

## Prof. Dr. BAHAR ŞENER PEDGLEY

### Kişisel Bilgiler

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#### Uluslararası Araştırmacı ID'leri

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

ScopusID: 24382121400

Yoksis Araştırmacı ID: 163783

### Eğitim Bilgileri

Doktora, Loughborough University of Technology, Endüstri Ürünleri Tasarımı, Birleşik Krallık 1999 - 2004

Yüksek Lisans, Hacettepe Üniversitesi, Güzel Sanatlar Enstitüsü, Grafik (YI) (Tezli), Türkiye 1995 - 1997

Lisans, Orta Doğu Teknik Üniversitesi, Mimarlık Fakültesi, Endüstriyel Tasarım Bölümü, Türkiye 1990 - 1995

### Araştırma Alanları

Endüstri Ürünleri Tasarımı

### Akademik İdari Deneyim

Orta Doğu Teknik Üniversitesi, Mimarlık Fakültesi, Endüstriyel Tasarım Bölümü, 2007 - 2008

Orta Doğu Teknik Üniversitesi, Mimarlık Fakültesi, Endüstriyel Tasarım Bölümü, 2007 - 2008

### Yönetilen Tezler

Şener Pedgley B., Evaluation of A Home-Based Connected Product Ecosystem for Tracking Falls in Senior Adults, Yüksek Lisans, C.USTA(Öğrenci), 2024

Şener Pedgley B., Running with music: Analysing experiences and interactions of runners with digital and tangible interfaces, Yüksek Lisans, A.KÜÇÜKKURT(Öğrenci), 2023

Şener 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, Yüksek Lisans, Y.PALAMUT(Öğrenci), 2023

Şener Pedgley B., IDENTIFYING POTENTIAL DESIGN INTERVENTIONS FOR HEART-LUNG MACHINES, Yüksek Lisans, E.DÖNERTAŞ(Öğrenci), 2023

Şener Pedgley B., DESIGN FOR ONLINE GROCERY SHOPPING EXPERIENCE FOLLOWING COVID-19 PANDEMIC: AN INVESTIGATION INTO GROCERY SHOPPING APPS, Yüksek Lisans, E.ÇİĞDEM(Öğrenci), 2022

Şener Pedgley B., RUN TOGETHER: EXPLORING THE RELATIONSHIP BETWEEN MOTIVATION AND SOCIAL INTERACTION FEATURES OF ACTIVITY-TRACKING APPS, Yüksek Lisans, B.ŞAHİN(Öğrenci), 2022

Şener Pedgley B., ANALYSIS OF ONLINE AND IN-STORE CLOTHES SHOPPING EXPERIENCES TAKING A USER JOURNEY APPROACH, Yüksek Lisans, Z.YILMAZ(Öğrenci), 2022

Şener Pedgley B., Design for positive breast self-examination experience: an investigation into mobile health apps, Yüksek Lisans, A.KARADENİZ(Öğrenci), 2021

Şener Pedgley B., THE CHILDREN'S PROSTHESIS CO-DESIGN TOOLKIT: ELICITING CHILDREN'S NEEDS FOR HAND PROSTHESIS USING GENERATIVE DESIGN TOOLS, Yüksek Lisans, M.DURŞUN(Öğrenci), 2021

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

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

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

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

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

ŞENER PEDGLEY B., Appraisal of augmented reality technologies for supporting industrial design practices, Yüksek Lisans, B.TOPAL(Öğrenci), 2015

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

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

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

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

ŞENER PEDGLEY B., Pedgley B., Ürün arayüzlerinde hoşça giden dokunmanın tasarım amaçlı araştırılması ve uygulanması : Bang & Olufsen TV uzaktan kumandası örneği, Yüksek Lisans, T.Johanna(Öğrenci), 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, Yüksek Lisans, T.JOHANNA(Öğrenci), 2012

ŞENER PEDGLEY B., Kullanıcıların markalara ve markalı ürünlerine olan duygusal yaklaşımı üzerine bir çalışma., Yüksek Lisans, A.Karahanoğlu(Öğrenci), 2008

ŞENER PEDGLEY B., The situation of ecodesign in Turkish industry, Yüksek Lisans, E.GÜRAKAR(Öğrenci), 2008

ŞENER PEDGLEY B., A study of emotional responses towards brands and branded products, Yüksek Lisans, A.KARAHANOĞLU(Öğrenci), 2008

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

## **Tasarlanan Programlar**

Şener Pedgley B., Ön Lisans, 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., Lisans Çift Anadal, 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

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

- 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, cilt.0, sa.17, ss.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, cilt.25, sa.5, ss.807-827, 2022 (AHCI)
- III. **Improving Sleep-Wake Behaviors Using Mobile App Gamification**  
Ilhan A. E., ŞENER PEDGLEY B., HACIHABİBOĞLU H.  
ENTERTAINMENT COMPUTING, cilt.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, cilt.36, sa.18, ss.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, cilt.36, sa.2, ss.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, cilt.12, sa.3, ss.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, cilt.31, sa.1, ss.139-156, 2014 (AHCI)
- VIII. **Emotion-driven design**  
ŞENER PEDGLEY B., Kurtgozu A.  
METU JOURNAL OF THE FACULTY OF ARCHITECTURE, cilt.25, sa.1, ss.127-134, 2008 (AHCI)
- IX. **THE PLENITUDE: CREATIVITY, INNOVATION AND MAKING STUFF**  
Sener B.  
METU JOURNAL OF THE FACULTY OF ARCHITECTURE, cilt.25, sa.2, ss.188-192, 2008 (AHCI)
- X. **User evaluation of HCI concepts for defining product form**  
ŞENER PEDGLEY B., Wormald P.  
DESIGN STUDIES, cilt.29, sa.1, ss.12-29, 2008 (SCI-Expanded)
- XI. **In the Bubble: Designing in a Complex World by John Thackara**  
ŞENER PEDGLEY B.  
Design Journal, cilt.11, ss.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, cilt.25, ss.188-192, 2008 (AHCI)
- XIII. **Rethinking digital industrial design: a mandate for virtual workshops and intelligent environments**  
ŞENER PEDGLEY B.  
DIGITAL CREATIVITY, cilt.18, sa.4, ss.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, cilt.26, sa.5, ss.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, cilt.8, ss.14-28, 2005 (AHCI)
- XVI. **Product design, semantics and emotional response**  
Demirbilek O., ŞENER PEDGLEY B.  
ERGONOMICS, cilt.46, ss.1346-1360, 2003 (SCI-Expanded)
- XVII. **The Potential for the Bespoke Industrial Designer**  
ŞENER PEDGLEY B., Wormald P.  
Design Journal, cilt.6, ss.24-34, 2003 (AHCI)

## Diğer Dergilerde Yayınlanan Makaleler

- I. **Natural Disaster Readiness and Response: Bringing Designers, Design Thinking, and Design Innovation into the Agenda**  
Pedgley O. F., Şener Pedgley B.  
She Ji, cilt.10, sa.1, ss.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, cilt.30, sa.30, ss.95-104, 2023 (Hakemli Dergi)
- III. **Museum of the Future: Gelecek Beklemez!**  
Şener Pedgley B.  
Arredamento Mimarlık, sa.359, ss.50-54, 2023 (Hakemli Dergi)
- IV. **İnsanlık için Prototipler**  
Şener Pedgley B.  
Arredamento Mimarlık, sa.356 (Ocak-Şubat), ss.26-29, 2023 (Hakemli Dergi)
- V. **Maskenin Maskesini Düşürmek**  
ŞENER PEDGLEY B.  
Arredamento Mimarlık, sa.345, ss.94-97, 2021 (Hakemli Dergi)
- VI. **Tasarımın Sağlık ve İyi Oluşa Etkisi**  
ŞENER PEDGLEY B.  
Arredamento Mimarlık, ss.108-112, 2018 (Hakemli Dergi)
- 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, cilt.8, sa.3, ss.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, cilt.8, sa.3, ss.537-550, 2018 (Hakemli Dergi)
- IX. **Transitioning from physical to digital sketchbooks for industrial design education**  
Şener Pedgley B., Şen G.  
Design Principles and Practices, cilt.8, ss.31-41, 2015 (Scopus)
- X. **Geleceğin Mutfakları için Yeni Nesil Fikirler**  
Şener Pedgley B., Hasdoğan G. F.  
Banyo + Mutfak, sa.1, ss.46-52, 2014 (Hakemsiz Dergi)
- XI. **Sanayi Destekli Mezuniyet Projelerinde ODTÜ İkinci On Yıla Adımını Atarken**  
Hasdoğan G. F., Şener Pedgley B.  
Arredamento Mimarlık, sa.Temmuz-Ağustos 2012, ss.119-121, 2012 (Hakemsiz Dergi)
- XII. **Consumers' Emotional Responses to Brands and Branded Products**  
ŞENER PEDGLEY B., Karahanoglu A.  
Design Principles and Practices: An International Journal—Annual Review, cilt.3, ss.323-340, 2009 (Hakemli Dergi)
- XIII. **Feel the emotion**  
Sener B.  
New Design, ss.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), cilt.13, ss.83-88, 2008 (Hakemsiz Dergi)
- XV. **İyi Tasarım Üzerine**  
Hasdoğan G. F., Şener Pedgley B.  
Tasarım Merkezi Dergisi, sa.Aralık 2006, ss.66-70, 2006 (Hakemsiz Dergi)

## Kitap & Kitap Bölümleri

### I. Surface texture as a designed material product attribute

Şener Pedgley B., Pedgley O. F.

Material Experience 2: Expanding Territories of Materials and Design, Owain Pedgley, Elvin Karana, Valentina Ragnoli, Editör, Elsevier Science, Oxford/Amsterdam, Oxford, ss.67-89, 2021

### II. The Aspects of Aesthetics of Interaction: Deconstructing The 'How' Level Of User - Product Interactions

Şen G., Şener Pedgley B.

Disiplinlerarası Estetik Tartışmalar / Multidisciplinary Debates on Aesthetics, E. Murat Çelik, Özgür Yaren, Editör, SANART ESTETİK VE GÖRSEL KÜLTÜR DERNEĞİ, Ankara, ss.283-300, 2021

### III. Resistant Materials in Technology Education

ŞENER PEDGLEY B., Pedgley O.

Handbook of Technology Education, de Vries, Marc J., Editör, Springer, ss.319-336, 2017

## Hakemli Kongre / Sempozyum Bildiri Kitaplarında Yer Alan Yayınlar

### I. 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, İsveç, 11 - 13 Haziran 2024, ss.19-32

### II. 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, Macaristan, 15 - 17 Mayıs 2024, ss.1-18

### III. 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, Fransa, 24 - 28 Temmuz 2023, cilt.3, ss.1417-1424

### IV. Designing with Self-Determination Theory: Home-Based Digital Exercise Interventions Creating Positive Change

ŞENER PEDGLEY B.

ICED23 - 24th International Conference on Engineering Design, Bordeaux, Fransa, 24 - 28 Temmuz 2023

### V. Designing With Self-Determination Theory: Home-Based Digital Exercise Interventions Creating Positive Change

Şener Pedgley B., Pedgley O. F.

ICED23 - 24th International Conference on Engineering Design, Bordeaux, Fransa, 24 - 28 Temmuz 2023, cilt.3, ss.1417-1424

### VI. Designing with Self-Determination Theory: Home-Based Digital Exercise Interventions Creating Positive Change

Şener Pedgley B., Pedgley O. F.

ICED23, Bordeaux, Fransa, 24 - 28 Temmuz 2023, ss.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, Brezilya, 8 - 09 Eylül 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, Brezilya, 8 - 09 Eylül 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, Danimarka, 09 Eylül 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, Danimarka, 9 - 10 Eylül 2021
- XI. Eliciting Children's Expectations for Hand Prostheses through Generative Design Tools**  
Dursun M., Şener Pedgley B.  
23rd International Conference on Engineering Design (ICED), Gothenburg, İsveç, 16 - 20 Ağustos 2021, ss.1343-1352
- XII. Design for Positive Breast Self-Exam Experience Using Mobile Apps**  
Karadeniz Küçük A., Şener Pedgley B.  
23rd International Conference on Engineering Design (ICED), Gothenburg, İsveç, 16 - 20 Ağustos 2021, cilt.1, ss.1013-1022
- XIII. Otomobil Yolcularına Yönelik Bilgi-Eğlence Sistemlerinde Kullanıcı Beklentileri ve Tasarım Öngörülleri**  
Şen G., Şener Pedgley B.  
4. UTAK Ulusal Tasarım Araştırmaları Konferansı, Ankara, Türkiye, 8 - 10 Eylül 2020, ss.151-165
- XIV. Ürün-Kullanıcı Deneyiminde Dokunma Hissinin Haptik Teknolojilerle Zenginleştirilmesi**  
Şener Pedgley B., Pedgley O.  
4. UTAK 2020 Ulusal Tasarım Araştırmaları Konferansı, Ankara, Türkiye, 8 - 10 Eylül 2020, ss.167-178
- 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, Türkiye, 9 - 12 Temmuz 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, Türkiye, 9 - 12 Temmuz 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, Türkiye, 23 - 25 Mayıs 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, Türkiye, 12 - 14 Eylül 2018, ss.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, Türkiye, 12 - 14 Eylül 2018, cilt.1, ss.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, İrlanda, 25 - 28 Haziran 2018, cilt.6, ss.2246-2265
- XXI. Creating Awareness of Sleep Wake Hours by Gamification**

İLHAN A. E., ŞENER PEDGLEY B., HACIHABİBOĞLU H.

11th International Conference, PERSUASIVE, 05 Nisan 2016 - 07 Nisan 2017, ss.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, Hollanda, 27 - 30 Eylül 2016, ss.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, İtalya, 27 - 31 Temmuz 2015
- XXIV. **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, Birleşik Krallık, 3 - 04 Eylül 2015, ss.644-649
- XXV. **Towards improvement of interaction aesthetics of mobile music listening journeys**  
Sen G., Sener B.  
20th International Conference on Engineering Design, ICED 2015, Milan, İtalya, 27 - 30 Temmuz 2015, cilt.9, ss.159-168
- XXVI. **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, Amerika Birleşik Devletleri, 2 - 07 Ağustos 2015, cilt.9179, ss.513-523
- XXVII. **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, Birleşik Krallık, 3 - 04 Eylül 2015, ss.406-411
- 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, Türkiye, 10 - 12 Eylül 2014, ss.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, Kolombiya, 6 - 10 Ekim 2014, ss.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, Birleşik Krallık, 11 - 14 Eylül 2012
- XXXI. **Users' understanding of fun in consumer products**  
Cila N., Erbug C., Sener B.  
Annual Meeting of the Ergonomics-Society, Nottingham, Birleşik Krallık, 01 Nisan 2007, ss.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, Birleşik Krallık, 4 - 06 Nisan 2006, ss.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, Hırvatistan, 14 - 17 Mayıs 2002, ss.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.

## Desteklenen Projeler

ŞENER PEDGLEY B., Paksoy İ. Y., Yükseköğretim Kurumları Destekli Proje, 'Ürünün İşlevsel ve Hedonik Yönlerinin Güçlendirilmesine Yönelik 3-Boyutlu Yüzey Dokularının Araştırılması', 2014 - 2016

ŞENER PEDGLEY B., Yükseköğretim Kurumları Destekli Proje, 'Etkileşim için Tasarım' Eğitimine Uygulamalı Bir Yaklaşım Olarak 'Çevreleyen Zeka' ve bu Özellikte Programlanabilir Cihazların Kullanımlarının Araştırılması, 2013 - 2016

ŞENER PEDGLEY B., Yükseköğretim Kurumları Destekli Proje, FEN BİLİMLERİ ENSTİTÜSÜ/LİSANSÜSTÜ TEZ PROJESİ, 2014 - 2014

ŞENER PEDGLEY B., Yükseköğretim Kurumları Destekli Proje, Dijital Portfolyo: Sayısal Ortamda Geliştirilen Endüstri Ürünleri Tasarım Sürecinin Dokümantasyonuna Yönelik Uygulama., 2012 - 2013

## Metrikler

Yayın: 83

Atıf (WoS): 240

Atıf (Scopus): 310

H-İndeks (WoS): 6

H-İndeks (Scopus): 6

## Akademi Dışı Deneyim

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