

Prof. VEYSİ İŞLER

Personal Information

Email: veysi@metu.edu.tr

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

Advising Theses

İŞLER V., A Virtual reality-based training environment designed for hands-on experience of software development, Doctorate, U.Güleç(Student), 2018

İŞLER V., Phaneros: visibility-based framework for massive peer to-peer virtual environments, Doctorate, Ş.Burak(Student), 2017

İŞLER V., Data-driven and anisotropic tearing for cloth simulation, Postgraduate, M.Mert(Student), 2015

İŞLER V., Improvement and analysis of TressFX real-time hair simulation framework, Postgraduate, D.Uğurca(Student), 2015

İŞLER V., Modeling student behaviours in a virtual classroom with in corporation of social learning theory into belief-desire-intention model, Postgraduate, C.Köknar(Student), 2015

İŞLER V., An Ontology – based approach to design a serious game for teacher education, Postgraduate, S.Deaghan(Student), 2015

İŞLER V., Deferred shading of transparent surfaces with shadows and refraction, Postgraduate, A.Deniz(Student), 2015

İŞLER V., Context based dynamic content generation, introducing a new approach and a framework, Postgraduate, B.Özdemir(Student), 2015

İŞLER V., Optimizations based on temporal coherence for render farms, Postgraduate, A.Umut(Student), 2014

İŞLER V., Modeling student behaviors in a virtual classroom using belief desire intention model, Postgraduate, E.Canbazoglu(Student), 2014

İŞLER V., A Fuzzy logic based ensemble adaptive tile prefetching, Doctorate, M.Fatih(Student), 2014

İŞLER V., Efficient rendering of complex scenes on heterogeneous parallel architectures, Doctorate, G.Yıldırım(Student), 2014

İŞLER V., Cloth tearing simulation, Postgraduate, E.Önal(Student), 2013

İŞLER V., Introducing tangible objects into motion controlled gameplay using Microsoft Kinect, Postgraduate, E.C(Student), 2012

İŞLER V., Visibility grid method for efficient crowd rendering with shadows, Postgraduate, Ş.Serdar(Student), 2012

İŞLER V., Stereoscopic ray tracing on graphics processors, Postgraduate, A.Daş(Student), 2012

İŞLER V., Massive crowd simulation with parallel processing, Doctorate, E.Yılmaz(Student), 2010

İŞLER V., A prefetching method for interactive WEB GIS applications, Postgraduate, S.Yeşilmurat(Student), 2010

İŞLER V., A parallel algorithm for flight route planning on gpu using cuda, Postgraduate, S.Sancı(Student), 2010

İŞLER V., A fuzzy linguistic decision model approach for selecting the optimum promotion mix for digital products with genetic algorithms, Postgraduate, M.Murat(Student), 2010

İŞLER V., Interactive editing of complex terrains on parallel graphics architectures, Postgraduate, U.Gün(Student), 2009

İŞLER V., Entity motion management in complex simulation environments using image generators, Postgraduate, B.Çiflikli(Student), 2008

İŞLER V., A tool for network simulation of massively multiplayer online games, Postgraduate, S.Bozcan(Student), 2008

İŞLER V., Visibility based prefetching with simulated annealing, Postgraduate, Ş.Burak(Student), 2008

İŞLER V., Accelerated ray tracing using programmable graphics pipelines, Doctorate, Ş.Alphan(Student), 2008

İŞLER V., Efficient visibility estimation for distributed virtual urban environments, Doctorate, G.Koldaş(Student), 2008

İŞLER V., Smoke simulation on programmable graphics hardware, Postgraduate, G.Yıldırım(Student), 2005

İŞLER V., Multiresolution behavioral modeling in a virtual environment, Postgraduate, G.Koldaş(Student), 2000
 İŞLER V., Development of an internet-based asynchronous learning system, Postgraduate, H.Kolsuz(Student), 1999
 İŞLER V., Pottery making and clay sculpting in a virtual environment, Postgraduate, V.Kaptan(Student), 1999
 İŞLER V., Optimized rendering for real time three dimensional computer animation, Postgraduate, Ş.Alphan(Student), 1999
 İŞLER V., Collision detection in dynamic environments., Postgraduate, İ.Özkaya(Student), 1998
 İŞLER V., Multiresolution rendering of terrain height fields, Postgraduate, B.Yaman(Student), 1998

Published journal articles indexed by SCI, SSCI, and AHCI

- I. **A 3D virtual environment for training soccer referees**
 Gulec U., Yilmaz M., Isler V., O'Connor R. V., Clarke P. M.
 COMPUTER STANDARDS & INTERFACES, vol.64, pp.1-10, 2019 (SCI-Expanded)
- II. **Interactive three-dimensional virtual environment to reduce the public speaking anxiety levels of novice software engineers**
 Nazligul M. D., Yilmaz M., Gulec U., YILMAZ A., İŞLER V., O'Connor R. V., Gozcu M. A., Clarke P.
 IET SOFTWARE, vol.13, no.2, pp.152-158, 2019 (SCI-Expanded)
- III. **Phaneros: Visibility-based framework for massive peer-to-peer virtual environments**
 Cevikbas S. B., Isler V.
 COMPUTER ANIMATION AND VIRTUAL WORLDS, vol.30, no.1, 2019 (SCI-Expanded)
- IV. **A Literature Survey: Is it Necessary to Develop a New Software Development Methodology for Virtual Reality Projects?**
 Gulec U., Yilmaz M., Isler V.
 JOURNAL OF UNIVERSAL COMPUTER SCIENCE, vol.23, no.8, pp.725-754, 2017 (SCI-Expanded)
- V. **Ensemble adaptive tile prefetching using fuzzy logic**
 Uluat M. F., Isler V.
 INTERNATIONAL JOURNAL OF GEOGRAPHICAL INFORMATION SCIENCE, vol.30, no.6, pp.1117-1136, 2016 (SCI-Expanded)
- VI. **Acceptance of virtual worlds as learning space**
 TOKEL S. T., Isler V.
 INNOVATIONS IN EDUCATION AND TEACHING INTERNATIONAL, vol.52, no.3, pp.254-264, 2015 (SSCI)
- VII. **A novel classification method for driving simulators based on existing flight simulator classification standards**
 Eryilmaz U., TOKMAK H. S., ÇAĞILTAY K., Isler V., Eryilmaz N. O.
 TRANSPORTATION RESEARCH PART C-EMERGING TECHNOLOGIES, vol.42, pp.132-146, 2014 (SCI-Expanded)
- VIII. **How Does Software Visualization Contribute to Software Comprehension? A Grounded Theory Approach**
 Duru H. A., ÇAKIR M. P., Isler V.
 INTERNATIONAL JOURNAL OF HUMAN-COMPUTER INTERACTION, vol.29, no.11, pp.743-763, 2013 (SCI-Expanded)
- IX. **Introducing tangible objects into motion controlled gameplay using Microsoft (R) Kinect TM**
 Bozgeyikli G., Bozgeyikli E., Isler V.
 COMPUTER ANIMATION AND VIRTUAL WORLDS, vol.24, pp.429-441, 2013 (SCI-Expanded)
- X. **Network modeling and simulation of massively multiplayer online games**
 Bozcan S., Isler V.
 SIMULATION-TRANSACTIONS OF THE SOCIETY FOR MODELING AND SIMULATION INTERNATIONAL, vol.88, no.8, pp.908-920, 2012 (SCI-Expanded)
- XI. **Retrospective adaptive prefetching for interactive Web GIS applications**
 Yesilmurat S., Isler V.
 GEOINFORMATICA, vol.16, no.3, pp.435-466, 2012 (SCI-Expanded)

- XII. **Dynamic view-dependent visualization of unstructured tetrahedral volumetric meshes**
Okuyan E., GÜDÜKBAY U., Isler V.
JOURNAL OF VISUALIZATION, vol.15, no.2, pp.167-178, 2012 (SCI-Expanded)
- XIII. **A Parallel Algorithm for UAV Flight Route Planning on GPU**
Sanci S., Isler V.
INTERNATIONAL JOURNAL OF PARALLEL PROGRAMMING, vol.39, no.6, pp.809-837, 2011 (SCI-Expanded)
- XIV. **Realistic modeling of spectator behavior for soccer videogames with CUDA**
Yilmaz E., Molla E., Yildiz C., Isler V.
COMPUTERS & GRAPHICS-UK, vol.35, no.6, pp.1063-1069, 2011 (SCI-Expanded)
- XV. **Increasing the Sense of Presence in a Simulation Environment Using Image Generators Based on Visual Attention**
Ciflikli B., İŞLER V., GÜDÜKBAY U.
PRESENCE-TELEOPERATORS AND VIRTUAL ENVIRONMENTS, vol.19, no.6, pp.557-568, 2010 (SCI-Expanded)
- XVI. **The Virtual Marathon: Parallel Computing Supports Crowd Simulations**
Yilmaz E., Isler V., Cetin Y. Y.
IEEE COMPUTER GRAPHICS AND APPLICATIONS, vol.29, no.4, pp.26-33, 2009 (SCI-Expanded)
- XVII. **Accelerated regular grid traversals using extended anisotropic chessboard distance fields on a parallel stream processor**
Es A., Isler V.
JOURNAL OF PARALLEL AND DISTRIBUTED COMPUTING, vol.67, no.11, pp.1201-1217, 2007 (SCI-Expanded)
- XVIII. **Acceleration of direct volume rendering with programmable graphics hardware**
Yalim Keles H., Es A., Isler V.
VISUAL COMPUTER, vol.23, no.1, pp.15-24, 2007 (SCI-Expanded)

Refereed Congress / Symposium Publications in Proceedings

- I. **Usability comparison of large touchscreen systems versus desktop size and mobile size screen systems**
Sercan P., İŞLER V., GÜNEL B.
International conference on computer graphics, animation and gaming technologies, İstanbul, Turkey, 19 - 20 November 2015
- II. **A Practical Framework for Gameplay Quality Testing**
KORKUT B., GÜRBÜZ T., İŞLER V.
ALTA'14 International conference Advanced Learning Technologies, Kaunas, Lithuania, 16 April 2014, pp.12-23
- III. **Evaluation of UAS Camera Operator Interfaces in a Simulated Task Environment An Optical Brain Imaging Approach**
ÇAKIR M. P., Şenyiğit M., Akay D., Ayaz H., İŞLER V.
International Conference on Brain Inspired Cognitive Systems (BICS 2012), 11 - 14 July 2012
- IV. **Jacobi Yöntemi için GPU Üzerinde CUDA ile Hızlı Bir Algoritma**
Tonkal O. Ç., Pehlivan S., SEZER UZOL N., İŞLER V.
BAŞARIM 2012, 3. Ulusal Yüksek Başarımlı Hesaplama Konferansı, Ankara, Turkey, 12 - 13 April 2012
- V. **Investigation and Optimization of Winglets for HAWT Rotor Blades**
Tonkal O. Ç., Pehlivan S., SEZER UZOL N., İŞLER V.
ETC 2011, 9th European Conference on TURBOMACHINERY Fluid Dynamics and Thermodynamics, İstanbul, Turkey, 21 - 25 March 2011
- VI. **Second Life ODTÜ Kampüsü**
TOKEL S. T., İŞLER V.
Akademik Bilişim 2011, Turkey, 2 - 04 February 2011
- VII. **Developing a Validation Methodology for Educational Driving Simulators and a Case Study**
Sancar H., ÇAĞILTAY K., Isler V., Tamer G., Ozmen N., Eryilmaz U.

13th International Conference on Human-Computer Interaction, California, United States Of America, 19 - 24 July 2009, vol.5613, pp.760-762

VIII. **Hesaplamalı Akışkanlar Dinamiği ile Üç Boyutlu Karmaşık Akış Problemlerinin Yüksek Başarımlı Hesaplamaları**

Tonkal O. Ç., Pehlivan S., SEZER UZOL N., İŞLER V.

BAŞARIM'09, 1. Ulusal Yüksek Başarım ve Grid Konferansı, Ankara, Turkey, 15 - 18 April 2009

IX. **Prefetching Optimization for Distributed Urban Environments**

Cevikbas S. B., Koldas G., Isler V.

International Conference on Cyberworlds, Hangzhou, China, 22 - 24 September 2008, pp.291-297

X. **Six degrees of freedom incremental occlusion horizon culling method for urban environments**

Koldas G., Isler V., Lau R. W. H.

3rd International Symposium on Visual Computing, Nevada, United States Of America, 26 - 28 November 2007, vol.4841, pp.792-794

XI. **GPU based real time stereoscopic ray tracing**

Es A., Isler V.

22nd International Symposium on Computer and Information Sciences, Ankara, Turkey, 7 - 09 November 2007, pp.233-234

XII. **An artificial immune system approach for B-spline surface approximation problem**

ÜLKER E., Isler V.

7th International Conference on Computational Science (ICCS 2007), Beijing, China, 27 - 30 May 2007, vol.4488, pp.49-50

Metrics

Publication: 31

Citation (WoS): 172

Citation (Scopus): 160

H-Index (WoS): 7

H-Index (Scopus): 7