

# Ahmet Börütecene

Turkish, 01/12/1983

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## EDUCATION

PhD in Design, Technology and Society ( <i>Interaction Design</i> ) (4/4.0) Koç University – Arçelik Research Center for Creative Industries (KUAR)	2013–2017
MA in Cinema, Television and Multimedia Production (106/110) Bologna University	2007–2011
BS in Communication Design (2,84/4.0) Yıldız Technical University	2001–2006

## DOCTORAL DISSERTATION

Turkish Coffee Fortune-telling Ritual as A Source of Inspiration for Designing Object-mediated Advice Interactions

Advisors: Prof. Oğuzhan Özcan, Asst. Prof. Tilbe Göksun; Committee: Asst. Prof. Aykut Coşkun, Prof. Kerem Rızvanoğlu, Assoc. Prof. Ayça Ünlüer.

I conducted a design research on how handheld devices could support interlocutors during face-to-face and collocated social interaction with a focus on one-to-one advising encounters. In this regard, I investigated Turkish coffee fortune-telling practice, a traditional practice of advice-giving, as a source of inspiration. I examined the role of coffee cup and saucer in fortune-telling sessions as tangible interfaces. By observing and analysing the nonverbal and verbal behavior as well as the visual aspects of this particular interaction, I obtained design directions for augmented everyday objects that could enhance our communication in advising situations, and more broadly during social interaction.

## PUBLICATIONS

- **Ahmet Börütecene**, İdil Bostan, Ekin Akyürek, Alpay Sabuncuoğlu, İlker Temuzkuşu, Çağlar Genç, Tilbe Göksun, Oğuzhan Özcan. (2018). Through the Glimpse Mug: A Familiar Artefact to Support Opportunistic Search in Meetings. In Proceedings of the 12th International Conference on Tangible, Embedded and Embodied Interaction (TEI '18). (in press)
- **Ahmet Börütecene**, İdil Bostan, Gülben Şanlı, Çağlar Genç, Tilbe Göksun, Oğuzhan Özcan. (2017). Coffee Cup Reading as An Inspiration for Looking into Augmented Mugs in Social Interaction. Proceedings of the 19th International Conference on Human-Computer Interaction (HCI '17).
- **Ahmet Börütecene**, İdil Bostan, Tilbe Göksun, Oğuzhan Özcan. (2016). Informing Design Decisions for Advice Mediating Handheld Devices by Studying Coffee Cup Reading. Proceedings of the 9th Nordic Conference on Human-Computer Interaction: Game-changing Design (NordiCHI '16).
- İdil Bostan, **Ahmet Börütecene**, Oğuzhan Özcan, Tilbe Göksun. (2016). Temporal Expression in Speech and Gesture. Proceedings of the 38th Annual Conference of the Cognitive Science Society (CogSci '16).
- Eric P.S. Baumer, June Ahn, Mei Bie, Elizabeth M. Bonsignore, **Ahmet Börütecene**, Oğuz Turan Buruk, Tamara Clegg, Allison Druin, Florian Echtler, Dan Gruen, Mona Leigh Guha, Chelsea Hordatt, Antonio Krüger, Shachar Maidenbaum, Meethu Malu, Brenna McNally, Michael Muller, Leyla Norooz, Juliet Norton, Oğuzhan Özcan, Donald J. Patterson, Andreas Riener, Steven I. Ross, Karen Rust, Johannes Schöning, M. Six Silberman, Bill Tomlinson, and Jason Yip. (2014). CHI 2014: speculative research visions. In CHI '14 Extended Abstracts on Human Factors in Computing Systems (CHI EA '14). (for this paper 15 visions have been selected among 33)

## TEACHING EXPERIENCE

Özyeğin University, Department of Communication Design

- *Instructor, Designing Tangible Interfaces* (Spring 2018)

Koç University, Koç University – Arçelik Research Center for Creative Industries (KUAR)

- *Instructor, Visual Design* (Spring 2018)
- *Instructor, Visual Design* (Fall, 2017)
- *Moderator, 3-Day Design Thinking Workshops for Arçelik employees* (2017 January - 2017 June)
- *Lecturer, Metaphors in New Media* for the **Drawing for New Media** course (Spring, 2017)
- *Instructor, Visual Design* (Spring, 2017)
- *Instructor, Visual Design* (Spring, 2016)
- *Teaching Assistant, Creative Thinking in Design* (Spring, 2016)
- *Teaching Assistant, Interaction Design Principles* (Fall, 2015)
- *Teaching Assistant, Interaction Design Principles* (Fall, 2014)
- *Teaching Assistant, Creative Thinking in Design* (Fall, 2013)

Yıldız Technical University, Department of Interactive Media Design

- *Lecturer, Video and Interactive Media* for the **Basic Design** course (Spring, 2013)

## PROFESSIONAL EXPERIENCE

- *Adjunct Instructor, Designing Tangible Interfaces* Feb 2018 - Present  
Özyeğin University, Department of Communication Design  
In this project-based course, students explore how to design physical manifestations of digital information. Adopting a design thinking process, they conceive and prototype novel tangible interface concepts.
- *Adjunct Instructor, Visual Design* Sep 2017 - Present  
Koç University, Media and Visual Arts Department  
This undergraduate course covers the fundamentals of visual design, introduces the industry-standard tools to manufacture and manipulate images, and enables students to experience the process of designing creative visuals by making projects.
- *Doctoral Student and Research Assistant* Sep 2013 - Sep 2017  
Koç University - Arçelik Research Center for Creative Industries  
In my PhD, I conducted a design research on how handheld devices could support the interlocutors during face-to-face and collocated social interaction with a focus on one-to-one advising encounters. Besides my research activities, I worked as a teaching assistant for the Creative Thinking in Design and Interaction Design Principles courses for 3 years. Moreover, I taught the Visual Design course for two semesters after becoming a PhD candidate. I also organised and conducted several design workshops within my project and also moderated several others for training purposes.
- *Senior Interaction Designer* Mar 2013 - Sep 2013  
AUZEF - Istanbul University Open and Distance Education Faculty  
I was responsible for planning interactive systems and user interfaces for e-learning projects. I was working on information architecture and making wireframes and low fidelity prototypes. I was also conducting user research and usability tests.
- *Research Assistant* Jun 2012 - Jan 2013  
Galatasaray University  
I took part in Prof. Kerem Rızvanoğlu's research team as an interaction designer and researcher for a social robotics project proposal related to the design of an autonomous robot caregiver for patients. I conducted literature review on visual interface design, human-robot interaction, user experience, and participated in developing the conceptual framework of the robotics system.

- Translator and Archivist* Mar 2012 – Apr 2012  
 Istanbul Foundation for Culture and Arts  
 I took part in the development of an inventory for the Leyla Gencer House, a space dedicated to the famous Turkish soprano, by translating (Italian-Turkish, English-Turkish, French-Turkish) and classifying the documents from her personal archive.
- Graphic Design Intern* Apr 2011 – May 2011  
 Remembrance Srl  
 I designed two logos for the laboratory representing its different sections.
- Interpreter (Italian-Turkish-Italian)* Jun 2010 – Nov 2010  
 Best Union Company Spa  
 I accompanied Turkish businessmen at two fairs in Italy. During these fairs I did consecutive interpretation from Italian to Turkish and vice versa.
- Graphic Design Intern at the 65th Venice Film Festival* Aug 2008 – Sep 2008  
 The Culture Business [TCB srl]  
 I designed the communication materials as invitations, posters, stage props for the events organised at 65th Venice Film Festival in Lido island. I also took part in logistics organisation and public relation activities.
- Graphic Design Intern at the 4th Edition of Biografilm Festival* Apr 2008 – Jun 2008  
 The Culture Business [TCB srl]  
 I designed the communication materials like invitations and posters for the events organised during and before the festival. I prepared a composition made of photos, that was used as stage decoration at MAMbo (Bologna Modern Art Museum) for the closing event of the festival. I was also responsible for the coordination of the screenings by managing lines and ticketing.
- Summer Intern* Jun 2006 – Jul 2006  
 Şafak Film Productions  
 In this company, I had the opportunity to see the workflow of the editor. I was responsible for controlling the audiovisual quality of the final version of the edited videos. In addition, I was preparing the inventory of the scenes and time codes prior to the editing process.

## LANGUAGES

**English:** Fluent (*IELTS 7,5/9*)

**French:** Intermediate

**Turkish:** Native

**Italian:** Fluent

**Persian:** Intermediate

**Swedish:** Beginner

## RESEARCH GRANT EXPERIENCE

- Horizon 2020 Widespread (2016)  
**Project Title:** Centre of Excellence on Integral Design of Product / Service Systems  
**Role:** Supervised the visual presentation (e.g., figures, diagrams etc) of the document  
**Grantor:** European Commission  
**Coordinator:** Koç University Arçelik Research Center for Creative Industries  
**Participant(s):** Koç University Arçelik Research Center for Creative Industries; Delft University of Technology, Faculty of Industrial Design Engineering  
**Duration:** 12 months  
**Proposed Budget:** €154.000  
**Result:** Not accepted
- TÜBİTAK 1001 (2015)  
**Project Title:** Analyzing the bodily, verbal and visual interactions in the Turkish coffee fortune-telling ritual experience from a cognitive psychology and human-computer interaction perspective

**Role:** Wrote the entire document under the supervision of my advisor  
**Grantor:** The Scientific and Technological Research Council of Turkey  
**Coordinator:** Koç University Arçelik Research Center for Creative Industries  
**Duration:** 18 Months  
**Proposed Budget:** \$36.767  
**Result:** Not accepted

- TUBİTAK 1001 (2012)  
**Project Title:** User-centered Design and Development of a Caregiving Autonomous Robotic System Interface through Human-Robot Interaction Studies  
**Role:** Wrote the literature review section under the supervision of Prof. Dr. Kerem Rızvanoğlu  
**Grantor:** The Scientific and Technological Research Council of Turkey  
**Coordinator:** Galatasaray University  
**Duration:** 24 Months  
**Proposed Budget:** \$102.250  
**Result:** Not accepted

## STUDENTS SUPERVISED

- UNDERGRADUATES
  - Ecem Ertürk, philosophy-media and visual arts** 2018 - present  
Working on her senior project based on making creative visuals for screen-based/print media. Assistant to the Visual Design course
  - Mücteba Faruk Özdem, law** 2017 - present  
Modelled interactive mug prototypes and currently fabricating them with 3D printers using different materials
  - Ekin Akyürek, electrical-electronics engineering** 2016 - present  
Developed a search algorithm and implemented flexible touch sensors for an interactive mug prototype. Currently working on speech recognition capability
  - Merve Aksoy, sociology** 2017  
Explored multi-sensory data representation literature
  - Alpay Sabuncuoğlu, chemical-biological engineering** 2016 - 2017  
Implemented the GUI for the display of an interactive mug prototype
  - Şeyma Taşel, psychology** 2015 - 2016  
Coded participants' nonverbal interaction (e.g., gestures, postures etc) in the video recordings of fortune-telling sessions for the coffee cup reading project
  - Jiyan Erincik, media and visual arts** 2015 - 2016  
Coded participants' nonverbal interaction (e.g., gestures, posture etc) in the video recordings of fortune-telling sessions for the coffee cup reading project
  - Sinan Karaçam, media and visual arts** 2014 - 2015  
Made a short video that presents highlights from the coffee cup reading research
- INTERNS
  - Yasmine Benlefki, electrical-electronics engineering** 2017  
Worked on improving the speech recognition of an interactive mug prototype and on the implementation of screen animations for its GUI

**Gizem Filiz, psychology**

2017

Explored the relationship between verbal-nonverbal interaction and narrative elements in the fortune-telling sessions

**Ece Kantemir, highschool**

2015

Coded participants' nonverbal interaction (e.g., gestures, posture etc) in the video recordings of fortune-telling sessions for the coffee cup reading project

## TECHNICAL SKILLS

*(Moving) Image Manipulation*

**Adobe Photoshop**

**Adobe Illustrator**

**Adobe Premiere**

**Adobe After Effects**

*Coding*

**Python**

**Processing**

**HTML/CSS**

**Drupal**

*Prototyping*

**Raspberry Pi**

**Arduino**

**3D fabrication**

## HONORS&AWARDS

*Glossy Interface*

The auditory interface I designed for visually disabling environments during my undergraduate studies was selected for the book curated by Steven Heller and Lita Talarico that presents extraordinary class projects from the design schools around the world: <http://amzn.to/WkFuG3>

Design School Confidential: Extraordinary Class Projects From International Design Schools, curated by Steven Heller and Lita Talarico, 2009, Quarry Books.

## PERSONAL PROJECTS

*Are we human? The Fox and the Stork (2016)*

I composed a video for the open call of the 3rd Istanbul Design Biennial curated by Beatriz Colomina and Mark Wigley in 2016. The theme of the biennial was "Are we human?" and my inspiration was the fable "The Fox and the Stork". The video has been selected to be shown at the biennial venue as well as on the website: <http://arewehuman.iksv.org/open-call/>. (Link to the video: <http://bit.ly/2jn1rLk>)

## REFERENCES

*Prof. Dr. Oğuzhan Özcan, Koç University*

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*Asst. Prof. Dr. Tilbe Göksun, Koç University*

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*Prof. Dr. Kerem Rızvanoğlu, Galatasaray University*

Informatics Division Chair

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*Asst. Prof. Francesca Tomasi, Bologna University*

Department of Classical Philology and Italian Studies

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