Asst. Prof. Ulaş Güleç

Personal Information

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International Researcher IDs

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Biography

Ulaş Güleç received his bachelor's degree in Computer Engineering from Çankaya University with a full scholarship in 2012. At the same time, he also received a bachelor's degree in Industrial Engineering at the same university as a double major. He received his master degree in Computer Engineering from Çankaya University with a full scholarship in 2015 and his Ph.D. degree in Computer Engineering from Middle East Technical University in 2018. He worked in the Department of Computer Engineering, Çankaya University between March 2013 – February 2019 as an expert and a lecturer. Then, he started to work in the Department of Computer Engineering, Hasan Kalyoncu University since March 2019 as an assistant professor. In June 2019, he became the Department Head of the same department. At the same time, he started to work as a consultant responsible for Virtual / Augmented Reality projects in Simsoft Information Technologies in April 2019. During this period, he won the "National Competitiveness" award in TÜSİAD SD2 program with a project titled "Digitization of Care Instructions with Augmented Reality"in which he worked as a project manager. Ulaş Güleç, whose main research areas are Augmented Reality, Virtual Reality, Software Engineering, Game-Based Learning and Mobile Education, has 5 articles indexed by SCI, SSCI and SCI-E journals, 6 international conference papers and 10 national conference papers. In addition to his academic publications, he has completed more than 20 projects in this field both as a project manager and as a software developer.

Education Information

Doctorate, Middle East Technical University, Graduate School Of Natural And Applied Sciences, Bilgisayar Mühendisliği, Turkey 2015 - 2018

Postgraduate, Cankaya University, Institute Of Science, Bilgisayar Mühendisliği, Turkey 2012 - 2015

Undergraduate, Cankaya University, Faculty Of Engineering, Department Of Industrial Engineering, Turkey 2009 - 2012

Undergraduate, Cankaya University, Faculty Of Engineering, Department Of Computer Engineering, Turkey 2007 - 2012

Foreign Languages

English

Research Areas

Augmented Reality, Virtual Reality

Academic Titles / Tasks

Assistant Professor, TED University, Faculty of Engineering, Department of Software Engineering, 2020 - Continues
Hasan Kalyoncu University, Mühendislik Fakültesi, Bilgisayar Mühendisliği Bölümü, 2019 - 2020
Lecturer, Cankaya University, Mühendislik Fakültesi, Bilgisayar Mühendisliği Bölümü, 2013 - 2019

Academic and Administrative Experience

Tanıtım Komisyonu, TED University, Faculty Of Engineering, Department Of Software Engineering, 2023 - Continues
Uygulama ve Araştırma Merkezi Yönetim Kurulu Üyesi, TED University, Faculty Of Engineering, Department Of Software Engineering, 2023 - Continues
Bilgisayar Mühendisliği Bölümü Staj Değerlendirme Komisyonu, TED University, Faculty Of Engineering, Department Of Software Engineering, 2021 - Continues
Kamu-Üniversite-Sanayi İşbirliği (KÜSİ), TED University, Faculty Of Engineering, Department Of Software Engineering, 2021 - Continues
Bilgisayar Mühendisliği Bitirme Projesi Değerlendirme Komisyonu, TED University, Faculty Of Engineering, Department Of Software Engineering, 2021 - Continues
Bilgisayar Mühendisliği Araştırma Görevlisi Sınav Komisyonu, TED University, Faculty Of Engineering, Department Of Software Engineering, 2021 - Continues
Yazılım Mühendisliği Web Sitesi Komisyonu, TED University, Faculty Of Engineering, Department Of Software Engineering, 2021 - 2023
Head of Department, Hasan Kalyoncu University, Faculty Of Engineering, Department Of Computer Engineering, 2019 - 2020
Araştırma Görevlisi Üniversite Temsilcisi, Cankaya University, Faculty Of Engineering, Department Of Computer Engineering, 2014 - 2018

Courses

Data Structures and Algorithms II, Undergraduate
Design and Analysis of Algorithms, Postgraduate, 2022 - 2023
Data Structures and Algorithms I, Undergraduate, 2022 - 2023, 2021 - 2022, 2020 - 2021
Fundamentals of Programming I, Undergraduate, 2021 - 2022
Data Structures and Algorithms I, Undergraduate, 2022 - 2023, 2021 - 2022
Fundamentals of Programming I, Undergraduate, 2021 - 2022, 2020 - 2021
Virtual Reality, Postgraduate, 2021 - 2022
Design and Analysis of Algorithms, Undergraduate, 2022 - 2023
Data Structures and Algorithms I, Undergraduate, 2021 - 2022
Data Structures and Algorithms II, Undergraduate, 2021 - 2022, 2020 - 2021
Operating Systems, Undergraduate, 2020 - 2021

Published journal articles indexed by SCI, SSCI, and AHCI

I. **Engagement and Brand Recall in Software Developers: An Eye-Tracking Study on Advergames**
    Akcan D., YILMAZ M., Güleç U., Ilgın H. E.
    Applied Sciences (Switzerland), vol.14, no.18, 2024 (SCI-Expanded)

II. **Power-VR: Interactive 3D virtual environment to increase motivation levels of powerlifters during training sessions**
    Güleç U., Isler I. S., Doganay M. H., Gokcen M., Gozcu M. A., Nazlıgul M. D.

COMPUTER ANIMATION AND VIRTUAL WORLDS, vol.34, no.2, 2023 (SCI-Expanded)

III. **Applying virtual reality to teach the software development process to novice software engineers**
Güleç U., YILMAZ M., Isler V., Clarke P. M.
IET Software, vol.15, no.6, pp.464-483, 2021 (SCI-Expanded)

IV. **A 3D virtual environment for training soccer referees**
Güleç U., Yilmaz M., Isler V., O'Connor R. V., Clarke P. M.
Computer Standards and Interfaces, vol.64, pp.1-10, 2019 (SCI-Expanded)

V. **Interactive three-dimensional virtual environment to reduce the public speaking anxiety levels of novice software engineers**
Denizci Nazligul M., Yilmaz M., Güleç U., YILMAZ A., Isler V., O'Connor R., Gozcu M., Clarke P.
IET Software, vol.13, no.2, pp.152-158, 2019 (SCI-Expanded)

VI. **Towards a process management life-cycle model for graduation projects in computer engineering**
Yilmaz M., Tasel F. S., Güleç U., Sopaoglu U.
PLoS ONE, vol.13, no.11, 2018 (SCI-Expanded)

VII. **A literature survey: Is it necessary to develop a new software development methodology for virtual reality projects?**
Güleç U., Yilmaz M., Isler V.
Journal of Universal Computer Science, vol.23, no.8, pp.725-754, 2017 (SCI-Expanded)

VIII. **A serious game for improving the decision making skills and knowledge levels of Turkish football referees according to the laws of the game**
Güleç U., Yilmaz M.
SpringerPlus, vol.5, no.1, 2016 (SCI-Expanded)

Articles Published in Other Journals

I. **A Literature Survey: Is it Necessary to Develop a New Software Development Methodology for Virtual Reality Projects**
Güleç U., YILMAZ M., ISLER V.
2017

Refereed Congress / Symposium Publications in Proceedings

I. **Digital Storytelling on a Virtual Heritage Museum with Believable Agents**
Güleç U., Yilmaz M., Kalan K., Dikbayir H. S., Merdivanli O., Degirmenci U. M., Clarke P.
15. Ulusal Yazılım Mühendisliği Sempozyumu 2021 (UYMS 2021), 17 - 19 November 2021

II. **Inandirici Öğeler ile Sanal Kültürel Müze Içerisinde Dijital Hikaye Aktarimi Digital Storytelling on a Virtual Heritage Museum with Believable Agents**
Güleç U., YILMAZ M., Kalan K., Dikbayir H. S., Merdivanli O., Degirmenci U. M., Clarke P. M.
15th Turkish National Software Engineering Symposium, UYMS 2021, Virtual, Izmir, Turkey, 17 - 19 November 2021

III. **PlaySAFe: Results from a Virtual Reality Study Using Digital Game-Based Learning for SAFe Agile Software Development**
O'Farrell E., Yilmaz M., Güleç U., Clarke P.
28th European Conference on Systems, Software and Services Process Improvement, EuroSPI 2021, Krems, Austria, 1 - 03 September 2021, vol.1442, pp.695-707

IV. **An Interactive Virtual Fire-Fighting Environment with Real Equipment for Training Security Personnel**
Güleç U., Erdogan E., Isler V.
Eurasia Graphics 2020, 7 - 08 December 2020

V. **Anti-Social: Bireylerin Sosyal Medya Bağımlılığını Azaltmak Amacıyla Düşünülmüş Bir Ciddi Oyun**
Güleç U., Yilmaz M., Adali C. K., Isler V.
2019 Ulusal Yazılım Mühendisliği Sempozyumu (UYMS), 23 - 25 September 2019

VI. **3B Modelleme ve Düzenleme Araçlarının Estetik Cerrahi Alanında Kullanılması**
Isler I. S., Doganay H. M., Gokcen M., Güleç U.
2019 Ulusal Yazılım Mühendisliği Sempozyumu (UYMS), 23 - 25 September 2019

VII. **CENGO: A Web-Based Serious Game to Increase the Programming Knowledge Levels of Computer Engineering Students**
Güleç U., Yilmaz M., Yalcin A. D., O'Connor R. V., Clarke P. M.
26th European Conference on Systems, Software and Services Process Improvement, EuroSPI 2019, Edinburgh, England, 18 - 20 September 2019, vol.1060, pp.237-248

VIII. **Applying Blockchain to Improve the Integrity of the Software Development Process**
Yilmaz M., Tasel S., Tuzun E., Güleç U., O'Connor R. V., Clarke P. M.
26th European Conference on Systems, Software and Services Process Improvement, EuroSPI 2019, Edinburgh, England, 18 - 20 September 2019, vol.1060, pp.260-271

IX. **The Changing Role of the Software Engineer**
Meade E., O'Keeffe E., Lyons N., Lynch D., Yilmaz M., Güleç U., O'Connor R. V., Clarke P. M.
26th European Conference on Systems, Software and Services Process Improvement, EuroSPI 2019, Edinburgh, England, 18 - 20 September 2019, vol.1060, pp.682-694

X. **Simulacrum: Savaş Koşullarında Acil Tıbbi Müdahele ve İlk Yardım Simülasyonu**
Güleç U., Gozcu M. A., Dogan S., Mesurhan N., Yilmaz M., Isler V., Dinc M.
10 - 12 September 2018

XI. **Yazılım Mühendisliği Dersi için Geliştirilmiş Ders Akış Modeli ve İlgili Alan Saha Çalışması**
Yilmaz M., Güleç U.
2018 Ulusal Yazılım Mühendisliği Sempozyumu (UYMS), 10 - 12 September 2018

XII. **Yazılım Geliştirme Süreçlerini Eğitmek Amacıyla Tasarlanan Sanal Ofis Ortamında Ortamın Gerçekliğini Arttıran Etmenler**
Güleç U., Yimaz M., Isler V.
2018 Ulusal Yazılım Mühendisliği Sempozyumu (UYMS), 10 - 12 September 2018

XIII. **Adopting virtual reality as a medium for software development process education**
Güleç U., Yilmaz M., Isler V., O'Connor R. V., Clarke P.
2018 International Conference on Software and System Process, ICSSP 2018, Gothenburg, Sweden, 26 - 27 May 2018, pp.71-75

XIV. **Factors that raise the reality of the virtual office environment designed to educate software development processes Yazılım Geliştirme Süreçlerini Eğitmek Amacıyla Tasarlanan Sanal Ofis Ortamında Ortamın Gerçekliğini Arttıran Etmenler**
Güleç U., Yılmaz M., İşler V.
12th Turkish National Software Engineering Symposium, UYMS 2018, İstanbul, Turkey, 10 - 12 September 2018, vol.2201

XV. **İşe Alıştırma (Onboarding) Süreçlerinin Iyileştirilmesi için Düşünülmüş Bir Endüstriyel Vaka Çalışması**
Yilmaz M., Güleç U., O'Connor R., Clarke P., Tuzun E.
2017 Ulusal Yazılım Mühendisliği Sempozyumu (UYMS), 18 - 20 October 2017

XVI. **Bireylerin Programlama Yeteneklerini ve Bilgi Seviyelerini Arttırmak Amacıyla Düşünülmüş Ciddi Oyun Tabanlı Öğrenme Çatısı – CENGO**
Güleç U., Yilmaz M., Gozcu M. A.
2017 Ulusal Yazılım Mühendisliği Sempozyumu (UYMS), 18 - 20 October 2017

XVII. **Overcoming public speaking anxiety of software engineers using virtual reality exposure therapy**
Nazligul M. D., Yilmaz M., Güleç U., Gozcu M. A., O'Connor R. V., Clarke P. M.
24th European Conference on Systems, Software and Services Process Improvement, EuroSPI 2017, Ostrava, Czech Republic, 6 - 08 September 2017, vol.748, pp.191-202

XVIII. **Futbol Hakemlerinin Eğitimi Amacıyla Tasarlanan Futbol Simülasyonunda Maçın Dinamizmini Sağlayan Etmenler**
Güleç U., Yilmaz M., Gozcu M. A.
2016 Ulusal Yazılım Mühendisliği Sempozyumu (UYMS), 24 - 26 October 2016

XIX. **Bilgisayar Mühendisliği Bitirme Projeleri için Düşünülmüş Bir Süreç Yönetim Modeli**
Yilmaz M., Tasel F. S., Güleç U., Sopaoglu U.
2016 Ulusal Yazılım Mühendisliği Sempozyumu (UYMS), 24 - 26 October 2016

XX. **Bilgisayar Mühendisligi Bitirme Projeleri için Düsünülmüş Bir Süreç Yönetim Modeli**
Yilmaz M., Taşel S., Güleç U., Sopaoğlu U.
10th Turkish National Software Engineering Symposium, UYMS 2016, Çanakkale, Turkey, 24 - 26 October 2016, vol.1721, pp.129-140

XXI. **Futbol Hakemlerinin Karar Verme Yeteneklerini Geliştirmek İçin Düşünülmüş Ciddi Oyun Tabanlı Öğrenme Çatısı**
Güleç U., Yilmaz M.
2015 Ulusal Yazılım Mühendisliği Sempozyumu (UYMS), 9 - 11 September 2015

XXII. **Contribution of Intelligent Repeat Engine in Mobile Learning for Enhancing Students' Learning in Industrial Engineering Education**
Saran M., Güleç U.

Scientific Refereeing

Ulusal Yazılım Mühendisliği Sempozyumu (UYMS 2021), October 2021

Tasks In Event Organizations

GÜLEÇ U., Eurasia Graphics 2021, Aralık 2021
GÜLEÇ U., Ulusal Yazılım Mühendisliği Sempozyumu 2021, Kasım 2021

Scientific Research / Working Group Memberships

HAVELSAN KOVAN, 2021 - Continues
Türkiye Futbol Federasyonu: Yapay Zeka Destekli Futbol Hakem Eğitimi Projesi, 2020 - Continues

Congress and Symposium Activities

2021 Ulusal Yazılım Mühendisliği Sempozyumu (UYMS), Attendee, Ankara, Turkey, 2021
Proceedings of the 28th European and Asian Conference on Systems, Software and Services Process Improvement (EuroSPI 2021), Attendee, Krems, Austria, 2021
Proceedings of the 6th Eurasia Graphics 2020, Attendee, Ankara, Turkey, 2020
Proceedings of the 26th European and Asian Conference on Systems, Software and Services Process Improvement (EuroSPI 2019), Attendee, Edinburgh, England, 2019
2019 Ulusal Yazılım Mühendisliği Sempozyumu (UYMS), Attendee, İzmir, Turkey, 2019
2018 Ulusal Yazılım Mühendisliği Sempozyumu (UYMS), Attendee, İstanbul, Turkey, 2018
International Conference on Software System Process (ICSSP 2018), Attendee, Gothenburg, Sweden, 2018
Proceedings of the 24th European and Asian Conference on Systems, Software and Services Process Improvement (EuroSPI 2017), Attendee, Ostrava, Czech Republic, 2017
2014 SOLSTICE eLearning & CLT Conference, Attendee, Liverpool, England, 2014

Scholarships

Eğitim Bursu, University, 2012 - 2015
Eğitim Bursu, University, 2007 - 2012

Awards

Güleç U., Sektörel Dönüşüm Potansiyeli Ödülü, Tüsiad Sanayide Dijital Dönüşüm, December 2020
Güleç U., İnsanlık Yararına Teknoloji – Sosyal İnovasyon Üniversite ve Üzeri Kategorisi Birinciliği, Teknofest, September 2020
Güleç U., Ulusal Rekabetçilik Ödülü, Tüsiad Sanayide Dijital Dönüşüm, December 2019