

Ahmet Börütecene

Turkish, 01/12/1983

ahmet.borutecene@liu.se, +46 70 037 7616

Östra Promenaden 36, 602 45, Norrköping - Sweden

ahmet.borutecene.com

[LinkedIn](#), [Google Scholar](#), [Behance](#), [Instagram](#), [Twitter](#)

EDUCATION

PhD in Design, Technology and Society (*Interaction Design*) (4/4) 2013–2017
Koç University – Arçelik Research Center for Creative Industries (KUAR)

MA in Cinema, Television and Multimedia Production (106/110) 2007–2011
Bologna University

BS in Communication Design (2.84/4) 2001–2006
Yildiz Technical University

DOCTORAL DISSERTATION

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

Advisors: Prof. Oğuzhan Özcan, Assoc. Prof. Tilbe Göksun

Committee: Asst. Prof. Aykut Coşkun, Prof. Kerem Rızvanoğlu, Assoc. Prof. Ayça Ünlüer.

I conducted 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 analysing the verbal and nonverbal behavior as well as the visual aspects in 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

- Katherine Harrison, **Ahmet Börütecene**, Jonas Löwgren, Desirée Enlund, Rasmus Ringdahl, and Vangelis Angelakis. 2020. [Sustainability means inclusivity: Engaging citizens in early stage smart city development](#). IEEE International Symposium on Technology and Society (ISTAS20).
- Ferran Altarriba Bertran, **Ahmet Börütecene**, Oguz 'Oz' Buruk, Mattia Thibault, and Katherine Isbister. 2020. [MESMER: Towards a Playful Tangible Tool for Non-Verbal Multi-Stakeholder Conversations](#). In Extended Abstracts of the 2020 Annual Symposium on Computer-Human Interaction in Play (CHI PLAY '20). Association for Computing Machinery, New York, NY, USA, 168–172.
- **Ahmet Börütecene** and Jonas Löwgren. 2020. [Designing Human-Automation Collaboration for Predictive Maintenance](#). In Proceedings of the 2020 ACM Conference Companion Publication on Designing Interactive Systems (DIS '20 Companion). ACM, New York, NY, USA, 4 pages. (*being published*)
- **Ahmet Börütecene** and Oğuz 'Oz' Buruk. 2019. [Otherworld: Ouija Board as a Resource for Design](#). In Proceedings of the Halfway to the Future Symposium 2019 (HTTF 2019). ACM, New York, NY, USA, Article 4, 1-4.
- **Ahmet Börütecene**, Idil Bostan, Ekin Akyürek, Alpay Sabuncuoglu, Ilker Temuzkusu, Çağlar Genç, Tilbe Göksun, and Oğuzhan Özcan. 2018. [Through the Glimpse Mug: A Familiar Artefact to Support Opportunistic Search in Meetings](#). In Proceedings of the Twelfth International Conference on Tangible, Embedded, and Embodied Interaction (TEI '18). ACM, New York, NY, USA, 674–683.
- **Ahmet Börütecene**, Idil Bostan, Gülben Sanli, Çağlar Genç, Tilbe Göksun, and Oğuzhan Özcan. 2017. [Coffee Cup Reading as an Inspiration for Looking into Augmented Mugs in Social Interaction](#). In Marcus A., Wang W. (eds.), Design, User Experience, and Usability: Understanding Users and Contexts (DUXU

2017). Lecture Notes in Computer Science, vol 10290. Springer, Cham.

- **Ahmet Börütecene**, İdil Bostan, Tilbe Göksun, and Oğuzhan Özcan. 2016. [Informing Design Decisions for Advice Mediating Handheld Devices by Studying Coffee Cup Reading](#). In Proceedings of the 9th Nordic Conference on Human-Computer Interaction (NordCHI '16). ACM, New York, NY, USA, Article 7, 1-10.
- İdil Bostan, **Ahmet Börütecene**, Oğuzhan Özcan, Tilbe Göksun. (2016). [Temporal Expression in Speech and Gesture](#). In Papafragou, A., Grodner, D., Mirman, D., & Trueswell, J.C. (eds.), Proceedings of the 38th Annual Conference of the Cognitive Science Society (CogSci '16). Austin, TX: Cognitive Science Society.
- 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 2013: speculative research visions](#). In CHI '14 Extended Abstracts on Human Factors in Computing Systems (CHI EA '14). ACM, New York, NY, USA, 761-770.

TEACHING EXPERIENCE

College of the Atlantic, Human Ecology Program

- *Guest lecturer, Tutorial: Readings in Political Ecologies* (4th year bachelors, Spring 2020)

Linköping University, Division of Media and Information Technology

- *Instructor, Augmented Information Spaces* (1st year masters, Spring 2021)
- *Instructor, Immersive Information Spaces* (2nd year masters, Fall 2020)
- *Co-instructor, Studio 3* (2nd year masters, Fall 2020)
- *Guest lecturer, Augmented Information Spaces* (1st year masters, Spring 2020)
- *Guest lecturer, Tangible Interaction in Interactive Information Design* (3rd year bachelors, Fall 2019)
- *Guest lecturer, Bodystorming and Roleplaying in Interactive Products* (1st year masters, Fall 2019)
- *Instructor, Advanced Visualisation Design* (1st year masters, Fall 2019)
- *Co-instructor, Augmented Information Spaces* (1st year masters, Spring 2019)

Özyeğin University, Department of Communication Design

- *Instructor, Designing Tangible Interfaces* (3rd year bachelors, Spring 2018)

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

- *Instructor, Visual Design* (2nd year bachelors, Spring 2018)
- *Instructor, Visual Design* (2nd year bachelors, Fall 2017)
- *Moderator, 3-Day Design Thinking Workshops* for Arçelik employees (2017 January - 2017 June)
- *Guest lecturer, Metaphors in Drawing for New Media* (3rd year bachelors, Spring 2017)
- *Instructor, Visual Design* (2nd year bachelors, Spring 2017)
- *Instructor, Visual Design* (2nd year bachelors, Spring 2016)
- *Teaching Assistant, Creative Thinking in Design* (2nd year bachelors, Spring 2016)
- *Teaching Assistant, Interaction Design Principles* (2nd year bachelors, masters/PhD, Fall 2015)
- *Teaching Assistant, Interaction Design Principles* (2nd year bachelors, masters/PhD, Fall 2014)
- *Teaching Assistant, Creative Thinking in Design* (2nd year bachelors, Fall 2013)

Yıldız Technical University, Department of Interactive Media Design

- *Guest lecturer, Video and Interactive Media in Basic Design* (1st year bachelors, Spring 2013)

PROFESSIONAL EXPERIENCE

- *Assistant Professor, Division of Media and Information Technology* Oct 2020-Present
Linköping University, Department of Science and Technology
I work within the Platform for Augmented Intelligence (PAI) project in which I conduct design

research on tangible human-agent collaboration. I am also part of the SuMIn project where I work on citizen-driven smart cities, conducting and supervising participatory design processes. In addition to research activities, I teach three master's courses, namely Augmented Information Spaces, Immersive Information Spaces, and Studio 3. I also supervise bachelor's and master's theses.

- *Project Manager, Visual Sweden* *Dec 2019-Present*
Linköping University, Division of Media and Information Technology
Besides my postdoctoral research, I am also responsible for the Platform for Augmented Intelligence (PAI) within Visual Sweden, a Vinnova-financed investment for research and development in visualisation. I coordinate the planning and development of three different research projects and manage networking events for creating collaboration opportunities with extramural partners.
- *Postdoctoral Researcher, Division of Media and Information Technology* *Aug 2018-Oct 2020*
Linköping University, Department of Science and Technology
I work within the Platform for Augmented Intelligence (PAI) project in which I conduct design research in collaboration with diverse industrial partners on artificial intelligence and augmented reality with a focus on human-automation collaboration, peripheral interaction-visualisation, and haptics. In addition to research activities, I do teaching in two master's courses, namely Augmented Information Spaces and Advanced Visualisation Design. I also supervise bachelor's and master's theses.
- *Adjunct Instructor, Designing Tangible Interface* *Feb 2018-Jun 2018*
Özyeğin University, Department of Communication Design
In this project-based course I designed, students explored how to design physical manifestations of digital information. Adopting a design thinking process, they focused on creating and prototyping tangible interface concepts.
- *Adjunct Instructor, Designing Tangible Interfaces* *Sep 2017-Jun 2018*
Koç University, Media and Visual Arts Department
This undergraduate course covered the fundamentals of visual design, introduced the industry-standard tools to manufacture and manipulate images, and aimed to enable students to experience the process of designing creative visuals by making projects.
- *PhD Student (Full-time)* *Sep 2013-Sep 2017*
Koç University - Arçelik Research Center for Creative Industries
In my PhD, I conducted 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. 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 Rizvanoğlu'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*
Remembrane 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 film editor. I was responsible for controlling the audiovisual quality of the final version of edited videos. In addition, I was preparing the inventory of scenes and time codes prior to the editing process.

RESEARCH FUNDING EXPERIENCE

- 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 application during my doctoral studies under the supervision of my advisor Prof. Oguzhan Ozcan
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
- TÜBİTAK 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 the project leader Prof. Kerem Rızvanoğlu
Grantor: The Scientific and Technological Research Council of Turkey
Coordinator: Galatasaray University
Duration: 24 Months
Proposed Budget: \$102.250
Result: Not accepted

TRAININGS AND ACADEMIC SERVICES

- TRAININGS

Getting Ready for Horizon Europe Workshop

Feb 2020

Voluntary participation in the workshop given by Dr. Seán McCarthy. The event took place at Linköping University and offered an overview of the proposed structure of Horizon Europe, focusing on what is new in relation to Horizon 2020.

To Meet Students with Functional Variations (in Swedish)

Dec 2019

Voluntary participation in the workshop organised by Linköping University for teachers. It offered perspectives on how to respond to students that have challenges in reading and writing, focusing on possible strategies to follow.

- REVIEWING

ACM DIS 2020 Provocations and Works-in-Progress Track

Mar 2020

Program Committee Member

ACM CHI 2020 Conference

Oct 2019

Peer Reviewer (special recognition for outstanding review)

ACM CHI 2019 Conference alt.chi Track

Jan 2019

Peer Reviewer

ACADEMIC TALKS

- **Peripheral Hybrid Visualisation cases**

Jan 2020

MIT Seminars, Linköping University

- **Orphaned Images**

Dec 2019

In the boundary between culture and visualisation, Linköping University

- **Peripheral Hybrid Visualisation cases**

Oct 2019

Invited talk at Halmstad University, School of Information Technology

- **Peripheral Hybrid Visualisation cases**

Oct 2019

Invited talk at LiU Design Talks, Linköping University

- **Coffee Fortune-telling as a Resource for Designing Tangible Interfaces**

Dec 2018

MIT Seminars, Linköping University

LANGUAGES

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

French: Intermediate

Swedish: Intermediate

Italian: Fluent

Persian: Intermediate

Turkish: Native

TECHNICAL SKILLS

(Moving) Image Manipulation

Coding

Prototyping

Adobe Photoshop

Python

Raspberry Pi

Adobe Illustrator

Processing

Arduino

Adobe Premiere

HTML/CSS

3D fabrication

Adobe After Effects

Drupal

Unity

SUPERVISION OF STUDENTS

- POSTGRADUATES

Dong Wang, MSc in design - visual media track

2021

Master's thesis (in English) - in progress.

Working on improving user experience in VR tour applications

Sofia Erlandsson, MSc in media technology and engineering <i>Master's thesis (in English) - successfully completed.</i> Worked on the comparison of different visualization techniques in crime scene documentation	2021
Wing Tsun Mia Shu, MSc in design - visual media track <i>Master's thesis (in English) - successfully completed.</i> Worked on speculative artefacts to explore human-nature relationship	2020
Stefan Nikolov, MSc in design - visual media track <i>Master's thesis (in English) - successfully completed.</i> Worked on augmented reality concepts to increase worker safety	2020
• UNDERGRADUATES	
Emilia Larsson and Linn Granström, graphic design and communication <i>Bachelor's thesis (in Swedish) - successfully completed.</i> Working on an idea generation game aimed at professionals in the design industry	2020
Ebba Fälth and Hanna Edhag, graphic design and communication <i>Bachelor's thesis (in Swedish) - successfully completed.</i> Working on a personalized mobile app for tourists to explore Norrköping	2020
Alice Trang Nguyen, graphic design and communication <i>Bachelor's thesis (in Swedish) - successfully completed.</i> Worked on the redesign of an optician's website.	2019
Joel Hellberg, graphic design and communication <i>Bachelor's thesis (in Swedish) - successfully completed.</i> Worked on the design of an online dating game for mobile devices	2019
Ecem Ertürk, philosophy-media and visual arts <i>Bachelor's thesis (in English) - successfully completed.</i> Designed a visual booklet that combines a series of food with quotes from Shakespeare plays	2018
Mücteba Faruk Özdem, law Modelled interactive mug prototypes and conducted their fabrication with 3D printers using different materials	2017-2018
Ekin Akyürek, electrical-electronics engineering Developed a search algorithm and implemented flexible touch sensors for an interactive mug prototype.	2016-2018
Merve Aksoy, sociology Explored multi-sensory data representation literature	2017
Alpay Sabuncuoğlu, chemical-biological engineering Implemented the GUI for the display of an interactive mug prototype	2016-2017
Şeyma Taşel, psychology Coded participants' nonverbal interaction (e.g., gestures, postures etc) in the video recordings of fortune-telling sessions for the coffee cup reading project	2015-2016
Jiyan Erincik, media and visual arts Coded participants' nonverbal interaction (e.g., gestures, posture etc) in the video recordings of fortune-telling sessions for the coffee cup reading project	2015-2016
Sinan Karaçam, media and visual arts Made a short video that presents highlights from the coffee cup reading research	2014-2015

- **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

HONORS-AWARDS

- *Glossy Interface (2004)*
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.

ART PROJECTS

- *Permanent for a while (2019)*
I designed two augmented reality installations for the exhibition Orphaned Images at Norrköping City Museum. The exhibition was curated by Konstantin Economou and addressed old pictures and films found in flea markets that currently live on without any owners. The installations used AI-generated images from Phillip Wang's website This Person Does Not Exist and displayed these synthesised human portraits in old slide projectors. The work proposes the portraits as today's orphaned digital images and invites us to reflect on what pictures, faces, bodies, authenticity and physicality mean to us.
([Video and pictures](#))
- *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/>. ([Video](#))

REFERENCES

Prof. Jonas Löwgren, Linköping University
Division of Media and Information Technology, Department of Science and Technology
jonas.lowgren@liu.se
+46 11-36 36 54

Prof. Oğuzhan Özcan, Koç University
Design Lab, Koç University - Arçelik Research Center for Creative Industries
oozcan@ku.edu.tr
+90 212 338 3734

Assoc. Prof. Tilbe Göksun, Koç University
Language and Cognition Lab, Department of Psychology
tgöksun@ku.edu.tr
+90 212 338 1872