

Asst. Prof. ELİF SÜRER

Personal Information

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Education Information

Doctorate, Università Degli Studi Di Bologna, Mühendislik Fakültesi, Biyomühendislik, Italy 2008 - 2011

Post Graduate, Boğaziçi Üniversitesi, Fen Bilimleri Enstitüsü, Bilgisayar Mühendisliği (YI) (Tezli), Turkey 2005 - 2007

Under Graduate, Boğaziçi Üniversitesi, Mühendislik Fakültesi, Bilgisayar Mühendisliği Bölümü, Turkey 2002 - 2005

Foreign Languages

English, C1 Advanced

Italian, C1 Advanced

Dissertations

Doctorate, Analysis of human body kinematics using a hybrid markerless video acquisition and processing, University Of Bologna, 2011

Post Graduate, Multimodal biometric verification and identification using face and hand, Boğaziçi Üniversitesi, Bilgisayar Mühendisliği (YI) (Tezli), 2007

Research Areas

Computer Sciences, Augmented Reality, Virtual Reality, 3D Impressions, Artificial Intelligence, Computer Learning and Pattern Recognition, Human Computer Interaction, Engineering and Technology

Academic Titles / Tasks

Assistant Professor, Middle East Technical University, Graduate School of Informatics, Modelleme Ve Similasyon Anabilim Dalı, 2018 - Continues

Assistant Professor, Middle East Technical University, Graduate School of Informatics, Modelleme Ve Similasyon Anabilim Dalı, 2017 - 2018

Lecturer, Middle East Technical University, Graduate School Of Informatics, Modeling And Simulation, 2015 - 2017

Lecturer, Università Degli Studi di Milano, Department of Computer Science, Applied Intelligent Systems - Laboratory (AIS-Lab), Milan, Italy, 2013 - 2015

Instructor, Università degli Studi di Sassari, Department of Information Engineering, Political and Communication Sciences, Sassari, Italy, 2011 - 2013

Research Assistant, Alma Mater Studiorum - Università di Bologna, Department of Electrical, Electronic, and Information

Engineering "Guglielmo Marconi" - DEI, PhD Program in Biomedical, Electrical and System Engineering, Bologna, Italy, 2008 - 2011

Research Assistant, Spaulding Rehabilitation Network - Harvard Medical School Teaching Hospital, Motion Analysis Lab, Boston, MA, USA, 2009 - 2010

Research Assistant, Porto Conte Ricerche, Computer Vision Lab, Alghero, Italy, 2007 - 2008

Professional Experience

Head of Department, Middle East Technical University, Graduate School Of Informatics, Modelleme Ve Simülasyon Anabilim Dalı, 2019 - Continues

Fakülte Yönetim Kurulu Üyesi, Middle East Technical University, Graduate School of Informatics, 2018 - Continues

Fakülte Yönetim Kurulu Üyesi, Middle East Technical University, Tasarım Ve Önmodelleme Uygulama Ve Araştırma Merkezi, 2018 - Continues

Courses

Reinforcement Learning, Post Graduate, 2018 - 2019

Game Development Pipeline, Post Graduate, 2018 - 2019

Machine Learning for Multimedia Informatics, Post Graduate, 2018 - 2019

Graduate Seminar, Post Graduate, 2017 - 2018

Research Methods, Post Graduate, 2017 - 2018

Deep Learning: Methods and Applications, Post Graduate, 2017 - 2018

Interdisciplinary Design Studio, Under Graduate, 2017 - 2018

Motion Capture, Analysis and Synthesis, Post Graduate, 2017 - 2018

Digital Archaeology of the Neolithic Transition, Post Graduate, 2018 - 2019

Physics for Computer Games, Post Graduate, 2016 - 2017

Advising Theses

Gürsel Dino İ., Sürer E., Immersive Design Environments for Performative Architectural Design: A BIM-Based Approach, Post Graduate, Ş.AKIN(Student), 2020

Gürsel Dino İ., Sürer E., The Influence of Emergent Mixed-Reality Technologies on Design Thinking, Post Graduate, H.CEREN(Student), 2019

Sürer E., Gürsel Dino İ., Developing Building Information Modelling Based Virtual Reality and Mixed Reality Environments for Architectural Design and Improving User Interactions with Serious Games, Post Graduate, O.Ergün(Student), 2019

SÜRER E., Assessing Usability of Virtual Reality for Basic Design Education, Post Graduate, D.Seda(Student), 2018

SÜRER E., Hierarchical Temporal Memory Based Autonomous Agent for Partially Observable Video Game Environments, Post Graduate, A.Kaan(Student), 2017

SÜRER E., HACIHABİBOĞLU H., Creating a Generic Hand and Finger Gesture Recognizer by Using Forearm Muscle Activity Signals, Post Graduate, U.Demirel(Student), 2017

SÜRER E., TEMİZEL A., Multiple Kernel Learning for First-Person Activity Recognition, Post Graduate, F.Özkan(Student), 2017

SÜRER E., TEMİZEL A., Accelerating of Line of Sight Analysis Algorithms with Parallel Programming, Post Graduate, G.Yılmaz(Student), 2017

Jury Memberships

Post Graduate, Post Graduate, Orta Doğu Teknik Üniversitesi, August, 2020
Post Graduate, Post Graduate, Hacettepe Üniversitesi, August, 2020
Post Graduate, Post Graduate, Orta Doğu Teknik Üniversitesi, August, 2020
Doctorate, Doctorate, Orta Doğu Teknik Üniversitesi, July, 2020
Competition, CENG Demoday 2020, Orta Doğu Teknik Üniversitesi, June, 2020
Competition, Animasyon Teknolojileri ve Oyun Geliştirme Merkezi (ATOM), Orta Doğu Teknik Üniversitesi, June, 2020
Post Graduate, Post Graduate, Orta Doğu Teknik Üniversitesi, January, 2020
Post Graduate, Post Graduate, Orta Doğu Teknik Üniversitesi, September, 2019
Post Graduate, Post Graduate, Orta Doğu Teknik Üniversitesi, September, 2019
Doctorate, Doctorate, Universidade da Coruña, August, 2019
Post Graduate, Post Graduate, Orta Doğu Teknik Üniversitesi, July, 2019
Competition, CENG Demoday 2019, Orta Doğu Teknik Üniversitesi, June, 2019
Competition, bang, Prix 2019, ArtBizTech, January, 2019
Competition, Kristal Piksel Video Oyun Ödülleri 2018, Orta Doğu Teknik Üniversitesi, December, 2018
Doctorate, Doctorate, Università Degli Studi di Milano, November, 2018
Doctorate, Doctorate, İhsan Doğramacı Bilkent Üniversitesi, September, 2018
Post Graduate, Post Graduate, Orta Doğu Teknik Üniversitesi, September, 2018
Post Graduate, Post Graduate, Orta Doğu Teknik Üniversitesi, January, 2018

Designed Lessons

Sürer E., Reinforcement Learning, Post Graduate, 2018 - 2019
Somel M., Atakuman Ç., Sürer E., Digital Archaeology of the Neolithic Transition, Post Graduate, 2018 - 2019
Temizel A., Sürer E., Deep Learning: Methods and Applications, Post Graduate, 2017 - 2018
Hacıhabiboğlu H., Sürer E., Research Methods, Post Graduate, 2017 - 2018
Sürer E., Motion Capture, Analysis and Synthesis, Post Graduate, 2016 - 2017
Sürer E., Machine Learning for Multimedia Informatics, Post Graduate, 2016 - 2017

Program Developments

Hacıhabiboğlu H., Temizel A., Sürer E., Doctorate, Çokluortam Bilişimi Doktora Programı, 2018 - 2019

Articles Published in Journals That Entered SCI, SSCI and AHCI Indexes

- **Multi-modal egocentric activity recognition using multi-kernel learning**
Arabaci M. A. , Ozkan F., SÜRER E., Jancovic P., TEMİZEL A.
MULTIMEDIA TOOLS AND APPLICATIONS, no.0, 2020 (Journal Indexed in SCI)
- **A Canine Gait Analysis Protocol for Back Movement Assessment in German Shepherd Dogs**
SÜRER E., Cereatti A., Evangelisti M. A. , Paolini G., Della Croce U., Manunta M. L.
VETERINARY SCIENCES, vol.7, no.26, 2020 (Journal Indexed in SCI)
- **Usability of virtual reality for basic design education: a comparative study with paper-based design**
Ozgen D. S. , Afacan Y., SÜRER E.
INTERNATIONAL JOURNAL OF TECHNOLOGY AND DESIGN EDUCATION, 2019 (Journal Indexed in SCI)
- **Exergames Encouraging Exploration of Hemineglected Space in Stroke Patients With Visuospatial Neglect: A Feasibility Study**
TOBLER-AMMANN B. C. , SÜRER E., DE BRUIN E. D. , RABUFFETTI M., BORGHESE A., MAINETTI R., PIROVANO M., WITTWER L., KNOLS R. H.
JMIR SERIOUS GAMES, vol.5, 2017 (Journal Indexed in SCI)

● **User Perspectives on Exergames Designed to Explore the Hemineglected Space for Stroke Patients With Visuospatial Neglect: Usability Study**

TOBLER-AMMANN B. C. , SÜRER E., KNOLS R. H. , BORGHESE A., DE BRUIN E. D.

JMIR SERIOUS GAMES, vol.5, 2017 (Journal Indexed in SCI)

● **Exergaming and rehabilitation: A methodology for the design of effective and safe therapeutic exergames**

PIROVANO M., Surer E., MAINETTI R., LANZİ P. L. , BORGHESE N. A.

ENTERTAINMENT COMPUTING, vol.14, pp.55-65, 2016 (Journal Indexed in SCI)

● **A markerless estimation of the ankle-foot complex 2D kinematics during stance**

Surer E., CEREATTI A., GROSSO E., DELLA CROCE U.

GAIT & POSTURE, vol.33, pp.532-537, 2011 (Journal Indexed in SCI)

Articles Published in Other Journals

● **Sanatın ve Zanaatın İç İç Geçen Yolculuğu: Video Oyunları**

Sürer E.

Artisans Dergi, pp.26-27, 2020 (National Non-Refereed Journal)

● **Sosyal Fayda için Büyük Veri Analizi: Suriyeli Mülteciler için bir Durum Çalışması**

AKYOL M. A. , KILIÇ Ö. O. , TAŞKAYA TEMİZEL T., AYDINOĞLU A. U. , SÜRER E.

TSE Standard Dergisi, 2019 (National Non-Refereed Journal)

● **Saklambaç Oynayan Kaleye Mum Diksin!**

Sürer E.

ODTÜLÜ, pp.58-60, 2019 (National Non-Refereed Journal)

Books & Book Chapters

● **A Multifaceted Gaming Platform for Interactive Learning of Archaeology and Culture of Kültepe: Preliminary Results on the Gaming Prototype**

Sürer E., İnci Türkben C., Düzgün H. Ş.

in: Integrative Approaches to the Archaeology and History of Kültepe-Kaneš, Fikri Kulakoğlu, Cecile Michel, Güzel Öztürk, Editor, Brepols Publishers , Antwerp, pp.241-252, 2020

● **Policy Implications of the D4R Challenge**

Salah A. A. , Altuncu M. T. , Balcisoy S. S. , Frydenlund E., Mamei M., Akyol M. A. , Arslanlı K. Y. , Bensason I., Boshuijzen-Van Burken C., Bosetti P., et al.

in: Guide to Mobile Data Analytics in Refugee Scenarios , Salah A., Pentland A., Lepri B., Letouzé E., Editor, Springer, London/Berlin , Zürich, pp.477-495, 2019

● **The Use of Big Mobile Data to Gain Multilayered Insights for Syrian Refugee Crisis**

Kılıç Ö. O. , Akyol M. A. , Işık O., Günel Kılıç B., Aydınoğlu A. U. , Sürer E., Düzgün H. Ş. , Kalaycıoğlu H. S. , Taşkaya Temizel T.

in: Guide to Mobile Data Analytics in Refugee Scenarios , Salah A., Pentland A., Lepri B., Letouzé E., Editor, Springer, London/Berlin , Zürich, pp.347-379, 2019

● **Algorithms Based on Computational Intelligence for Autonomous Physical Rehabilitation at Home**

Borghese N. A. , Lanzi P. L. , Mainetti R., Pirovano M., Sürer E.

in: Advances in Neural Networks: Computational and Theoretical Issues , Bassis S., Esposito A., Morabito F., Editor, Springer, London/Berlin , Zürich, pp.243-251, 2015

● **Methods and Technologies for Gait Analysis**

Sürer E., Kose A.

in: Computer Analysis of Human Behavior , Salah A., Gevers T., Editor, Springer, London/Berlin , London, pp.105-123, 2011

● **Multimodal biometric verification & identification using face & hand: applications that identify & verify legitimate users**

Sürer E., Akarun L.

Vdm Verlag Dr. Müller, Saarbrücken, 2009

Refereed Congress / Symposium Publications in Proceedings

● **Serious Game Development for CBRNe Training: A Comparative Analysis in Virtual Reality and Computer-Based Environments**

Altan B., Güner S., Alsamarei A., Demir D. K. , Düzgün Ş., Erkayaoğlu M., Sürer E.

SICC Series 2020-2nd Scientific International Conference on CBRNe, Rome, Italy, 10 - 12 December 2020

● **Benchmarking kinship estimation tools for ancient genomes using pedigree simulations**

Çetin M., Aktürk Ş., Mapelli I., Yaka R., Çokoğlu S., Zakaria D., Ceballos F., Ghalichi A., Altınışık N. E. , Koptekin D., et al.
13th The International Symposium on Health Informatics and Bioinformatics (HIBIT 2020), İstanbul, Turkey, 22 - 23 October 2020, pp.1

● **Using Generative Adversarial Nets on Atari Games for Feature Extraction in Deep Reinforcement Learning**

Aydin A., SÜRER E.

28th IEEE Signal Processing and Communication Application Conference (SIU 2020), Turkey, 5 - 07 October 2020

● **Save the Planets: A Multipurpose Serious Game to Raise Environmental Awareness and to Initiate Change**

Özgen D. S. , Afacan Y., Sürer E.

6th EAI International Conference on Smart Objects and Technologies for Social Good (GOODTECHS'20), Antwerp, Belgium, 14 - 16 September 2020, pp.132-137

● **Enhancing the Monte Carlo Tree Search Algorithm for Video Game Testing**

Ariyurek S., Betin Can A., Sürer E.

2020 IEEE Conference on Games (CoG), Osaka, Japan, 24 - 27 August 2020

● **Developing a Scenario-Based Video Game Generation Framework: Preliminary Results**

Sürer E., Erkayaoğlu M., Öztürk Z. N. , Yücel F., Bıyık E. A. , Altan B., Şenderin B., Oğuz Z., Güner S., Düzgün H. Ş.

15th Summer Workshop on Multimodal Interfaces (eNTERFACE'19), Ankara, Turkey, 8 July - 02 August 2019, pp.19-25

● **Information Augmentation for Human Activity Recognition and Fall Detection using Empirical Mode Decomposition on Smartphone Data**

Sezer S., Sürer E.

6th International Conference on Movement and Computing (MoCo'19), Arizona, United States Of America, 10 - 12 October 2019, pp.1-8

● **Serious Gaming in CBRNe Domain: A Survey on User Expectations, Concerns and Suggestions**

Sürer E., Atalay T. B. , Demirkan D. Ç. , Düzgün H. Ş.

3rd International Conference CBRNE - Research & Innovation, Nantes, France, 20 - 23 May 2019, pp.43

● **Improving Visual Design Perception by an Integrated Mixed Reality Environment for Performative Architecture**

Akın Ş., Ergün O., Gürsel Dino I., Sürer E.

Virtually Real - 7th eCAADe Regional International Symposium, Aalborg, Denmark, 2 - 03 May 2019, pp.1-10

● **Cross-Cultural Audiences and Their Perceptions of Music in a Biological Context: Transforming "Music Within" Art Installation into a Cross-Cultural Interface**

Bozlak E., Acar A. C. , Sürer E.

International "Music and Sciences" Symposium, İstanbul, Turkey, 17 - 19 April 2019, pp.57

● **Data Analytics without Borders: Multi-Layered Insights for Syrian Refugee Crisis**

KILIÇ Ö. O. , AKYOL M. A. , ışık o., GÜNEL KILIÇ B., AYDINOĞLU A. U. , SÜRER E., Düzgün Ş., kalaycıoğlu s., TAŞKAYA TEMİZEL T.

- Data for Refugees Challenge Workshop, İstanbul, Turkey, 21 January 2019, pp.19-46
Detecting "Clickbait" News on Social Media Using Machine Learning Algorithms
Genc S., SÜRER E.
- 27th Signal Processing and Communications Applications Conference (SIU), Sivas, Turkey, 24 - 26 April 2019
Positive or Negative? A semantic orientation of financial news
Kanmaz M., SÜRER E.
- 27th Signal Processing and Communications Applications Conference (SIU), Sivas, Turkey, 24 - 26 April 2019
Modeling a User-Oriented Ontology on Accessible Homes for Supporting Activities of Daily Living (ADL) in Healthy Aging
Afacan Y., SÜRER E.
- 5th EAI International Conference on Smart Objects and Technologies for Social Good (GOODTECHS), Valencia, Spain, 25 - 27 September 2019, pp.67-71
Scene Classification: A Comprehensive Study Combining Local and Global Descriptors
Cura B. F. , SÜRER E.
- 27th Signal Processing and Communications Applications Conference (SIU), Sivas, Turkey, 24 - 26 April 2019
Architectural Design in Virtual Reality and Mixed Reality Environments: A Comparative Analysis
Ergün O., Akin Ş., GÜRSEL DİNO İ., SÜRER E.
- 26th IEEE Conference on Virtual Reality and 3D User Interfaces (VR), Osaka, Japan, 23 - 27 March 2019, pp.914-915
Ranking Based Boosted Multiple Kernel Learning For Activity Recognition on First-Person Videos
Ozkan F., SÜRER E., TEMİZEL A.
- 26th IEEE Signal Processing and Communications Applications Conference (SIU), İzmir, Turkey, 2 - 05 May 2018
Design and Evaluation of an Interactive Art Installation to Introduce 'de novo' Mutations to Different Audiences: "Music Within" Project
Bozlak E., ACAR A. C. , SÜRER E.
- 4th EAI International Conference on Smart Objects and Technologies for Social Good, Bologna, Italy, 28 - 30 November 2018, pp.82-87
An Immersive Design Environment for Performance-Based Architectural Design: A BIM-based Approach
Akin S., Ergun O., SÜRER E., GÜRSEL DİNO İ.
- 4th EAI International Conference on Smart Objects and Technologies for Social Good, Bologna, Italy, 28 - 30 November 2018, pp.306-307
Acceleration of Line of Sight Analysis Algorithms with Parallel Programming
Yılmaz G., Sürer E., Temizel A.
- 7. Ulusal Savunma Uygulamaları Modelleme ve Simülasyon Konferansı, Ankara, Turkey, 21 - 23 November 2017
Game-Based Mobile Platform to Instruct First-Aid Techniques
Erdogan H., Acar A., Çınar O., Sürer E., Karagöz P.
- Ulusal Savunma Uygulamaları Modelleme ve Simulasyon (USMOS) Konferansı, Ankara, Turkey, 21 - 23 November 2017
Boosted multiple kernel learning for first-person activity recognition
Özkan F., Arabacı M. A. , Sürer E., Temizel A.
- 25th European Signal Processing Conference (EUSIPCO) 2017, Hios, Greece, 28 August - 02 September 2017
A Multifaceted Gaming Platform for Interactive Learning of Archaeology and Culture of Kültepe
İNÇİ c., SÜRER E., DÜZGÜN ş.
- Kültepe International Meeting III, 4 - 07 August 2017
Physical and Cognitive Training of Children with Down Syndrome Using Video Games
Sürer E.
- GOODTECHS 2016: Smart Objects and Technologies for Social Good, Venice, Italy, 30 November - 01 December 2016
Voluntary Behavior on Cortical Learning Algorithm Based Agents
Sungur A. K. , Sürer E.

- IEEE Conference on Computational Intelligence and Games (CIG), Santorini, Greece, 20 - 23 September 2016
Video-games based framework designed for the cognitive rehabilitation of children with Down Syndrome
Sürer E.
- 24th Signal Processing and Communication Application Conference (SIU), Zonguldak, Turkey, 16 - 19 May 2016
A Canine Gait Analysis Protocol for the Analysis of the Back Movement: Assessment of Kinematic and Kinetic Variables in German Shepherd Dogs
Cereatti A, Sürer E, Evangelisti M. A. , Manunta M. L. , Gabriele P., Della Croce U.
- 25th Congress of the International Society of Biomechanics (ISB 2015), Glasgow, United Kingdom, 12 - 16 July 2015
VIDEO-GAMES BASED NEGLECT REHABILITATION USING HAPTICS
SÜRER E., PIROVANO M., MAINETTI R., TATTÍ f., GAUD BOVY g., BORGHESE N. A.
2014 22ND SIGNAL PROCESSING AND COMMUNICATIONS APPLICATIONS CONFERENCE (SIU), Trabzon, Turkey, 23 - 25 April 2014, pp.1726-1729
- **Reliability of a novel canine gait analysis protocol in german shepherd dogs**
SÜRER E., EVANGELISTI M. A. , MANUNTA M. L. , CEREATTI A.
13th Congress of SIAMOC, Bellaria, Italy, 3 - 06 October 2012, pp.1-2
- **A Canine Gait Analysis Protocol for the Assessment of Lumbosacral Stenosis**
SÜRER E., EVANGELISTI M. A. , MANUNTA M. L. , CEREATTI A.
13th Congress of SIAMOC, Bellaria, Italy, 3 - 06 October 2012, pp.1-2
- **Assessment of Lower Limb Joint Kinematics using a 2-D Hybrid Markerless Approach applied to a Video Camcorder Acquisition**
SÜRER E., CEREATTÍ A., DELLA CROCE U.
XII International Symposium on 3D Analysis of Human Movement (3DHMA'12), 18 - 20 July 2012
- **2-D Lower Limb Joint Kinematics using a Hybrid Markerless Approach applied to Video Camcorder Acquisitions**
SÜRER E., CEREATTÍ A., DELLA CROCE U.
Third Congress of GNB (GNB'2012), 26 - 29 June 2012
- **A Hybrid Markerless Approach for 2D Gait Analysis: Application to Gait of Children with Cerebral Palsy**
SÜRER E., KASÍ p., CEREATTÍ A., BONATO p., DELLA CROCE U.
23rd Congress of International Society of Biomechanics (ISB 2011), 3 - 07 July 2011
- **2-D gait analysis of children with cerebral palsy using segmental markers and a markerless approach**
SÜRER E., KASÍ p., CEREATTÍ A., BONATO p., DELLA CROCE U.
XI Congresso Nazionale Ferrara 2010, 4 - 07 October 2010
- **Measurement of Knee Flexion/Extension Using a 2-D Markerless Technique**
SÜRER E., KASI P., CEREATTI A., BONATO P., DELLA CROCE U.
Secondo Congresso Nazionale di Bioingegneria 2010 (GNB 2010), Torino, Italy, 8 - 10 July 2010, pp.263-284
- **Evaluation of 2D joint kinematics during stance using markerless shank and foot segmentation, modelling and tracking**
SÜRER E., CEREATTI A., DELLA CROCE U., GROSSO E.
Xth Congress of the Italian Society of Clinical Movement Analysis (SIAMOC 2009), Alghero, Italy, 1 - 03 October 2009, pp.15-16
- **Wearing socks does not affect markerless estimation of ankle and foot kinematics**
SÜRER E., CEREATTÍ A., DELLA CROCE U., GROSSO e.
Xth Congress of the Italian Society of Clinical Movement Analysis SIAMOC 2009, 1 - 03 October 2009
- **2-D Kinematics of the Shank and Foot Complex during Stance using Markerless Segmentation and Body-Segment Anatomical Axes Identification**
SÜRER E., GROSSO e., DELLA CROCE U.
10th International Symposium on 3D Analysis of Human Movement, 28 - 31 October 2008

- **Shank-foot complex 2-D kinematics during stance using markerless segmentation and body-segment anatomical axes identification**
SÜRER E., GROSSO e., DELLA CROCE U.
IXth Congress of the Italian Society of Clinical Movement Analysis: SIAMOC 2008, 2 - 04 October 2008
- **Markerless Shank and Foot Segmentation and Skeletonization for Lower Limb 2-D Movement Analysis During the Stance Phase in Gait**
SÜRER E., GROSSO e., DELLA CROCE U.
First Congress of GNB (GNB'2008), 3 - 05 July 2008
- **Multimodal Biometric Verification and Identification Using Face and Hand**
Sürer E., Akarun Ersoy L.
The 22nd International Symposium on Computer and Information Sciences (ISCIS'07), Ankara, Turkey, 21 November 2007

Other Publications

- **Relational-Grid-World: A Novel Relational Reasoning Environment and An Agent Model for Relational Information Extraction**
Kucuksubasi F., Sürer E.
Other, pp.1-22, 2020
- **Using Generative Adversarial Nets on Atari Games for Feature Extraction in Deep Reinforcement Learning**
Aydın A., Sürer E.
Other, pp.1-4, 2020
- **Enhancing the Monte Carlo Tree Search Algorithm for Video Game Testing**
Aryürek S., Betin Can A., Sürer E.
Other, pp.1-8, 2020
- **Developing a Computational Framework to Fuse Material Culture with Ancient DNA**
Sürer E.
Presentation, pp.1, 2019
- **Automated Video Game Testing Using Synthetic and Human-Like Agents**
Aryürek S., Betin Can A., Sürer E.
Other, pp.1-21, 2019
- **Developing a Scenario-Based Video Game Generation Framework for Virtual Reality and Mixed Reality Environments**
Sürer E.
Other, pp.1-3, 2019
- **Multi-modal Egocentric Activity Recognition using Audio-Visual Features**
Arabacı M. A. , Özkan F., Sürer E., Jancovic P., Temizel A.
Other, pp.1-10, 2018

Supported Projects

Somel M., Atakuman Ç., Sürer E., Erdal Y. S. , Özer F., H2020 Project, NEOGENE: Archaeogenomic Analysis of Genetic and Cultural Interactions in Neolithic Anatolian Societies (ERC NO: 772390), 2018 - 2023

Sürer E., Şahin Acar B., Kazak Berument S., TUBITAK Project, Ebeveynlik Tutumlarının ve Ebeveyn-Çocuk İletişim Özelliklerinin Çocuk ve Ergen Gelişimine Etkisi, 2019 - 2022

Sürer E., Gala J., H2020 Project, European Network of CBRN Training CEnters, 2017 - 2022

SÜRER E., ERGÜN O., GÜRSEL DİNO İ., Project Supported by Higher Education Institutions, Mimarlık Eğitiminde Karma Gerçeklik Etkileşimi ve Ciddi Oyun Uygulaması, 2018 - 2019

GÜRSEL DİNO İ., SÜRER E., AKIN Ş., Project Supported by Higher Education Institutions, Karma Gerçeklik (KG) ile BIM-Temelli Sürdürülebilir Mimari Tasarım Ortamı Geliştirilmesi, 2018 - 2019
Sürer E., TÜBİTAK Project, Video Oyunları Kullanarak Down Sendromlu Çocukların Bilişsel ve Fiziksel Rehabilitasyonu, 2015 - 2018
TEMİZEL A., SÜRER E., Project Supported by Higher Education Institutions, Karma Gerçeklikte Etkileşim: Karakter Tasarımı ve Animasyonu, 2017 - 2017
KARAGÖZ P., SÜRER E., DALGIÇ C., Project Supported by Higher Education Institutions, Askeri Eğitimde İlk Yardım Tekniklerinin Öğretilmesi Amaçlı Oyunlaştırılmış Mobil Platform, 2016 - 2017

Design

Bozlak E., Acar A. C. , Sürer E., Design and Evaluation of an Interactive Art Installation to Introduce 'de novo' Mutations to Different Audiences: "Music Within" Project, Graphic Design / User Experience (UX) Design, January 2018
Alsamarei A., Sürer E., OptArt, Graphic Design / User Experience (UX) Design, January 2017

Memberships / Tasks in Scientific Organizations

XR4ALL - EU H2020 Research and Innovation Programme, Member, 2020 - Continues, Belgium
Institute of Electrical and Electronics Engineers (IEEE), Member, 2020 - Continues, United States Of America
Association for Computing Machinery (ACM), Member, 2020 - Continues, United States Of America
EU H2020 Project PROACTIVE Civil Society Advisory Board (PROACTIVE CSAB), Member of Advisory Board, 2019 - Continues, France
International Society of Biomechanics (ISB), Member, 2008 - 2013, United States Of America
Societa' Italiana di Analisi del Movimento in Clinica (SIAMOC), Member, 2008 - 2013, Italy

Scientific Refereeing

ENTERTAINMENT COMPUTING, SCI Journal, August 2020
TURKISH JOURNAL OF ELECTRICAL ENGINEERING AND COMPUTER SCIENCES, SCI Journal, August 2020
EAI GOODTECHS 2020 - 6th EAI International Conference on Smart Objects and Technologies for Social Good, Conference Paper (Full Text), June 2020
2020 IEEE Conference on Games (CoG), Conference Paper (Full Text), April 2020
GHItaly19 - 3rd Workshop on Games-Human Interaction, Conference Paper (Full Text), July 2019
GHItaly19 - 3rd Workshop on Games-Human Interaction, Conference Paper (Full Text), July 2019
6th International Conference on Movement and Computing (MoCo'19) , Conference Paper (Full Text), June 2019
International Conference on Affective Computing & Intelligent Interaction (ACII 2019), Conference Paper (Full Text), June 2019
6th International Conference on Movement and Computing (MoCo'19), Conference Paper (Full Text), June 2019
6th International Conference on Movement and Computing (MoCo'19) , Conference Paper (Full Text), June 2019
Multimedia Tools And Applications, SCI Journal, November 2018
Multimedia Tools and Applications, SCI Journal, July 2018
Multimedia Tools And Applications, SCI Journal, May 2018
JMIR Research Protocols, Other Indexed Journal, March 2018
JMIR SERIOUS GAMES, SCI Journal, February 2018

Tasks In Event Organizations

Sürer E., Erkayaoğlu M., EU H2020 eNOTICE METU Joint Activity and Serious Gaming Workshop, Workshop Organization,

Ankara, Turkey, Şubat 2020

Dibeklioglu H., Sürer E., The 15th Summer Workshop on Multimodal Interfaces - eINTERFACE 2019, Workshop Organization, Ankara, Turkey, Ağustos 2019

Gürsel Dino İ., Sürer E., Immersive and Responsive Environments, Workshop Organization, Ankara, Turkey, Kasım 2018

Gürsel Dino I., Sürer E., Immersive and Responsive Performative Architectural Design in Mixed Reality, Workshop Organization, Lisbon, Portugal, Haziran 2018

Dusserre G., Sürer E., The activation of the medical chain after a major CBRN incident, Workshop Organization, Nimes, France, Şubat 2018

Scientific Research / Working Group Memberships

Entertainment Computing And Interactive Systems Laboratory , Middle East Technical University, Turkey, <https://blog.metu.edu.tr/elifs/ecislab/>, 2016 - Continues

Invited Congress and Symposium Activities

International Festival of Independent Games - IndieCade, Invited Speaker, Washington, United States Of America, 2020

EU H2020 eNOTICE METU Joint Activity and Serious Gaming Workshop, Invited Speaker, Ankara, Turkey, 2020

Global Game Jam 2020, Panelists, Gaziantep, Turkey, 2020

II. International CBRN Congress, Invited Speaker, Ankara, Turkey, 2019

12th Congress of Medical Informatics, Invited Speaker, Ankara, Turkey, 2019

bang. Prix Digital Dynamics, Invited Speaker, İstanbul, Turkey, 2019

41st International Symposium of Excavations, Surveys and Archaeometry, Working Group, Diyarbakır, Turkey, 2019

3rd International Conference CBRNE - Research & Innovation, Working Group, Nantes, France, 2019

CerModern - Games and Politics, Invited Speaker, Ankara, Turkey, 2019

IEEE VR 2019 - 26th IEEE Conference on Virtual Reality and 3D User Interfaces, Working Group, Osaka, Japan, 2019

Evolutionary Genomics Winter School 2019, Invited Speaker, İzmir, Turkey, 2019

Data for Refugees Challenge Workshop, Working Group, İstanbul, Turkey, 2019

GOODTECHS 2018 - 4th EAI International Conference on Smart Objects and Technologies for Social Good, Working Group, Bologna, Italy, 2018

European Schoolnet and eConfidence Project - Expert Seminar, Invited Speaker, Brussels, Belgium, 2018

40th International Symposium of Excavations, Surveys and Archaeometry, Working Group, Çanakkale, Turkey, 2018

International Child and Information Safety Congress "Digital Games", Invited Speaker, Ankara, Turkey, 2018

II. İzmir Tıp Bilişimi Buluşması, Invited Speaker, İzmir, Turkey, 2018

Kültepe International Meeting (KIM) III, Working Group, Kayseri, Turkey, 2017

25th European Signal Processing Conference (EUSIPCO), Working Group, Korinthos, Greece, 2017

ISMAIL 2017 Yaz Okulu, Working Group, İstanbul, Turkey, 2017

Citations

Total Citations (WOS):53

h-index (WOS):4

Invited Talks

QTalks, Seminar, QTurkey, Turkey, March 2020

Developing a Scenario-Based Video Game Generation Framework, Seminar, Orta Doğu Teknik Üniversitesi, Turkey, November 2019

A Brief Introduction to the Design Process — Perspectives and Applications in Video Game Design, Seminar, Orta Doğu Teknik Üniversitesi, Turkey, October 2019

Serious Gaming and Its Applications in Rehabilitation, Cultural Heritage and Training, Seminar, Hacettepe Üniversitesi, Turkey, April 2019

Game Development Basics, Seminar, İhsan Doğramacı Bilkent Üniversitesi, Turkey, March 2019

Ciddi Oyun Araştırmaları: Uygulamalar, Fırsatlar ve Zorluklar, Seminar, Orta Doğu Teknik Üniversitesi, Turkey, February 2019

R/N Module of 2nd Level Courses of CBRNe, Seminar, Università degli studi di Roma Tor Vergata, Italy, June 2018

Dijital Oyunların Arkeolojide Kullanımı ve Kültürel Etkileşimli Oyun Platformu, Seminar, Orta Doğu Teknik Üniversitesi, Turkey, May 2018

Scholarships

TÜBİTAK 2232 Postdoctoral Reintegration Fellowship Program (2015-2017), TUBITAK, 2015 - 2017

Full PhD Scholarship, University, 2008 - 2011

Awards

Sürer E., TÜBİTAK H2020 Above-Threshold Award / TÜBİTAK Ufuk 2020 Eşik Üstü Ödülü, Tübitak, June 2020

Kılıç Ö. O. , Akyol M. A. , Işık O., Günel Kılıç B., Aydınöğlü A. U. , Sürer E., Düzgün H. Ş. , Kalaycıoğlu H. S. , Taşkaya Temizel T., Data for Refugees Challenge, Boğaziçi University, Turk Telekom, Tübitak, January 2019

Özer F., Sürer E., TÜBİTAK H2020 Above-Threshold Award / TÜBİTAK Ufuk 2020 Eşik Üstü Ödülü, Tübitak, August 2018

SÜRER E., 2016 – 2017 Öğretim Yılı ODTÜ Yılın Tezi Ödülü, ORTA DOĞU TEKNİK ÜNİVERSİTESİ, June 2018