

Elif Şener

EDUCATION

North Carolina State University, USA – Ph.D. in Design (May 2023)

08 2018 – Present, Raleigh, USA

Committee: Dr. Matthew O. Peterson (chair), Dr. Karen Chen, Dr. Lam Pham, and Dr. Deborah Littlejohn. “*The Effect Of Spatially Distributed Typographic Layout And Egocentric Navigation Of Text On Recognition Memory And Location Recall Of Information (In Virtual Reality)*”

Sabancı University, Turkey – MFA in Visual Arts & Visual Communication Design

08 2015 – 06 2017, Istanbul, Turkey

Committee: Prof. Dr. Erdağ Aksel, Dr. Selim Balcısoy, Dr. Gökhan Mura, Onur Yazıcıgil. “*Deconstruction of Typing as a Performance to Extract Affect*”

İzmir University of Economics, Turkey – BFA in Visual Communication Design

08 2009 – 06 2014, Izmir, Turkey

ESAD Multimedia Design, Portugal – Erasmus Student

08 2012 – 06 2013, Porto, Portugal

AWARDS

Fulbright Scholarship to pursue a Ph.D. in Design – awarded in Turkey.

Sabancı University – full-ride scholarship.

İzmir University of Economics – full-ride scholarship.

EXPERIENCE

NC State University, USA – Department of Graphic and Experience Design – Instructor of Record

2020 – current

- **Design Context and Experience 201 and 202**, 6-credit sophomore studios.
- **Virtual Reality and Mental Health**, 6-credit senior studio.
- **Information and Publishing Design Systems**, 3-credit junior studio.

Sabancı University, Turkey – Teaching Assistant

2016 – 2018

- **Women in Art**, Maryse Posanaer
- **Interaction Design**, Selçuk Artut
- **Design with Typography**, Onur Yazıcıgil
- **History of Modern Art**, Maryse Posanaer — prepared materials for two discussion sections, wrote exam questions, graded exams, and papers, provided computer settings in the classroom, and organized office hours.

**Istanbul Typography Seminars ([ISType](#)) Variation, Turkey –
Conference Coordinator**

2017

Planned and coordinated all activities to successfully execute the conference, secured sponsorships, organized bookings and requested amenities for 16 international speakers, and ensured workshop rooms and event spaces were set up with audio-visual devices.

**[DECOL](#) (Digital Experience Collective), Turkey – Corporate
Communication Executive**

2016-

Mediated between the artists, designers, and industry professionals, generate strategies to partake in special VR projects, initiated training for learning new media software such as Nuke Studio, and 2V-P, and organized and coordinated “*CONTAGIOUS BODIES: Network Politics Seminar Series*”.

[Volcanotype](#) Workshop, Turkey – Workshop Assistant

2016

Taught font editing software Glyphs to produce typefaces digitally, and helped in the organization of the workshop space and logistics.

**amber'15: 'Laboro Ergo Sum I work therefore I am', Turkey –
Exhibition Assistant**

2016

Worked in organizing the physical exhibition area, kept inventory lists, assisted artists through exhibition setup, and provided audio-visual and technical requirements for artists.

IUE Graduation Exhibition, Turkey – Art Director

2014

Designed visual identity, website, and catalog for the exhibition., supervised printing processes, collected and organized content for the website, and worked in designing the exhibition space and provided technical amenities.

PUBLICATIONS

**Payod P., Behnam S., Kim B., Şener, E., USA – A Survey of
Immersive Analytics from User’s Perspective**

2021

- **Poster presentation**, VRST '21, December 08–10, 2021, Osaka, Japan
IEEE Conference on Visualization and Visual Analytics (VIS) 2021
- [VRST '21: Proceedings](#) of the 27th ACM Symposium on Virtual Reality Software and Technology

Researchers have explored using VR and 3D data visualizations for analyzing and presenting data for several decades. Surveys of the literature in the field usually adopt a technical or systemic lens. We propose a survey of the Immersive Analytics literature from the user’s perspective that relates the purpose of the visualization to its technical qualities. We present our preliminary review to describe how device technologies, kinds of representation, collaborative features, and research design have been utilized to accomplish the purpose of the visualization. This poster demonstrates our preliminary investigation, inviting feedback from the VRST community. Our hope is the final version of our review will benefit designers, developers, and practitioners who want to implement immersive visualizations from a Human-Centered Design perspective and help Immersive Analytics researchers get a better understanding of the gaps in current literature.

Kim B., Behnam S., Şener, E., Payod P., USA – *Dynamic Disciplinary: Task-level Disciplinary within Design Research Teams and Projects, 2021*

Collaborative work that transcends singular disciplines is important in solving complex problems and transmitting knowledge to a broader audience. Despite the importance of highly collaborative work, we lack robust guidelines that help teams execute such work. The purpose of this study was to fill this gap. In this paper, we recount our collaborative research journey from team building to a conference presentation to discover insights for practical guidance. Through the reflexive analysis of our journey, we found that the type of disciplinary (whether intra-, multi-, cross-, inter-, or trans-) for our process was better defined at the task level—it changed dynamically from one task to the next. We posit that design serves as a unifying field for team members from different disciplines. We expect the results of this study to be useful for establishing collaborative research teams and provide tips and guidance for conducting their very first research study together.

Sanders N., Şener E., and Chen K.B., USA – *Eliciting Ergonomic User-Defined Gestures for Virtual Reality: A Pilot Study, 2023*

People are increasingly using virtual reality (VR) for work. As a result of extended use, fatigue, and musculoskeletal disorders affecting the upper arms and shoulders are already becoming common among VR users. This pilot study presented a “virtual working area” (VWA) to reduce the risk of fatigue resulting from using gestures obtained in gesture elicitation studies and explored how the distance to the UI (near, far) interacted with different functions (select, scroll) during a mock reading task. Results showed that keeping the hands within the VWA had the potential to reduce RULA and Borg scores at clinically significant levels. Scores were worse when the UI was far away and for the select function, suggesting the design of virtual UIs can play a role in eliciting naturalistic yet ergonomic interactions. The results also provide effect sizes and variance estimates to plan future work.

SKILLS

Adobe Creative Cloud, Blender, Unity 3D, STATA, Glyphs – *Proficient*
C++ and Python – *Intermediate*

LANGUAGES

English, Turkish – *Fluent*
Spanish – *Intermediate*

SIGNIFICANT COURSEWORK

Human Factors & Interactions in VR – *ISE 794*
Learning & Motivation – *PSY 410*
Perception – *PSY 714*
Cognitive Processes – *PSY 518*
Experimental Statistics I and II – *STAT 510, 511*
Quantitative Methods in Education – *ED 710*
Research Paradigm and Methods I and II – *DN 701, 702*
Curriculum, Pedagogy, & Academia – *GD 592*