

## Prof. BAHAR ŐENER PEDGLEY

### Personal Information

Web: <https://avesis.metu.edu.tr/bsener>

#### International Researcher IDs

ScholarID: pn2YeDUAAAAJ

ORCID: 0000-0003-0498-6797

Publons / Web Of Science ResearcherID: A-8274-2018

ScopusID: 24382121400

Yoksis Researcher ID: 163783

### Education Information

Doctorate, Loughborough University of Technology, Endüstri Ürünleri Tasarımı, United Kingdom 1999 - 2004

Postgraduate, Hacettepe University, Güzel Sanatlar Enstitüsü, Grafik (YI) (Tezli), Turkey 1995 - 1997

Undergraduate, Middle East Technical University, Faculty of Architecture, Department of Industrial Design, Turkey 1990 - 1995

### Research Areas

Industrial Design

### Academic and Administrative Experience

Middle East Technical University, Faculty of Architecture, Department of Industrial Design, 2007 - 2008

Middle East Technical University, Faculty of Architecture, Department of Industrial Design, 2007 - 2008

### Advising Theses

Őener Pedgley B., Evaluation of A Home-Based Connected Product Ecosystem for Tracking Falls in Senior Adults, Postgraduate, C.USTA(Student), 2024

Őener Pedgley B., Running with music: Analysing experiences and interactions of runners with digital and tangible interfaces, Postgraduate, A.KÜÇÜKKURT(Student), 2023

Őener Pedgley B., IMPROVING THE EXPERIENCE OF LIVING WITH CYSTIC FIBROSIS: A STUDY ON THE DESIGN OF PRODUCTS AND SERVICES USED IN THE MANAGEMENT OF THE DISEASE, Postgraduate, Y.PALAMUT(Student), 2023

Őener Pedgley B., IDENTIFYING POTENTIAL DESIGN INTERVENTIONS FOR HEART-LUNG MACHINES, Postgraduate, E.DÖNERTAŐ(Student), 2023

Őener Pedgley B., DESIGN FOR ONLINE GROCERY SHOPPING EXPERIENCE FOLLOWING COVID-19 PANDEMIC: AN INVESTIGATION INTO GROCERY SHOPPING APPS, Postgraduate, E.ÇİŐDEM(Student), 2022

Őener Pedgley B., RUN TOGETHER: EXPLORING THE RELATIONSHIP BETWEEN MOTIVATION AND SOCIAL INTERACTION FEATURES OF ACTIVITY-TRACKING APPS, Postgraduate, B.ŐAHİN(Student), 2022

Őener Pedgley B., ANALYSIS OF ONLINE AND IN-STORE CLOTHES SHOPPING EXPERIENCES TAKING A USER JOURNEY APPROACH, Postgraduate, Z.YILMAZ(Student), 2022

Őener Pedgley B., Design for positive breast self-examination experience: an investigation into mobile health apps,

Postgraduate, A.KARADENİZ(Student), 2021

Şener Pedgley B., THE CHILDREN'S PROSTHESIS CO-DESIGN TOOLKIT: ELICITING CHILDREN'S NEEDS FOR HAND PROSTHESIS USING GENERATIVE DESIGN TOOLS, Postgraduate, M.DURSUN(Student), 2021

Şener Pedgley B., REMOTE SOCIAL TOUCH: A FRAMEWORK TO COMMUNICATE PHYSICAL INTERACTION ACROSS LONG DISTANCES, Doctorate, A.ABDULRAZZAQ(Student), 2021

Şener Pedgley B., THE EFFECTS OF ICON DESIGN AND BACKGROUND COLOR ON VISUAL SEARCH PERFORMANCE AND USER PREFERENCES, Postgraduate, B.BUMİN(Student), 2020

Şener Pedgley B., Pedgley O. F., DESIGNING FOR NEW GENERATION ELECTRONIC MUSICAL INSTRUMENTS: STRATEGIES TO IMPROVE INTERACTION, USER EXPERIENCE AND LIVE PERFORMANCE, Doctorate, E.HÜRSU(Student), 2020

Şener Pedgley B., Empowering the front-seat passenger: design and experience prototyping of luxuryinfotainment systems through VR simulation, Doctorate, G.Şen(Student), 2019

HACIHABİBOĞLU H., ŞENER PEDGLEY B., Short-term modification of sleep-wake habits by gamification: a user study, Postgraduate, A.EZGİ(Student), 2015

ŞENER PEDGLEY B., Appraisal of augmented reality technologies for supporting industrial design practices, Postgraduate, B.TOPAL(Student), 2015

ŞENER PEDGLEY B., Sensorial experiences during instrumental interaction: A study on tea makers and vacuum cleaners, Postgraduate, M.COŞKUN(Student), 2014

ŞENER PEDGLEY B., Potentials of embodied interactive technologies to enhance mobile listening experience in public environment, Postgraduate, G.ŞEN(Student), 2014

ŞENER PEDGLEY B., Design for health and wellbeing: An investigation into diet control body-monitoring applications for smart devices, Postgraduate, N.NAGİHAN(Student), 2014

ŞENER PEDGLEY B., Design of experience sampling tools for reporting student experience in design education, Postgraduate, N.FINDIK(Student), 2012

ŞENER PEDGLEY B., Pedgley B., Exploring and implementing pleasant touch in the interface of products for design purposes : the case of a Bang & Olufsen remote control, Postgraduate, T.Johanna(Student), 2012

ŞENER PEDGLEY B., Exploring and implementing pleasant touch in the interface of products for design purposes: The case of a bang & olufsen TV remote control, Postgraduate, T.JOHANNA(Student), 2012

ŞENER PEDGLEY B., A study of consumers' emotional responses towards brands and branded products, Postgraduate, A.Karahanoglu(Student), 2008

ŞENER PEDGLEY B., The situation of ecodesign in Turkish industry, Postgraduate, E.GÜRAKAR(Student), 2008

ŞENER PEDGLEY B., A study of emotional responses towards brands and branded products, Postgraduate, A.KARAHANOĞLU(Student), 2008

ŞENER PEDGLEY B., Investigation into adaptive structure in software-embedded products from cybernetic perspective, Postgraduate, E.ERTUĞRUL(Student), 2007

## Designed Programs

Şener Pedgley B., Associate Degree, Birbirine Bağlı Tek Bir Diploma, 'The International Joint MSc Programme of Design Research for Interaction', 2008 - 2014

Şener Pedgley B., Börekçi N. A. G. Z., Pedgley O. F., Ünlü C. E., Hekkert P., Diehl J., Kuijer L., Undergraduate Double Major, Birbirine Bağlı Çoklu Diploma, ODTÜ-TUDeft Etkileşim için Tasarım Uluslararası Ortak Yüksek Lisans Programı [International METU-TUDeft Joint Master of Science Programme for Design Research for Interaction], 2008 - 2017

## Published journal articles indexed by SCI, SSCI, and AHCI

- I. **Remote social touch framework: a way to communicate physical interactions across long distances**  
Alsamarei A. A., Şener Pedgley B.  
JOURNAL ON MULTIMODAL USER INTERFACES, vol.0, no.17, pp.79-104, 2023 (SCI-Expanded)
- II. **Experience prototyping through virtual reality head-mounted displays: Design appraisals of**

**automotive user interfaces**

ŞEN G., ŞENER PEDGLEY B.

Design Journal, vol.25, no.5, pp.807-827, 2022 (AHCI)

- III. **Improving Sleep-Wake Behaviors Using Mobile App Gamification**  
Ilhan A. E., ŞENER PEDGLEY B., HACIHABİBOĞLU H.  
ENTERTAINMENT COMPUTING, vol.40, 2022 (SCI-Expanded)
- IV. **Design for Luxury Front-Seat Passenger Infotainment Systems with Experience Prototyping through VR**  
Sen G., Şener Pedgley B.  
INTERNATIONAL JOURNAL OF HUMAN-COMPUTER INTERACTION, vol.36, no.18, pp.1714-1733, 2020 (SCI-Expanded)
- V. **ENRICHING THE AESTHETICS OF MOBILE MUSIC PLAYER INTERACTIONS THROUGH THE USE OF PERSONAL CLOTHING AND ACCESSORIES AS INTERFACES**  
Şen G., Sener B.  
METU JOURNAL OF THE FACULTY OF ARCHITECTURE, vol.36, no.2, pp.141-163, 2019 (AHCI)
- VI. **Embracing Material Surface Imperfections in Product Design**  
PEDGLEY O. F., ŞENER PEDGLEY B., Lilley D., Bridgens B.  
INTERNATIONAL JOURNAL OF DESIGN, vol.12, no.3, pp.21-33, 2018 (SCI-Expanded)
- VII. **INVESTIGATING THE FEASIBILITY OF DIGITALLY CREATED INDUSTRIAL DESIGN SKETCHBOOKS**  
ŞENER PEDGLEY B.  
METU JOURNAL OF THE FACULTY OF ARCHITECTURE, vol.31, no.1, pp.139-156, 2014 (AHCI)
- VIII. **Emotion-driven design**  
ŞENER PEDGLEY B., Kurtgozu A.  
METU JOURNAL OF THE FACULTY OF ARCHITECTURE, vol.25, no.1, pp.127-134, 2008 (AHCI)
- IX. **THE PLENITUDE: CREATIVITY, INNOVATION AND MAKING STUFF**  
Sener B.  
METU JOURNAL OF THE FACULTY OF ARCHITECTURE, vol.25, no.2, pp.188-192, 2008 (AHCI)
- X. **User evaluation of HCI concepts for defining product form**  
ŞENER PEDGLEY B., Wormald P.  
DESIGN STUDIES, vol.29, no.1, pp.12-29, 2008 (SCI-Expanded)
- XI. **In the Bubble: Designing in a Complex World by John Thackara**  
ŞENER PEDGLEY B.  
Design Journal, vol.11, pp.81-84, 2008 (AHCI)
- XII. **The Plenitude: Creativity, Innovation and Making Stuff by Rich Gold**  
ŞENER PEDGLEY B.  
Metu Journal Of The Faculty Of Architecture, vol.25, pp.188-192, 2008 (AHCI)
- XIII. **Rethinking digital industrial design: a mandate for virtual workshops and intelligent environments**  
ŞENER PEDGLEY B.  
DIGITAL CREATIVITY, vol.18, no.4, pp.193-206, 2007 (AHCI)
- XIV. **An evaluation of haptic feedback modelling during industrial design practice**  
Evans M., ŞENER PEDGLEY B., WALLACE D., CHESHIRE D.  
DESIGN STUDIES, vol.26, no.5, pp.487-508, 2005 (SCI-Expanded)
- XV. **In Touch with Consumers: FreeForm® as a Co-design Tool for Real-Time Concept Modification**  
ŞENER PEDGLEY B., Van Rompay T.  
Design Journal, vol.8, pp.14-28, 2005 (AHCI)
- XVI. **Product design, semantics and emotional response**  
Demirbilek O., ŞENER PEDGLEY B.  
ERGONOMICS, vol.46, pp.1346-1360, 2003 (SCI-Expanded)
- XVII. **The Potential for the Bespoke Industrial Designer**  
ŞENER PEDGLEY B., Wormald P.  
Design Journal, vol.6, pp.24-34, 2003 (AHCI)

## Articles Published in Other Journals

- I. **Natural Disaster Readiness and Response: Bringing Designers, Design Thinking, and Design Innovation into the Agenda**  
Pedgley O. F., Şener Pedgley B.  
She Ji, vol.10, no.1, pp.120-138, 2024 (ESCI)
- II. **Ürün ve UX/UI Tasarımında Öğrenci Yetkinliğinin Geliştirilmesi**  
Şener Pedgley B., Pedgley O. F.  
YEDİ: SANAT, TASARIM VE BİLİM DERGİSİ, vol.30, no.30, pp.95-104, 2023 (Peer-Reviewed Journal)
- III. **Museum of the Future: Gelecek Beklemez!**  
Şener Pedgley B.  
Arredamento Mimarlık, no.359, pp.50-54, 2023 (Peer-Reviewed Journal)
- IV. **İnsanlık için Prototipler**  
Şener Pedgley B.  
Arredamento Mimarlık, no.356 (Ocak-Şubat), pp.26-29, 2023 (Peer-Reviewed Journal)
- V. **Maskenin Maskesini Düşürmek**  
ŞENER PEDGLEY B.  
Arredamento Mimarlık, no.345, pp.94-97, 2021 (Peer-Reviewed Journal)
- VI. **Tasarımın Sağlık ve İyi Oluşa Etkisi**  
ŞENER PEDGLEY B.  
Arredamento Mimarlık, pp.108-112, 2018 (Peer-Reviewed Journal)
- VII. **MULTI-SENSORY NATURE OF USER-PRODUCT INTERACTIONS: A STUDY ON SMALL HOUSEHOLD APPLIANCES**  
COŞKUN M., ŞENER PEDGLEY B.  
TURKISH ONLINE JOURNAL OF DESIGN ART AND COMMUNICATION, vol.8, no.3, pp.537-550, 2018 (ESCI)
- VIII. **KULLANICI-ÜRÜN ETKİLEŞİMİNİN ÇOK DUYULU DOĞASI: KÜÇÜK EV ALETLERİ ÜZERİNE BİR ÇALIŞMA**  
COŞKUN M., ŞENER PEDGLEY B.  
The Turkish Online Journal of Design, Art and Communication, vol.8, no.3, pp.537-550, 2018 (Peer-Reviewed Journal)
- IX. **Transitioning from physical to digital sketchbooks for industrial design education**  
Şener Pedgley B., Şen G.  
Design Principles and Practices, vol.8, pp.31-41, 2015 (Scopus)
- X. **Geleceğin Mutfakları için Yeni Nesil Fikirler**  
Şener Pedgley B., Hasdoğan G. F.  
Banyo + Mutfak, no.1, pp.46-52, 2014 (Non Peer-Reviewed Journal)
- XI. **Sanayi Destekli Mezuniyet Projelerinde ODTÜ İkinci On Yıla Adımını Atarken**  
Hasdoğan G. F., Şener Pedgley B.  
Arredamento Mimarlık, no. Temmuz-Ağustos 2012, pp.119-121, 2012 (Non Peer-Reviewed Journal)
- XII. **Consumers' Emotional Responses to Brands and Branded Products**  
ŞENER PEDGLEY B., Karahanoglu A.  
Design Principles and Practices: An International Journal—Annual Review, vol.3, pp.323-340, 2009 (Peer-Reviewed Journal)
- XIII. **Feel the emotion**  
Şener B.  
New Design, pp.28-30, 2008 (Scopus)
- XIV. **Modeliranje z otipom (Haptic modelling)**  
Campbell I., ŞENER PEDGLEY B., Pedgley O., Wormald P.  
Inovacije, Razvoj, Tehnologije (Innovation Development Technologies), vol.13, pp.83-88, 2008 (Non Peer-Reviewed Journal)
- XV. **İyi Tasarım Üzerine**  
Hasdoğan G. F., Şener Pedgley B.

## Books & Book Chapters

- I. **Surface texture as a designed material product attribute**  
Şener Pedgley B., Pedgley O. F.  
in: Material Experience 2: Expanding Territories of Materials and Design, Owain Pedgley,Elvin Karana,Valentina Ragnoli, Editor, Elsevier Science, Oxford/Amsterdam , Oxford, pp.67-89, 2021
- II. **The Aspects of Aesthetics of Interaction: Deconstructing The 'How' Level Of User - Product Interactions**  
Şen G., Şener Pedgley B.  
in: Disiplinlerarası Estetik Tartışmalar / Multidisciplinary Debates on Aesthetics, E. Murat Çelik,Özgür Yaren, Editor, SANART ESTETİK VE GÖRSEL KÜLTÜR DERNEĞİ, Ankara, pp.283-300, 2021
- III. **Resistant Materials in Technology Education**  
ŞENER PEDGLEY B., Pedgley O.  
in: Handbook of Technology Education, de Vries, Marc J., Editor, Springer, pp.319-336, 2017

## Refereed Congress / Symposium Publications in Proceedings

- I. **Koşarken Müzik Dinleme Deneyiminin Göz İzleme Teknolojisi ile İncelenmesi: Arayüz Tasarımı Üzerine Öneriler**  
Küçükkurt A., Şener Pedgley B.  
6. UTAK 2020 Ulusal Tasarım Araştırmaları Konferansı, Ankara, Turkey, 11 - 13 September 2024, pp.14-22
- II. **İleri Yaş Yetişkinlere Yönelik Düşme Yönetimi İçin Ev-tabanlı Ürün Ekosistemi Odağında Alan Çalışması**  
Usta C., Şener Pedgley B.  
6. UTAK 2020 Ulusal Tasarım Araştırmaları Konferansı, Ankara, Turkey, 11 - 13 September 2024, pp.1-13
- III. **Sustainable Design Solutions through Systems Thinking: Reusable Product Family to Replace Single-Use Packaging**  
Bakırhoğlu Y., Doğan Ç., Pedgley O. F., Şener Pedgley B.  
DTRS 14: The role of design in shaping sustainable futures - The 14th Design Thinking Research Symposium, Eskilstuna, Sweden, 11 - 13 June 2024, pp.19-32
- IV. **Exploring the intersection of running and music: Insights into user experience and interface design**  
Küçükkurt A., Şener Pedgley B.  
Cumulus Budapest 2024: P/References of Design, Budapest, Hungary, 15 - 17 May 2024, pp.1-18
- V. **Designing With Self-Determination Theory: Home-Based Digital Exercise Interventions Creating Positive Change**  
Şener Pedgley B., Pedgley O.  
ICED23 - 24th International Conference on Engineering Design, Bordeaux, France, 24 - 28 July 2023, vol.3, pp.1417-1424
- VI. **Designing with Self-Determination Theory: Home-Based Digital Exercise Interventions Creating Positive Change**  
Şener Pedgley B., Pedgley O. F.  
ICED23, Bordeaux, France, 24 - 28 July 2023, pp.179-180
- VII. **Digital Health Interventions for Promoting Sleep Wellbeing: A Design Approach Using Self-Determination Theory**  
ŞENER PEDGLEY B., UMULU S., Yılmaz A. O.  
EPDE: Int. Conf. on Engineering and Product Design Education, Londrina, Brazil, 8 - 09 September 2022
- VIII. **The Redesign Studio: An Intensive Evidence-Based Approach for Ideating Product and UX/UI**

## **Improvements**

Pedgley O., ŞENER PEDGLEY B.

EPDE: Int. Conf. on Engineering and Product Design Education, Londrina, Brazil, 8 - 09 September 2022

- IX. **TAKE BACK CONTROL OF YOUR TIME: DESIGN ACTIVITY FOR REFLECTING ON TIME AND TIMEKEEPING PRACTICES**  
Mert Y., Umulu S., Coşkun A., Şener Pedgley B.  
23rd International Conference on Engineering and Product Design Education (EPDE 2021), Helsingor, Denmark, 09 September 2021
- X. **WEARABLE TACTUAL COMMUNICATORS: DESIGNING PRODUCTS WITH TECHNOLOGY-MEDIATED TOUCH**  
Şener Pedgley B., Pedgley O.  
23rd International Conference on Engineering and Product Design Education (EPDE 2021), Helsingor, Denmark, 9 - 10 September 2021
- XI. **Design for Positive Breast Self-Exam Experience Using Mobile Apps**  
Karadeniz Küçük A., Şener Pedgley B.  
23rd International Conference on Engineering Design (ICED), Gothenburg, Sweden, 16 - 20 August 2021, vol.1, pp.1013-1022
- XII. **Eliciting Children's Expectations for Hand Prostheses through Generative Design Tools**  
Dursun M., Şener Pedgley B.  
23rd International Conference on Engineering Design (ICED), Gothenburg, Sweden, 16 - 20 August 2021, pp.1343-1352
- XIII. **Ürün-Kullanıcı Deneyiminde Dokunma Hissinin Haptik Teknolojilerle Zenginleştirilmesi**  
Şener Pedgley B., Pedgley O.  
4. UTAK 2020 Ulusal Tasarım Araştırmaları Konferansı, Ankara, Turkey, 8 - 10 September 2020, pp.167-178
- XIV. **Otomobil Yolcularına Yönelik Bilgi-Eğlence Sistemlerinde Kullanıcı Beklentileri ve Tasarım Öngörülleri**  
Şen G., Şener Pedgley B.  
4. UTAK Ulusal Tasarım Araştırmaları Konferansı, Ankara, Turkey, 8 - 10 September 2020, pp.151-165
- XV. **Accelerating students' capability in design for interaction**  
Şener Pedgley B., Pedgley O. F.  
DRS LearnXdesign 2019 5th International Conference for Design Education Researchers, Ankara, Turkey, 9 - 12 July 2019
- XVI. **Using a Self-Reporting Tool to Capture Design Student's Experience**  
Fındık Önal N., ŞENER PEDGLEY B.  
DRS LearnXdesign 2019 5th International Conference for Design Education Researchers, Ankara, Turkey, 9 - 12 July 2019
- XVII. **The Aspects of Aesthetics of Interaction: Deconstructing The 'How' Level of User-Product Interactions**  
Şen G., Şener Pedgley B.  
3rd Turkish Congress of Aesthetics, Ankara, Turkey, 23 - 25 May 2019
- XVIII. **Yaşlılar için Evde E-Sağlık Çözümleri**  
Şener Pedgley B., Pedgley O., Hasdoğan G. F.  
UTAK 2018 Ulusal Tasarım Araştırmaları Konferansı: Tasarım ve Umut, Ankara, Turkey, 12 - 14 September 2018, pp.201-2017
- XIX. **Ev teknolojilerine yönelik kullanıcı beklentilerinin geleceği düşleme yöntemi ile toplanması**  
Coşkun A., Şener Pedgley B.  
UTAK 2018 3. Ulusal Tasarım Araştırmaları Konferansı Tasarım ve Umut, Ankara, Turkey, 12 - 14 September 2018, vol.1, pp.219-234
- XX. **Contemporary automotive infotainment solutions to empower front-seat passengers**  
Şen G., ŞENER PEDGLEY B., Jump M.  
DRS 2018 - Design Research Society Conference: 'Design as a Catalyst for Change', Limerick, Ireland, 25 - 28 June

2018, vol.6, pp.2246-2265

- XXI. **Creating Awareness of Sleep Wake Hours by Gamification**  
İLHAN A. E., ŞENER PEDGLEY B., HACIHABİBOĞLU H.  
11th International Conference, PERSUASIVE, 05 April 2016 - 07 April 2017, pp.122-133
- XXII. **Product experience and luxury values**  
YARDIM ŞENER S., Şen G., Pedgley O., ŞENER PEDGLEY B., Murray G.  
10th International Conference on Design and Emotion, D and E 2016, Amsterdam, Netherlands, 27 - 30 September 2016, pp.107-113
- XXIII. **AN INVESTIGATION OF DIET APPS FOR ENHANCING PEOPLE'S HEALTH AND WELLBEING.**  
Tuna N. N., ŞENER PEDGLEY B.  
20th International Conference on Engineering Design (ICED), Milan, Italy, 27 - 31 July 2015
- XXIV. **Appraisal of augmented reality technologies for supporting industrial design practices**  
Topal B., Sener B.  
7th International Conference on Virtual, Augmented and Mixed Reality, VAMR 2015 Held as Part of 17th International Conference on Human-Computer Interaction, HCI International 2015, California, United States Of America, 2 - 07 August 2015, vol.9179, pp.513-523
- XXV. **Towards improvement of interaction aesthetics of mobile music listening journeys**  
Sen G., Sener B.  
20th International Conference on Engineering Design, ICED 2015, Milan, Italy, 27 - 30 July 2015, vol.9, pp.159-168
- XXVI. **Designing for multisensorial interactive product experiences**  
ŞENER PEDGLEY B., Pedgley O. F.  
17th International Conference on Engineering and Product Design Education, E and PDE 2015, Loughborough, United Kingdom, 3 - 04 September 2015, pp.406-411
- XXVII. **Augmented reality for enhanced student industrial design presentations**  
Topal B., Sener B.  
17th International Conference on Engineering and Product Design Education, E and PDE 2015, Loughborough, United Kingdom, 3 - 04 September 2015, pp.644-649
- XXVIII. **Endüstri Destekli Eğitim Projelerinin Arkasındaki Motivasyonlar: ODTÜ Endüstri Ürünleri Tasarımı Bölümü Mezuniyet Projeleri**  
Hasdoğan G. F., Şener Pedgley B.  
UTAK 2014 Ulusal Tasarım Araştırmaları Konferansı, Ankara, Turkey, 10 - 12 September 2014, pp.219-234
- XXIX. **Nine ways to wake up: Bedside alarm clocks designed by a 'meaningful interaction' learning approach**  
Sener B., Pedgley O. F.  
9th International Conference on Design and Emotion 2014, Bogota, Cali and Medellin, Colombia, 6 - 10 October 2014, pp.698-705
- XXX. **So, what comes next? constructive randomness within products**  
Sener B., Pedgley O. F.  
8th International Conference on Design and Emotion: Out of Control, London, United Kingdom, 11 - 14 September 2012
- XXXI. **Users' understanding of fun in consumer products**  
Cila N., Erbug C., Sener B.  
Annual Meeting of the Ergonomics-Society, Nottingham, United Kingdom, 01 April 2007, pp.291-296
- XXXII. **Comparisons between user expectations for products in physical and virtual domains**  
Sener B., Gültekin P., Erbug Ç.  
Annual Conference of the Ergonomics Society on Contemporary Ergonomics 2006, Cambridge, United Kingdom, 4 - 06 April 2006, pp.149-153
- XXXIII. **Towards 'virtual clay' modelling challenges and recommendations: A brief summary of the literature**  
Sener B., Wormald P., Campbell I.  
7th International Design Conference (DESIGN 2002), Dubrovnik, Croatia, 14 - 17 May 2002, pp.545-550
- XXXIV. **New generation computer-aided design tools: Two related research projects investigating the future**

## **expectations of designers**

Sener B., Vergeest J., Akar E.

7th International Design Conference (DESIGN 2002), Dubrovnik, Croatia, 14 - 17 May 2002, pp.539-544

## **Supported Projects**

ŞENER PEDGLEY B., Paksoy İ. Y., Project Supported by Higher Education Institutions, 'Ürünün İşlevsel ve Hedonik Yönlerinin Güçlendirilmesine Yönelik 3-Boyutlu Yüzey Dokularının Araştırılması', 2014 - 2016

ŞENER PEDGLEY B., Project Supported by Higher Education Institutions, 'Etkileşim için Tasarım' Eğitimine Uygulamalı Bir Yaklaşım Olarak 'Çevreleyen Zeka' ve bu Özellikte Programlanabilir Cihazların Kullanımlarının Araştırılması, 2013 - 2016

ŞENER PEDGLEY B., Project Supported by Higher Education Institutions, FEN BİLİMLERİ ENSTİTÜSÜ/LİSANSÜSTÜ TEZ PROJESİ, 2014 - 2014

ŞENER PEDGLEY B., Project Supported by Higher Education Institutions, Dijital Portfolyo: Sayısal Ortamda Geliştirilen Endüstri Ürünleri Tasarım Sürecinin Dokümantasyonuna Yönelik Uygulama., 2012 - 2013

## **Metrics**

Publication: 83

Citation (WoS): 241

Citation (Scopus): 313

H-Index (WoS): 6

H-Index (Scopus): 6

## **Non Academic Experience**

University of Liverpool

University of Liverpool

Loughborough University