and Augmented Assistive Technologies (VAAT) at IEEE Virtual Reality (VR)*, Minneapolis, MN. Pp 29-34. 2014.

Lal Bozgeyikli, Evren Bozgeyikli, and Veysi Isler. Introducing Tangible Objects into Motion Controlled Gameplay Using Microsoft Kinect. In *Proceedings of The 26th International Conference on Computer Animation and Social Agents (CASA)*, Istanbul, Turkey. 2013.

Lal Bozgeyikli, Evren Bozgeyikli, and Erdal Yilmaz. Using Voronoi Diagrams for Realistic Dry Soil Modeling and Rendering. In *Proceedings of The International Conference on Computer Graphics, Animation and Gaming Technologies (EURASIA Graphics)*, Istanbul, Turkey. 2012.

Refereed Abstracts, Demonstrations, Posters, and Presentations

Anthony Sanchez, Jennifer Nichols, Marijel Melo, Matt Cook and **Lal Bozgeyikli**. The Academic Library's Role in Supporting Virtual Reality: A Panel on Development and Discovery. *American Library Association 2018 Annual Conference*. New Orleans: ALA. 2018.

Lal Bozgeyikli, Andrew Rajj, and Srinivas Katkoori. Effects of Virtual Reality Properties on Task Performance of Individuals with Autism Spectrum Disorder. *Doctoral Consortium, IEEE Virtual Reality (VR)*, Greenville, SC. 2016.

Evren Bozgeyikli, **Lal Bozgeyikli**, Andoni Aguirrezabal, Redwan Alqasemi, and Rajiv Dubey. VR4VR: An Immersive Virtual Reality Vocational Rehabilitation System for Individuals with Severe Disabilities. *The 38th Annual International Conference of the IEEE Engineering in Medicine and Biology Society*, Orlando, FL. 2016.

Evren Bozgeyikli, **Lal Bozgeyikli**, Matthew Clevenger, Andrew Rajj, Redwan Alqasemi, Stephen Sundarrao, and Rajiv Dubey. Poster: Design and Development of a Virtual Reality System for Vocational Rehabilitation of Individuals with Disabilities. In *Proceedings of IEEE Symposium on 3D User Interfaces (3DUI)*, Minneapolis, MN. Pp. 175-176. 2014.

Other Publications and Presentations (Not Refereed)

Lila Bozgeyikli, Ren Bozgeyikli, Jack Clark. Exploring How Virtual Reality Can Be Enhanced for Improved User Experiences. In *Proceedings of the 25th annual 'The Science of Consciousness' ('TSC')*. Pp. 331. 2020.

Lal Bozgeyikli, Andrew Rajj, Srinivas Katkoori, Redwan Alqasemi, and Rajiv Dubey. Poster: Effects of Virtual Reality Properties on Task Performance of Individuals with Autism Spectrum Disorder. In *Proceedings of The 8th Annual Graduate Student Research Symposium of The University of South Florida*. 2016.

Lal Bozgeyikli, Evren Bozgeyikli, Redwan Alqasemi, Andrew Rajj, Stephen Sundarrao, and Rajiv Dubey. Poster: Vocational Rehabilitation of Individuals with Autism Spectrum Disorder Using Virtual Reality. In *Proceedings of The University of South Florida College of Engineering Research Day, USF Office of Research & Innovation*. 2015.

Evren Bozgeyikli, **Lal Bozgeyikli**, Redwan Alqasemi, Andrew Rajj, Stephen Sundarrao, and Rajiv Dubey. Poster: Evaluation of Various Virtual Reality Interaction Techniques for Individuals with Autism Spectrum Disorder. In *Proceedings of The 7th Annual Graduate Student Research Symposium of The University of South Florida*. 2015.

Evren Bozgeyikli, **Lal Bozgeyikli**, Matthew Clevenger, Andrew Rajj, Redwan Alqasemi, and Rajiv Dubey. Poster: A Virtual Reality System for Vocational Rehabilitation of Individuals with Disabilities. In *Proceedings of The University of South Florida College of Engineering Research Day, USF Office of Research & Innovation*. 2014.

Invited Talks, Panels, Presentations and Workshops (Not Refereed)

Lila Bozgeyikli. Research Presentation. School of Information Faculty Research Blitz. University of Arizona, Tucson, AZ. 2021.

Lila Bozgeyikli. Colloquia on Research at the Extended Reality and Games Lab at the iSchool. Cognitive Science, University of Arizona, Tucson, AZ. 2020.

Lila Bozgeyikli. Research Presentation. School of Information Faculty Research Blitz. University of Arizona, Tucson, AZ. 2019.

Lila Bozgeyikli. Presentation: Virtual Reality in Classrooms. The Phoenix Salon: Technology and the Human Equation - A Conversation. Phenix, AZ. 2018.

Hong Hua, Bryan Carter, Arne Ekstrom, Joe Farbrook, **Lila Bozgeyikli** and Ash Black. Virtual Reality and Education Panel Discussion. IT Summit, University of Arizona, Tucson, AZ. 2018.

Lila Bozgeyikli. Presentation on Motion Sickness in Virtual Reality: What Is It and How to Tackle? IT Summit, University of Arizona, Tucson, AZ. 2018.

Lila Bozgeyikli. Workshop on Building a 360-Degree VR Diorama in The Unity Game Engine from Scratch. IT Summit, University of Arizona, Tucson, AZ. 2018.

Lila Bozgeyikli. Colloquia on Research at the Extended Reality and Games Lab at the iSchool. Eller College of Management Speaker Series, University of Arizona, Tucson, AZ. 2018.

Ren Bozgeyikli and **Lila Bozgeyikli.** Demonstration: Playful Interactive Technologies. College of Social and Behavioral Sciences Magellan Circle Reception. Tucson, AZ. 2018.

Lila Bozgeyikli. Research Presentation. School of Information Faculty Research Blitz. University of Arizona, Tucson, AZ. 2018.

Lal Bozgeyikli, Evren Bozgeyikli and Veysi Isler. Towards Better User Experience in Video Games with Microsoft Kinect. Graphics, Animation and Imaging Convention, Istanbul Technical University, Istanbul, Turkey. 2013.

Evren Bozgeyikli, **Lal Bozgeyikli** and Veysi Isler. Developing a Game from Scratch using Unity, from Concept Design to End-Product. Isik University, Istanbul, Turkey. 2012.

Dissertation and Thesis

Lal Bozgeyikli. Co-Advisors Dr. Andrew Rajj and Dr. Srinivas Katkooori. Virtual Reality Serious Games for Individuals with Autism Spectrum Disorder: Design Considerations. PhD Dissertation in Computer Science and Engineering. University of South Florida, Tampa, FL. December 2016.

Lal Bozgeyikli. Advisor Dr. Veysi Isler. Introducing Tangible Objects into Motion Controlled Gameplay Using Microsoft Kinect. Master of Science Thesis in Game Technologies. Middle East Technical University, Ankara, Turkey. August 2012.

Grants, Funding and Contracts

U.S. Department of Veterans Affairs Brain Injury Rehabilitation Modality, Regulation, and Structural Plasticity. Co-PI. \$263K (IDC Waived).	December 2020 - Present
Innovations in Healthy Aging (IHA) Living Labs Seed Grant The Virtual Supermarket: A New Environment for Studying Spatial Behavior in Health. Co-PI. \$35K.	December 2021 - June 2022
National Science Foundation Title: CRII: CHS: Mutual Natural Tangible Interactions with Virtual Characters in Virtual Reality. PI. \$174K.	January 2019 - Present
The Social and Behavioral Sciences Research Institute (SBSRI) Research Professorship Grant. PI. \$7,500. University of Arizona, Tucson, AZ	December 2018 - May 2019

City of Melbourne Business Event Sponsorship Program for the Melbourne Playground: Public Games Exhibition at the CHI PLAY 2018 Conference. Co-PI, 50% Effort (PI: Florian "Floyd" Mueller). \$7,000 AUD. The ACM SIGCHI Annual Symposium on Computer Human Interaction in Play (CHI PLAY) 2018	June 2018 - October 2018
ACM SIGCHI Executive Committee Development Funds for Increasing Diversity of Interactivity Exhibitions at CHI PLAY 2018. PI, 70% Effort (Co-PIs: Florian "Floyd" Mueller, Daniel Johnson, and Kathrin Gerling). \$25,000. The ACM SIGCHI Annual Symposium on Computer Human Interaction in Play (CHI PLAY) 2018	April 2018 - October 2018
The Social and Behavioral Sciences Research Institute (SBSRI) Faculty Small Grant. PI. \$3,500. University of Arizona, Tucson, AZ	December 2017 - December 2018

Honors, Awards and Fellowships

Best Conference Track Paper Award Nomination, "Tangiball: Foot-Enabled Embodied Tangible Interaction with a Ball in Virtual Reality" <i>IEEE VR Conference 2022</i>	2022
National Science Foundation, IEEE VR Doctoral Consortium Travel Grant Award <i>University of North Carolina at Wilmington, Wilmington, NC</i>	2016
Student Government Conference Presentation Grant <i>University of South Florida, Tampa, FL</i>	2014, 2016
USF Engineering Alumni Society Travel Grant Award <i>University of South Florida, Tampa, FL</i>	2014, 2016
The Republic of Turkey Council of Graduate Education Research Abroad Fellowship <i>Council of Graduate Education, Ankara, Turkey</i>	2013 - 2014
Best Dissertation/Thesis Award <i>Middle East Technical University, Ankara, Turkey</i>	2013
Graduate Student Highest Distinction Performance Award <i>4.00 GPA, Middle East Technical University, Ankara, Turkey</i>	2012

Mentoring

Extended Reality and Games Lab Student Worker Supervision

Jack Ann Clark, Graduate Student <i>School of Information, University of Arizona</i>	May 2019 - Present
Arya Mayfield, Undergraduate Student <i>School of Information, University of Arizona</i>	September 2021 - September 2022
Cullen Bates, Undergraduate Student <i>Computer Science, University of Arizona</i>	February 2020 - September 2020
Daniel Truong, Graduate Student <i>School of Information, University of Arizona</i>	January 2020 - June 2020
Christopher Schnell, Senior Undergraduate Student <i>School of Information, University of Arizona</i>	January 2019 - August 2019
Sophia Orlando, Junior Undergraduate Student <i>School of Information, University of Arizona</i>	February 2019 - May 2019
Samarth Puri, Senior Undergraduate Student <i>School of Information, University of Arizona</i>	September 2018 - May 2019

Advisory and Dissertation Committee

Mostafa Lutfi, Graduate Student (Ph.D. Minor in Information) <i>School of Information, University of Arizona</i>	January 2021 - Present
Jack Ann Clark, Graduate Student (Ph.D. in Information) <i>School of Information, University of Arizona</i>	August 2019 - Present
Fan Luo, Graduate Student (Ph.D. Minor in Information) <i>School of Information, University of Arizona</i>	December 2018 - Present
Limin Zhang, Graduate Student (Ph.D. in Information) <i>School of Information, University of Arizona</i>	September 2019 - December 2021

Dissertation Supervision

Jack Ann Clark, Graduate Student (Ph.D. in Information) <i>School of Information, University of Arizona</i>	August 2020 - Present
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Directed Research Supervision

Danielle Dolan-Sanchez (M.S. in Information) <i>School of Information, University of Arizona</i>	August 2020 - December 2020
Lu Liu, Graduate Student (M.S. in Information) <i>School of Information, University of Arizona</i>	January 2020 - August 2020
Daniel Alberto Zuniga Vazquez, Graduate Student (M.S. in Information) <i>School of Information, University of Arizona</i>	January 2020 - May 2020
Daniel Truong, Graduate Student <i>School of Information, University of Arizona</i>	January 2020 - May 2020
Jack Ann Clark, Graduate Student (Ph.D. in Information) <i>School of Information, University of Arizona</i>	August 2019 - May 2020
Limin Zhang, Graduate Student (Ph.D. in Information) <i>School of Information, University of Arizona</i>	August 2019 - December 2019
Yafei Xu, Graduate Student (M.S. in Information) <i>School of Information, University of Arizona</i>	December 2018 - May 2019
Cole Sohn, Senior High School Student <i>University High School</i>	August 2017 - May 2018

Independent Study Supervision

Fahmeda Aktari, Undergraduate Student <i>School of Information, University of Arizona</i>	August 2019 - December 2019
Shangqing Li, Undergraduate Student <i>School of Information, University of Arizona</i>	August 2019 - December 2019
Ting Tsai, Undergraduate Student <i>School of Information, University of Arizona</i>	August 2019 - December 2019

Capstone Project Supervision

Priscilla Castillo, Frank Zhang, and Andrew Lopez Undergraduate Students <i>School of Information, University of Arizona</i>	January 2022 - May 2022
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Nhan Dang Nguyen, Graduate Student (M.S. in Information) <i>School of Information, University of Arizona</i>	August 2021 - December 2021
Lu Liu, Graduate Student (M.S. in Information) <i>School of Information, University of Arizona</i>	January 2020 - August 2020
Daniel Truong, Graduate Student <i>School of Information, University of Arizona</i>	January 2020 - May 2020
Aaron Yee, Senior Undergraduate Student <i>School of Information, University of Arizona</i>	January 2019 - May 2019
Samarth Puri, Senior Undergraduate Student <i>School of Information, University of Arizona</i>	January 2019 - May 2019
Preston Baker, Senior Undergraduate Student <i>School of Information, University of Arizona</i>	September 2017 - December 2017
<i>Honors Program First Year Project Supervision</i>	
Amir Ameri, Freshman Undergraduate Student <i>Honors College, University of Arizona</i>	December 2018 - May 2019
<i>Game Technologies Research (GATER) Lab Internship Supervision</i>	
Baris Kenis, Safa Oz, Afsin Bugra Bolat, Baris Guvercin, Taylan Dogan, Cagatay Ogut, Ozgur Ural, Ozlem Cokuk Senior Undergraduate Students <i>Department of Computer Engineering, Middle East Technical University</i>	July 2012 - September 2012

Teaching

Virtual Reality <i>ISTA 424 / INFO 524</i> <i>University of Arizona, Tucson, AZ</i>	Spring 2022, Spring 2021, Spring 2020, Fall 2019, Spring 2019, Fall 2018
Introduction to Game Development with Unity <i>GAME 351</i> <i>University of Arizona, Tucson, AZ</i>	Spring 2022, Fall 2021, Fall 2022
Special Topics in Information <i>ISTA 495</i> <i>University of Arizona, Tucson, AZ</i>	Spring 2021
Dissertation <i>INFO 920</i> <i>University of Arizona, Tucson, AZ</i>	Fall 2021, Spring 2021, Fall 2020

Capstone <i>INFO 698</i> <i>University of Arizona, Tucson, AZ</i>	Fall 2021, Spring 2020
Directed Research <i>INFO 692</i> <i>University of Arizona, Tucson, AZ</i>	Fall 2020, Spring 2020, Fall 2019, Spring 2019
Independent Study <i>INFO 499</i> <i>University of Arizona, Tucson, AZ</i>	Fall 2019
Introduction to Human-Computer Interaction <i>ISTA 416/INFO 516</i> <i>University of Arizona, Tucson, AZ</i>	Spring 2018, Fall 2017

Service to the Research Community

Program Committee Member <i>IEEE Virtual Reality (VR) Conference 2023, Shanghai, China/Virtual</i>	August 2022 - Present
Program Committee Member <i>IEEE Conference on Games 2022, Beijing, China/Virtual</i>	February 2022 - June 2022
Panelist <i>NSF Panel</i>	December 2021
Program Committee Member <i>IEEE Conference on Games 2021, All-Digital</i>	April 2021 - June 2021
Panelist <i>NSF Panel</i>	April 2020
Technical Program Committee Member <i>IEEE International Conference on Consumer Electronics 2021, All-Digital</i>	April 2020 - January 2021
Co-Chair <i>Mobile Application at the ACM CHI Conference on Human Factors in Computing Systems 2020, Honolulu, HI</i>	January 2019 - April 2020
Co-Editor <i>Book: Virtual Reality: Recent Advancements, Applications and Challenges. 2020, River Publishers</i>	May 2018 - February 2020

Committee Member	September 2018 - September 2019
<i>Educational – Serious Games Committee at the IEEE International Conference on Virtual Worlds and Games for Serious Applications (VS Games) 2019, Vienna, Austria</i>	
Co-Chair	September 2017 - November 2018
<i>Interactivity Track at the ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY) 2018, Melbourne, Australia</i>	
Committee Member	September 2017 - September 2018
<i>International Program Committee at the IEEE International Conference on Virtual Worlds and Games for Serious Applications (VS Games) 2018, Würzburg, Germany</i>	
Co-Chair	November 2017 - June 2018
<i>Robotics in Virtual Reality Workshop at the IEEE International Conference on Robotics and Automation 2018, Brisbane, Australia</i>	
Co-Chair	September 2017 - August 2018
<i>Virtual Reality Video Games Parallel Session at the HCI International Conference 2018, Las Vegas, NV</i>	
Reviewer	May 2020 - November 2020
<i>IEEE International Conference on Consumer Electronics 2020, All-Digital</i>	
Reviewer	September 2019 - October 2019
<i>IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR) 2020</i>	
Reviewer	June 2019 - August 2019
<i>ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY) 2019</i>	
Reviewer	September 2017 - Present
<i>Frontiers in Virtual Environments</i>	
Reviewer	September 2017 - Present
<i>Virtual Reality Journal by Springer</i>	

Reviewer	September 2017 - December 2018
<i>ACM Computers in Entertainment</i>	
Technical Committee Member	2014
<i>The International Conference on Computer Graphics, Animation and Gaming Technologies (EURASIA Graphics), Ankara, Turkey</i>	
Exhibitor	2014, 2015, 2016
University of South Florida's Engineering Expo <i>Tampa, FL</i>	
Lecturer	April 2013 - July 2013
<i>Game Development with Unity Studio Lecture Series Continuing Education Center, Middle East Technical University, Ankara, Turkey</i>	
Executive Board Member	2013
<i>The 5th National Defense Applications Modeling and Simulation Conference (USMOS), Ankara, Turkey</i>	
Exhibitor	2011, 2012, 2013
<i>Middle East Technical University's Science is Fun at METU Expo Ankara, Turkey</i>	
Research Committee Member	2010 - 2013
<i>Computer Graphics and Visualization Research Group Middle East Technical University, Ankara, Turkey</i>	
Technical Committee Member	2010 - 2013
<i>Game Technologies Research (GATER) Lab Research Group Middle East Technical University, Ankara, Turkey</i>	
Organizing Committee Member	2012
<i>IEEE Signal Processing Society Summer School on Game Audio Ankara, Turkey</i>	
Local Game Jam Site Organizer	2012
<i>The 29th National Informatics Convention of Turkish Informatics Association, Ankara, Turkey</i>	
Organizing Committee Member	2011, 2012
<i>Crystal Pixel National Video Game Industry Awards</i>	

Ankara, Turkey

Global Game Jam Site Organizer <i>Middle East Technical University, Ankara, Turkey</i>	2011, 2012
Organizing Committee Member <i>GATEWay Student Video Game Showcase Middle East Technical University, Ankara, Turkey</i>	2011, 2012

Service to the University

Game Development Faculty Hiring Committee Chair <i>School of Information, University of Arizona, Tucson, AZ</i>	August 2022 - Present
Graduate Committee Member <i>School of Information, University of Arizona, Tucson, AZ</i>	August 2022 - Present
Peer Review Committee Member <i>School of Information, University of Arizona, Tucson, AZ</i>	August 2021 - May 2022, August 2019 - May 2020
Course Review for ISTA130 <i>School of Information, University of Arizona, Tucson, AZ</i>	November 2021
Data Science, Library Information Science, and eSports Hiring Committee Member <i>School of Information, University of Arizona, Tucson, AZ</i>	March 2021 - May 2021
Google PhD Fellowship Internal Competition Reviewer <i>School of Information, University of Arizona, Tucson, AZ</i>	September 2019
Usability Studies Hiring Committee Member <i>School of Information, University of Arizona, Tucson, AZ</i>	August 2018 - 2019
Data Visualization Hiring Committee Member <i>School of Information, University of Arizona, Tucson, AZ</i>	October 2017 - May 2018
Curriculum Committee Member <i>School of Information, University of Arizona, Tucson, AZ</i>	August 2017 - May 2018
AP Research Student Visit Workshop Instructor <i>School of Information, University of Arizona, Tucson, AZ</i>	2017, 2018

Media Coverage

Googly Eyes' Bridge Gap Between Virtual and Actual Reality. UA News. 2019.
<https://uanews.arizona.edu/story/googly-eyes-bridge-gap-between-virtual-and-actual-reality>

Virtual Reality for Vocational Rehabilitation. American Medicine Today. Bloomberg TV. 2018.
<http://www.americanmedicinetoday.com/vr4vr/>

Virtual reality helps those with disabilities train for jobs. Fox 13 News. 2017.
<http://www.fox13news.com/news/what-s-right-with-tampa-bay/virtual-reality-helps-those-with-disabilities-train-for-jobs#/>

Affiliations/Memberships

ACM (Association for Computing Machinery)

ACM SIGCHI (Special Interest Group on Computer-Human Interaction)

IEEE (Institute of Electrical and Electronics Engineers)

IGDA (International Game Developers Association)

Other Information

Skills

Programming/Scripting Languages

C++, C#, C, Python, MEL (advanced)

Game Development, Animation and Visual Production Software

Unity, SteamVR, Autodesk Maya, Adobe Photoshop, Adobe Illustrator, Adobe Premiere, Adobe After Effects, Inkscape, Sony Vegas, Sony Sound Forge (advanced); ZBrush, Adobe Indesign (Intermediate)

Data Analysis and Document Editing Software

Microsoft Office, SPSS, EndNote (advanced)

Languages

English (Proficient)

Turkish (Native Language)