

# CURRICULUM VITAE

30.01.2026

ÇaglarGenç

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## DEGREES

25.09.2019, **Ph.D.**, Interaction Design, Koç University, İstanbul, Türkiye;  
Address: Rumelifeneri Yolu 34450 Sarıyer, İstanbul, Türkiye; E-mail: gsss@ku.edu.tr

24.08.2011, **B.Sc.**, Industrial Product Design, Istanbul Technical University, Istanbul, Türkiye.  
Address: Maslak, 34485 Sarıyer, İstanbul, Türkiye; E-mail: [mimdekanlik@itu.edu.tr](mailto:mimdekanlik@itu.edu.tr)

## CURRENT EMPLOYMENT

01.09.2022 – 31.12.2025, **Academy Research Fellow (Full-time)**, Research Centre of Gameful Realities, Tampere University, Tampere, Finland.

## PREVIOUS WORK EXPERIENCE

02.03.2020 – 30.08.2022, **Postdoctoral Researcher**, University of Lapland, Rovaniemi, Finland.

01.10.2019 – 29.02.2020, **Postdoctoral Researcher**, Koc University, Istanbul, Türkiye.

01.09.2014 – 25.09.2019, **Research & Teaching Assistant**, Koc University, Istanbul, Türkiye.

01.09.2011 – 01.09.2013, **Head of Design**, MAS Intercom, Istanbul, Türkiye.

## CAREER BREAKS

04.10.2013 – 02.04.2014, Military Service

## RESEARCH FUNDING AND GRANTS

01.09.2024 – 31.08.2028,  
**Playful Biomaterials (PLAY-BIO)**: Designing for More-than-Human Relations in Everyday Life  
Research Council of Finland, Research Fellowship, **592,627 €**  
**Role**: PI (Individual Application);

01.01.2024 – 31.12.2026,  
**VIRTUFASHION**: A Fashion Accessory Bridging Physical Body and the Virtual Avatars  
Business Finland, R2B, **630,944 €**  
**Role**: Participation in writing sections, reviewing & editing (PI: Shiva Jabari)

## RESEARCH OUTPUT

### Publications:

The total number of scientific publications is **43**, including **2 book chapter**, **6 journal articles**, **16 peer-reviewed conference proceedings** and **19 extended abstracts**.

### Book Chapters

**C1.** Häkkinen, J., Genç, Ç., & Colley, A. (2024). **Prototyping Techniques for UX Research**. In Stephanidis, C. & Salvendy, G. (Eds.), *User Experience Methods and Tools in Human-Computer Interaction* (pp. 330-349). CRC Press.

- C2. Harjuniemi, E., & Genç, Ç. (2020). **Arctic and Traditional Textile Techniques as Inspiration for Electronic Textiles**. In T. Jokela & G. Coutts (Eds.), *Tradition and Innovation in Art and Design Education* (pp. 178-194). Relate North.

Journal Articles (Peer-reviewed)

- J1. Tan, B. G., Sakman, Ö. K., Buruk, O. O., Genç, Ç., Havlucu, H., Beşevli, C., ... & Özcan, O. (2025). **Developing a scale for design thinking mindset and abilities: Measuring the course impact among multidisciplinary undergraduate students**. *International Journal of Technology and Design Education*, 1-31.
- J2. Ahmed, E., Cosio, L. D., Genç, Ç., Hamari, J., & Buruk, O. O. (2025). **Co-Designing Companion Robots for the Wild: Ideating Towards a Design Space**. *International Journal of Human-Computer Interaction*, 1-26.
- J3. Jabari, S., Shaikh, A., Genç, Ç., Buruk, O., Virkki, J., & Hamari, J. (2024). **A Systematic Literature Review on Computational Fashion Wearables**. *International Journal of Human-Computer Interaction*, 40(22), 6913-6940.
- J4. Genç, Ç., Raudanjoki, Ö., Colley, A., & Häkkinen, J. (2022). **Augmenting Human Appearance through Technological Design Layers**. *Frontiers in Computer Science*, 4, 755451.
- J5. Genç, Ç., Buruk, O. T., Yılmaz, S. İ., Can, K., & Özcan, O. (2018). **Exploring computational materials for fashion: Recommendations for designing fashionable wearables**. *International Journal of Design*, 12(3), 1-19.
- J6. Genç, Ç., Buruk, O. T., Özcan, O., Yılmaz, S. İ., & Can, K. (2017). **Forming visual expressions with augmented fashion**. *Visual Communication*, 16(4), 427-440.

Conference Proceedings (Peer-reviewed)

- CP1. Jabari, S., Shaikh, A., Genç, Ç., Spors, V., Virkki, J., Buruk, O., & Hamari, J. (2026, In-press). **"Standing Out While Blending In:" Learning from Experts about Designing Fashionable Wearable Experiences**. In *Proceedings of the 2026 Conference on Human Factors in Computing Systems (CHI'26)*.
- CP2. Ahmed, E., Genç, Ç., Spors, V., Hamari, J., & Buruk, O. (2026, In-press). **Roaming with a Robot: Analyzing the Experiences and Understanding the Dimensions of Designing Human-Robot Walking Interactions**. In *Proceedings of the 2026 Conference on Human Factors in Computing Systems (CHI'26)*.
- CP3. Genç, Ç., Bertran, F. A., Buruk, O., Jung, S., Spors, V., & Hamari, J. (2025, October). **Exploring Roles and Purposes in More-than-Human Design through a Reflexive Design Studio Experiment**. In *Proceedings of the 28th International Academic Mindtrek Conference* (pp. 272-284).
- CP4. Jabari, S., Shaikh, A., Genç, Ç., Buruk, O., Virkki, J., & Hamari, J. (2025, October). **A Visual Review of Computational Fashion Wearables: Design Directions through Sketching**. In *Proceedings of the 28th International Academic Mindtrek Conference* (pp. 231-246).
- CP5. Genç, Ç., Spors, V., Buruk, O. T., Thibault, M., Masek, L. & Hamari, J. (2024). **Transhuman Communication: Human Augmentation Technologies through Co-Speculation Workshops**. In *Proceedings of the ACM on Human-Computer Interaction*, 8 (CSCW2), 1-26.
- CP6. Genç, Ç., Bertran, F. A., Gabrielaitis, L., Ahmed, E., & Spors, V. (2024, October). **Designing Our Way Through Abstractions: Calling for More Practice-based More-than-Human Design Research**. In *Proceedings of the Halfway to the Future Symposium* (pp. 1-10).

- CP7.** Genç, Ç., Spors, V., Buruk, O. T., Thibault, M., Masek, L. & Hamari, J. (2024, February). **Envisioning Transhuman Communication Research: Speculative Human Augmentation Technologies and Fictional Abstracts.** In *Proceedings of the Seventeenth International Conference on Tangible, Embedded, and Embodied Interaction* (pp. 1-13).
- CP8.** Bertran, F., Márquez Puig, J., Llop Cirera, M., Forest Illas, E., Planas Bertran, J., Forts Plana, E., Buruk, O., Genç, Ç., Thibault, M., & Hamari, J. (2023). **Designing and Using the Wild Probes Toolkit (v1) to Co-Design From-the-Wild.** In *Proceedings of the 2023 ACM Designing Interactive Systems Conference*. Carnegie Mellon University.
- CP9.** Genç, Ç., Launne, E., & Häkkinen, J. (2022, October). **Interactive Mycelium Composites: Material Exploration on Combining Mushroom with Off-the-shelf Electronic Components.** In *Nordic Human-Computer Interaction Conference (NordiCHI '22)* (pp. 1-12), October 8–12, 2022, Aarhus, Denmark. ACM, New York, NY, USA
- CP10.** Buruk, O. O., Genç, Ç., Yıldırım, İ. O., Onbaşlı, M. C., & Özcan, O. (2021, May). **Snowflakes: A Prototyping Tool for Computational Jewelry.** In *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems* (pp. 1-15).
- CP11.** Genç, Ç., Roinesalo, P., Raudanjoki, O., & Hakila, J. (2021, May). **Exploring a Textile-based Shadow Lamp Display Incorporating Shape Memory Alloys.** In *Proceedings of the 20th International Conference on Mobile and Ubiquitous Multimedia* (pp. 131-136)
- CP12.** Genç, Ç., Colley, A., Löchtefeld, M., & Häkkinen, J. (2020, September). **Face mask design to mitigate facial expression occlusion.** In *Proceedings of the 2020 International Symposium on Wearable Computers* (pp. 40-44).
- CP13.** Börütecene, A., Bostan, I., Akyürek, E., Sabuncuoğlu, A., Temuzkusu, I., Genç, Ç., ... & Özcan, O. (2018, March). **Through the Glance Mug: A Familiar Artefact to Support Opportunistic Search in Meetings.** In *Proceedings of the Twelfth International Conference on Tangible, Embedded, and Embodied Interaction* (pp. 674-683).
- CP14.** Ramoğlu, M., Genç, Ç., & Rızvanoğlu, K. (2017). **Programming a robotic toy with a block coding application: A usability study with non-programmer adults.** In *Design, User Experience, and Usability: Theory, Methodology, and Management: 6th International Conference, DUXU 2017, Held as Part of HCI International 2017, Vancouver, BC, Canada, July 9-14, 2017, Proceedings, Part I 6* (pp. 652-666). Springer International Publishing.
- CP15.** Börütecene, A., Bostan, İ., Şanlı, G., Genç, Ç., Göksun, T., & Özcan, O. (2017). **Coffee Cup Reading as an Inspiration for Looking into Augmented Mugs in Social Interaction.** In *Design, User Experience, and Usability: Understanding Users and Contexts: 6th International Conference, DUXU 2017, Held as Part of HCI International 2017, Vancouver, BC, Canada, July 9-14, 2017, Proceedings, Part III 6* (pp. 199-218). Springer International Publishing.
- CP16.** Genç, Ç., Soomro, S., Duyan, Y., Ölçer, S., Balcı, F., Ürey, H., & Özcan, O. (2016, May). **Head Mounted Projection Display & Visual Attention: Visual attentional processing of head referenced static and dynamic displays while in motion and standing.** In *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems* (pp. 1538-1547).

#### Posters (Peer-reviewed Extended Abstracts)

- EA1.** Luo, S., Jiang, W., Miao, J., Wang, H., Zhao, D., Xu, J., Genç, Ç., Buruk, O. (2026, In-Press). **Asking Water with Stones: Designing Playful Dialogues with Water System to Build Connection between Human and Water Ecosystems.** In *Proceedings of the 20th Conference on Tangible, Embedded and Embodied Interaction (TEI'26)*.

- EA2. Jabari, S., Slezas, A., Demircan, B., Sarkar, S., & Genç, Ç. (2025, April). **Druid:(Re) connecting with Nature through Computational Fashion Wearables**. In *Proceedings of the Extended Abstracts of the CHI Conference on Human Factors in Computing Systems* (pp. 1-7).
- EA3. Genç, Ç., Altarriba Bertran, F., Buruk, O. O., Jung, S., Spors, V., & Hamari, J. (2024, October). **Shroom Cards: Playful Exploration of Human Positionalities for More-than-Human Design**. In *Companion Proceedings of the 2024 Annual Symposium on Computer-Human Interaction in Play* (pp. 97-103).
- EA4. Ahmed, E., Genç, Ç., Spors, V., & Hamari, J. (2024, August). **Walking Your Robot Dog: Experiences and Lessons Learned**. In *2024 33rd IEEE International Conference on Robot and Human Interactive Communication (ROMAN)* (pp. 2264-2271). IEEE.
- EA5. Genç Ç., Spors, V., Buruk, O., Thibault, M., Masek, L., & Hamari, J. (2023, October). **Crafting Bodies and Auras: Speculative Designs for Transhuman Communication**. In 26th International Academic Mindtrek Conference (Mindtrek '23), October 03–06, 2023, Tampere, Finland. ACM, New York, NY, USA, 5 pages.
- EA6. Genç, Ç., Puro, E., & Häkkinä, J. (2022, September). **Decoleaves: Exploring nfc technology for energy harvesting and concealed input on interactive fashion with dynamic graphics**. In *Proceedings of the 2022 ACM International Symposium on Wearable Computers* (pp. 120-122).
- EA7. Genç, Ç., Havlucu, H., Puro, E., Colley, A., & Häkkinä, J. (2022). **WearEC Kits: Designing Toolkits for Exploring Subtle Visual Outputs on Wearables with Electrochromic Displays**. In *Proceedings of Mensch und Computer 2022* (pp. 550-555).
- EA8. Genc, C., Roinesalo, P., & Häkkinä, J. (2022, March). **Alju Dress: Pets as a metaphor for wearable display designs**. In *Proceedings of the Augmented Humans International Conference 2022* (pp. 347-350).
- EA9. Colley, A., Genç, Ç., Löchtefeld, M., Mueller, H., Jensen, W., & Häkkinä, J. (2021, August). **Exploring Button Design for Low Contrast User Interfaces**. In *IFIP Conference on Human-Computer Interaction* (pp. 411-415). Springer, Cham.
- EA10. Genc, C., Roinesalo, P., Raudanjoki, O., & Hakila, J. (2021, May). **Exploring a Textile-based Shadow Lamp Display Incorporating Shape Memory Alloys**. In *Proceedings of the 20th International Conference on Mobile and Ubiquitous Multimedia* (pp. 131-136).
- EA11. Raudanjoki, Ö., Genç, Ç., Hurtig, K., & Häkkinä, J. (2020, November). **ShadowSparrow: an ambient display for information visualization and notification**. In *Proceedings of the 19th International Conference on Mobile and Ubiquitous Multimedia* (pp. 351-353).
- EA12. Genç, Ç., Kantola, V., & Häkkinä, J. (2020, November). **Decolive jacket with battery-free dynamic graphics**. In *Proceedings of the 19th International Conference on Mobile and Ubiquitous Multimedia* (pp. 338-340).
- EA13. Genç, Ç., Ekmekçioğlu, Y. A., Balci, F., Ürey, H., & Özcan, O. (2019, May). **Howel: A Soft Wearable with Dynamic Textile Patterns as an Ambient Display for Cardio Training**. In *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems* (pp. 1-6).
- EA14. Genç, Ç., Erkaya, M., Balci, F., & Özcan, O. (2018, May). **Exploring dynamic expressions on soft wearables for physical exercises**. In *Proceedings of the 2018 ACM Conference Companion Publication on Designing Interactive Systems* (pp. 147-152).

## Workshops &amp; Courses (Peer-reviewed Extended Abstracts)

- EA15.** Kaygan, H., **Genç, Ç.**, Buruk, O. O., Jørgensen, I. K. H., & Gabrielaitis, L. K. (2024, October). **The Deep Body: Exploring users' insides through design fiction.** In *Proceedings of the 27th International Academic Mindtrek Conference* (pp. 325-329).
- EA16.** **Genc, C.**, Buruk, O. O., Jabari, S., Jones, L., Ragozin, K., Hartman, K., ... & Häkkinen, J. (2022, April). **Toolkits & Wearables: Developing Toolkits for Exploring Wearable Designs.** In *CHI Conference on Human Factors in Computing Systems Extended Abstracts* (pp. 1-5).
- EA17.** Löchtefeld, M., Jensen, W., **Genç, Ç.**, & Häkkinen, J. (2022, April). **Prototyping and Design of Transparent and Flexible Electrochromic Displays.** In *CHI Conference on Human Factors in Computing Systems Extended Abstracts* (pp. 1-3).
- EA18.** Lochtefeld, M., Jensen, W., & **Genç, Ç.** (2021, May). **Prototyping of transparent and flexible electrochromic displays.** In *Proceedings of the 20th International Conference on Mobile and Ubiquitous Multimedia* (pp. 179-181).
- EA19.** **Genç, Ç.**, Colley, A., Buruk, O. O., Pakanen, M., & Gugenheimer, J. (2020, October). **Exploring Wearable Output Modalities-Screens & Beyond.** In *Proceedings of the 11th Nordic Conference on Human-Computer Interaction: Shaping Experiences, Shaping Society* (pp. 1-3).

## Thesis

- Genç, Ç.** (2019). **Exploring Design of Soft Wearables as Personal Ambient Displays with Dynamic Textile Patterns for Cardiovascular Training** (Doctoral dissertation, Koç University).

## Other Research Outputs

**“Druid”** a fashionable wearable prototype, connecting virtual and physical realms. Exhibited in **Student Design Competition at CHI’25.**

**Role:** Implementation of jewelry pieces

**“DeShell & Frill”** interactive jewelry prototype, exhibited at **Milano Jewellery Week 2022.**

**Role:** Implementation of jewelry pieces

**“DecoLeaves”** an interactive jacket with dynamic patterns, is developed by me as a research prototype and exhibited at **ISWC 2022 Juried Design Exhibition, Online, September 2022.**

**Role:** Concept Design & Implementation  
**Role:** Design & Implementation.

## RESEARCH SUPERVISION AND LEADERSHIP EXPERIENCE

## Supervision

2025 – Ongoing

**Yuxi Chen**, Ph.D., Tampere University, Finland

(Co-supervision with Asst. Prof. Oğuz Buruk and Prof. Juho Hamari)

2024 – Ongoing

**Beste Demircan**, Ph.D., Tampere University, Finland

(Co-supervision with Asst. Prof. Oğuz Buruk)

*The thesis works, so far, yielded an **Extended Abstract publication at CHI'25**.*

**Adas Slezas**, Ph.D., Tampere University, Finland

(Co-supervision with Asst. Prof. Oğuz Buruk, Asst. Prof. Mattia Thibault and Assoc. Prof. Guo Freeman)

*The thesis works, so far, yielded an **Extended Abstract publication at CHI'25**.*

2021 – 2022

**Emilia Launne**, MA, University of Lapland, Finland

(Co-supervision with Prof. Jonna Häkkinen).

*The master's thesis yielded a **full paper publication at NordiCHI'22**.*

## Mentoring

2022 – Current

**Shiva Jabari** and **Eshtiaq Ahmed**, Ph.D., Tampere University, Finland

(Supervisors: Oğuz Buruk, Juho Hamari)

*The mentoring processes yielded one exhibition appearance at Milano Jewellery Week 2022., two journal articles published in **International Journal of HCI**, and two **Extended Abstract (peer-reviewed) publication at CHI'25 and at ROMAN'24**.*

2022 – 2022

**Özge Raudanjoki** and **Paula Roinesalo**, Ph.D., University of Lapland, Finland

(Supervisor: Jonna Häkkinen)

*The mentoring processes yielded **two short papers at the MUM'21 and two extended abstracts (peer-reviewed) at MUM'20 and at AHS'22**.*

## TEACHING MERITS

I took part in the development of teaching materials for and (co-)instruction of **7** different graduate/undergraduate courses. The most recent ones of them are listed below:

2023 – Ongoing (*Spring*)

**Co-instructor**

**HTI.042 – Design From the Future – Critical, speculative and Fictional Design**

(5 ECTS), *Graduate/Undergraduate, Tampere University*

2022 (*Fall*)

**Instructor**

**SDL.68 – Workshop on Speculative Design on Transhuman Communication Technologies**

(3 ECTS), *Graduate/Undergraduate, Tampere University*

2020 – 2022 (*Spring*)

**Instructor -**

**MDEN0118-3033 - Participatory Design & Interactive Prototypes**

(3 ECTS), *Graduate/Undergraduate, University of Lapland*

2020 – 2022 (*Fall*)

**Co-Instructor**

**UCREA1015 - Interactive Materials and Digital Craft**

(5ECTS), *Graduate/Undergraduate, University of Lapland*

## Awards and honours

**2023** – “**Best Poster**” award for poster paper, “*Crafting Bodies & Auras: Speculative Designs for Transhuman Communication*” at *Mindtrek’23 Academic Conference*

**2022** – “**Best Design**” award for “*DecoLeaves*”, an interactive jacket prototype, in the Aesthetic Category of *ISWC’22 Juried Design Exhibition*

**2018** – “**Honorable Mention**” award for Poster Presentation of “*Exploring dynamic expressions on soft wearables for physical exercises*” at *DIS’18 Conference*

**2019** – “**Academic Excellence**” award given by *Koc University* (Given based on the academic accomplishments achieved during my Ph.D.)

**2014** – “**Honorable Mention**” award given for my *beverage packaging design* by *National Plastic and Metal Packaging Design Competition* (Türkiye).

**2011** – “**Second-Place**” award given for my *fruit packaging design* by *Olmuxsa Corrugated Card-board Design Competition* (Türkiye).

## OTHER KEY ACADEMIC MERITS, SUCH AS

Associated Chair in the *Design subcommittee* at *CHI’25-’26*. the *User Experience subcommittee* at *CHI’24*

Design Chair at *CHI PLAY’25*, *CHI PLAY’24*, *Academic Mindtrek 2023* and *GamiFIN’23*

Workshops Chair at *Academic MindTrek’25* and *Academic MindTrek’24*

Student Volunteer Chair at *Augmented Humans Conference 2021*

Bid preparation (accepted) & Organization of the *CHI Play 2024 Conference in Tampere*.

Peer-reviewing in academic conferences such as *CHI’25-’24-’23-’21-’20*, *DIS’24-’22-’21*, *TEI’24-’22-’21*, *AIS’25*, *NordiCHI’22-’20*, *MUM’22-’20*, *AHS’22-’21*, *MobileHCI’21*, *ACI’20*, *INTEARCT’23-’21*, *Nordes’25* and *Cumulus*,<sup>24</sup> and journals such as *ToCHI* and *AIS Transactions on Human-Computer Interaction*.

## SCIENTIFIC AND SOCIETAL IMPACT

"**DECOCHROM**" exhibition at Gallery Kilo, Rovaniemi, Finland, March 2022.

**Role:** Curation & Contributor.

"**TRANSFORM**" exhibition at University of Lapland, Rovaniemi, Finland, May 2021.

**Role:** Organizer & Technical Advisor.

"**Dynamic Wearables**" exhibition at Gallery Hämärä, Rovaniemi, Finland, April 2021.

**Role:** Organizer & Contributor.