burcu nimet dumlu

CONTENTS

About

works / exhibitions

visual design projects

3

design research

About

Burcu Nimet Dumlu, M.sc. in Architectural Design Computing

I am a second year PhD student at the Keio Graduate School of Media Design, where I am mainly researching on unnoticed affordances between space-technology-humans. My main focus is understanding the experience world where humans are entangled with the physical and virtual realities through a more-than-human perspective.

The works presented in this portfolio cover a variety of areas and disciplines, including but not limited to installation art, visual design (graphics and branding, information visualizations, UI/UX, Map UI Designvv), and design research in the area of human-computer interaction, human-building interaction. My interests are art and technology through entangled perspectives.

ARTWORKS / EXHIBITIONS

- * EPOCH [2024 Installation]
- * KARMALAB [2020 VR Exhibition]
- * TEMASA [2016 Photgraphy Exhibition]

Biennal Applications

- * MYTHOLOGY ATLAS OF ISTANBUL [Yeditepe Biennal e 2019]
- * COEXTENSIONS [Thibilisi Biennale 2020]

EPOCH

ENCOUNTERS EXHIBITION

Design Festa Gallery / Harajuku / Tokyo

by Burcu Nimet Dumlu / Carlos Garcia-Fernandez / Ismael Rasa / Lucas Ogasawara

Supervisor: Tatsuya Saito, Kouta Minamizawa

MAY 2024

ROLE: CONCEPTUAL DESIGN & PRODUCTION



Our existence is intrinsically entangled with space, time, and all living and non-living entities around us. We all leave traces within space and time through the ways in which we encounter these forms, and this is so regardless of whether or not we consciously act on our surroundings. "Epoch" aims to draw attention to the existing and potential entanglements between space, time, and the self inside of the reality-virtuality continuum, by having visitors "intra-act" with images that, although grounded in environmental and corporeal space, are temporally layered in a manner that allows the boundaries between the real and the virtual to fade into one another, disrupting our perception of space and time.

KARMALAB VRDAYS EUROPE EXHIBITION

Amsterdam / Netherlands

OCTOBER 2020



Nomad Stories

Immersive VR Experience

Migration comes across as an indicator of human mobility for ages. Though it means a 'burden to carry' in the most literal sense. So in that context, it is not something singular and stable, rather it represents chaotic things in motion. Things always migrate, they are nomads. For that reason, stories are nomads such as humans, animals, and non-humans. Migration, in that sense, indicates something mixed and something particular. Every migration creates a unique story in terms of time and place. So, this experience provides to write your own story and help you to draw your very own migration mute.

Bahar Aykaç, Enes Beşinci, Burcu Nimet Dumlu, Yağmur Demirpehliyan, Banu İnanc Uyan Dur, Atefeh Beikzadeh, Onur Gürkan, Ali Vatansever, Michael Barngrover, Hakan Yılmazer, İbrahim Külünk, Emre Öztürk, Furkan Külünk, Düzce Üniversitesi



KARMA XR R&D Platform

KARMA Lab brings visual arts and narrative artists, AR / VR Developers, Interaction Designers, Psychology, Neurology specialists, Engineers and Computer Scientists together to design and develop tailored solutions helping the community, learners and workforces to excel at their tasks and to create meaningful experiences for the wellbeing. karma.ku.edu.tr

karma@ku.edu.tr

instagram/kocuniversitesi_karma

Founding Partners:



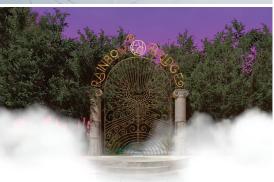












Rainbow Bridge

Immersive VR Experience

Rainbow Bridge inspired by its poem is a virtual reality experience that is described as an environment for humans and animals coming together. This reality is a place where wide green meadows and hills and our special friends waiting happily for someone very special to them.

Seher Kıs. Eda Kırtav. Batuhan Atılaan. Taha Mert Serier N.S., Edu Artuy, Butarian Antiguri, India Mert Gökdemir, Burcu Nimet Dumlu, Ertan Toy, Erkut Sırdaş, Yunus Emre Ece, Nilipek, Can Güngör, Michael Barngrover, Gökalp Gönen



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karma@ku.edu.tr instagram/kocuniversitesi_karma

Founding Partners:

TE SAMPLYE TOPOLOGI BAKANULO



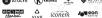
















Bafa Lake

Immersive VR Experience

Bafa is an AR project that aims to interactively give information about the historical, cultural and natural heritage of Bafa Lake in Turkey. It gives detailed and actionable information about local activities and service areas.

Batuhan Atılgan, Seher Kış, Burcu Nimet Dumlu, Ertan Toy, Emel Küpçü, Güngör Genç, Eda Kırtay, Müge Yalçınkaya, Ivon Bensason, Sinem Şemsioğlu

KARMA XR R&D Platform

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Founding Partners:



























TEMASA

EXHIBITION

FSMVU / Istanbul / Turkey

by Burcu Nimet Dumlu / Büşra Dilaveroğlu / Muhammet Emin Şişman

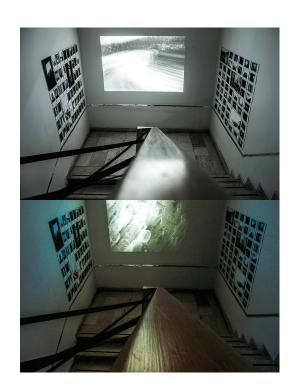
FEB 2017







TEMASA / MEKAN DENEYLERI



to access the video please click here.

MYTHOLOGY ATLAS OF ISTANBUL

Exhibition Application

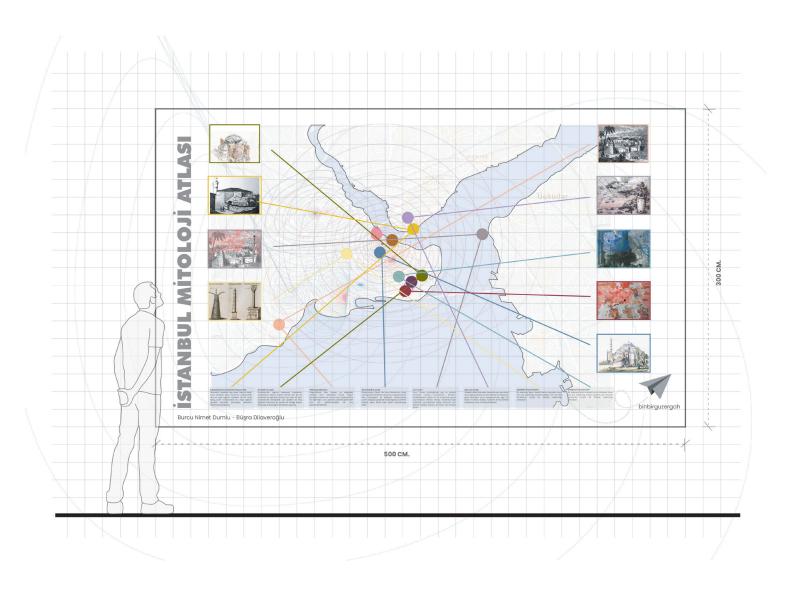
Yeditepe Biennal / Istanbul / Turkey

by Burcu Nimet Dumlu / Büşra Dilaveroğlu

FEB 2020

ROLE: CONCEPTUAL DESIGN & VISUAL DESIGN

Mythology Atlas of Istanbul



Application to Yeditepe Biennal 2019 Istanbul

VISUAL DESIGN

- * BINBIRGUZERGAH [2018 visual design, logo, website design]
- * MACERITA [2021 UI/UX, map design]
- * AGATA [2024 branding, logo]
- * CLOCKFONT [2009]

BINBIRGUZERGAH

Community Platform

Istanbul / Turkey
by Burcu Nimet Dumlu / Büşra Dilaveroğlu
2018

binbirguzergah website design

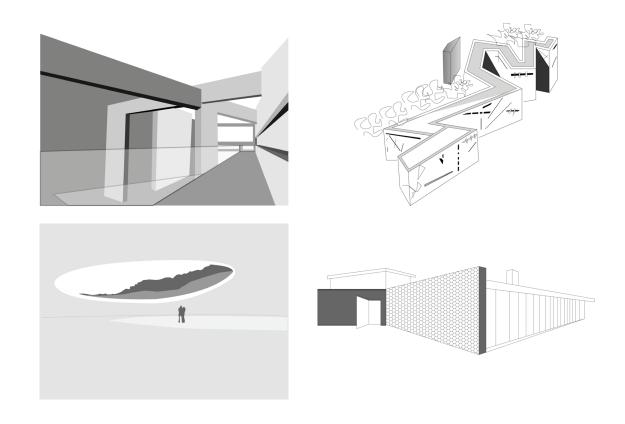


to access the website please click here.

binbirguzergah design library character drawings



binbirguzergah maps and building drawings



MACERITA

Community Platform

Istanbul / Turkey

2021

M













Mahruki











Difficulty

1 Hour 20 Minutes



Topics

| Preparation | 1′40″ |
|---------------------------|-------|
| Effects of Altitude | 3'15" |
| Equipment Preparation | |
| Psychological Preparation | |
| Trainings | 0:34 |
| Oxygen Use | |
| Altitude Discomfort | |
| Keeping the Pace | 2:34 |
| Landing | |



About Course

Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore et dolore magna aliquyam erat, sed diam

At vero eos et accusam et justo duo dolores et ea rebum. Stet clita kasd gubergren, no sea takimata sanctus estea rebum. Stet clita kasd gubergren, no sea takimata sanctus est

Questions and Answers

Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore et dolore magna aliquyam erat, sed diam voluptua. At vero eos et accusam et justo duo dolores et ea rebum. Stet clita kasd gubergren, no sea takimata sanctus estea rebum. Stet clita kasd gubergren, no sea takimata sanctus est

Go to Course

04

About

MACERITA

İstanbul

İTÜ Arı Teknnokent, Reşitpaşa Mahallesi Katar Caddesi, Arı 1 Binası Apartman No:2/5/19 Sariyer İstanbul

Explore

Mountaineering Hiking Routes Climbing Zones Kisakaya Regions Running Tracks Surf Spots

Academy

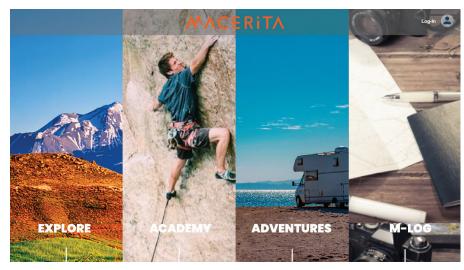
Mountaineering Hiking Routes Climbing Zones

Adventures

Geyikbayırı Aladağlar Erciyes

M-log

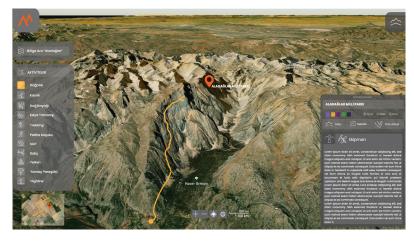
All Posts Our story Activities Offices How is it done? Partners

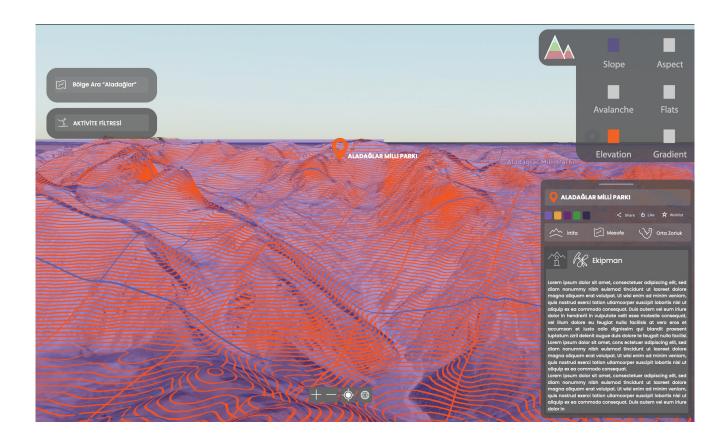


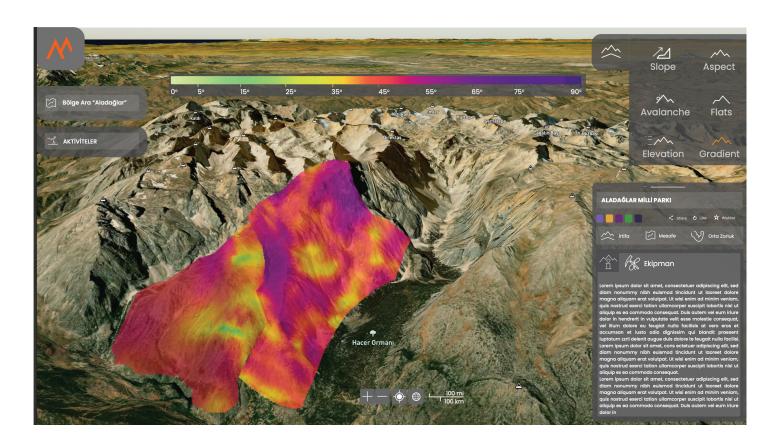












AGATA

Branding Design

by Burcu Nimet Dumlu / Ozge Kantar

Istanbul / Turkey

2024

agata branding



agata branding







CLOCKFONT

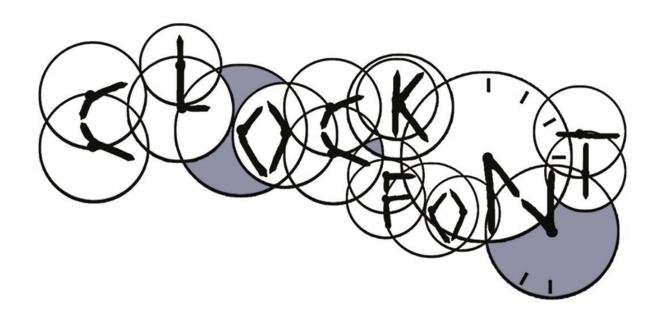
Branding Design

by Burcu Nimet Dumlu / Oğulcan Öztunç / Mustafa Şahin *Istanbul / Turkey*

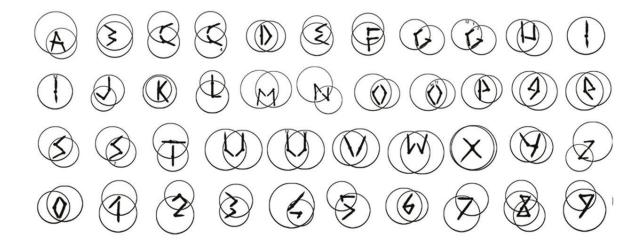
2009

ROLE: CONCEPTUAL DESIGN, FONT DESIGN

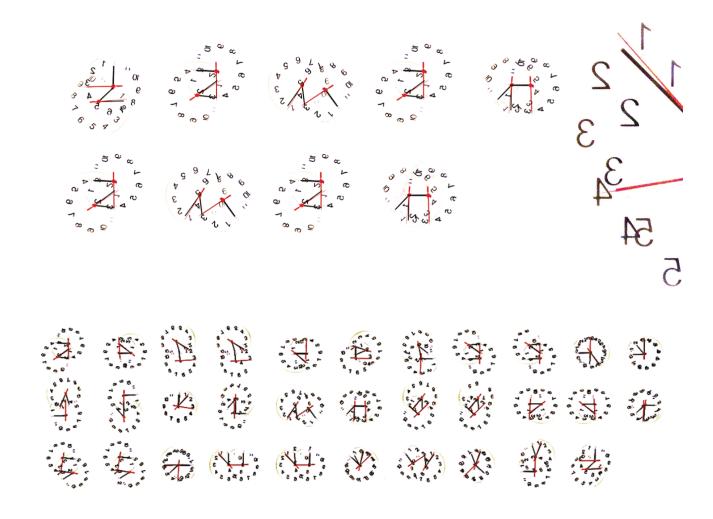
clockfont typography design



clockfont typography design



clockfont typography design



DESIGN RESEARCH

- * VIRTUAL REALITY STORYTELLING [2018 master thesis]
- * MINDING THE CITY [2019 cognitive research on urban area]
- * FLOOR DESIGN TYPOLOGIES [2023 conceptual research]



Analyzing the User Experience of the Virtual Reality Storytelling with Visual and Aural Stimuli

Master Thesis

by Burcu Nimet Dumlu

Istanbul Technical University / Faculty of Architecture / Department of Architectural Design Computing

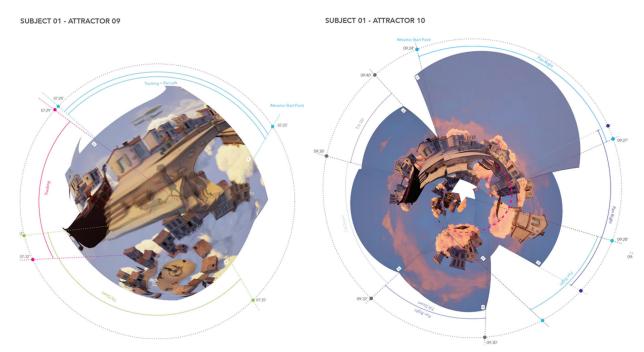
Supervisor: Prof. Dr. Yuksel Demir

Istanbul / Turkey

2018

ROLE: RESEARCH DESIGN, EXPERIMENT DESIGN, EXPERIMENT EXECUTION, DIAGRAM PRODCUTION, ANALYSIS, THESIS WRITING

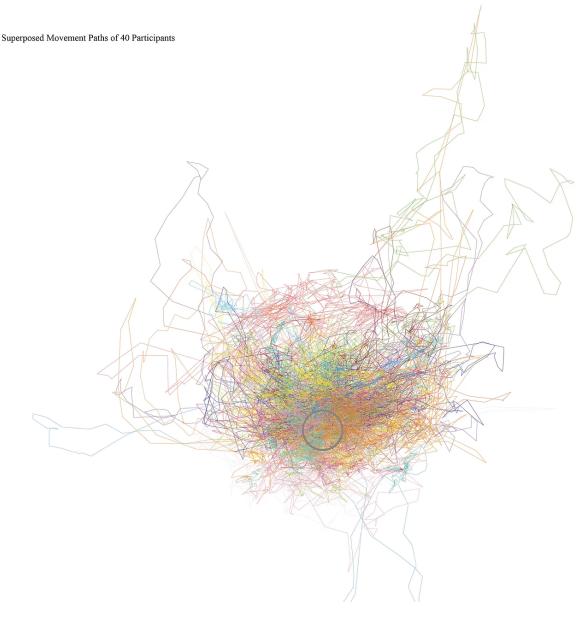
ANALYZING THE USER EXPERIENCE OF THE VIRTUAL REALITY STORYTELLING WITH THE VISUAL AND THE AURAL STIMULI



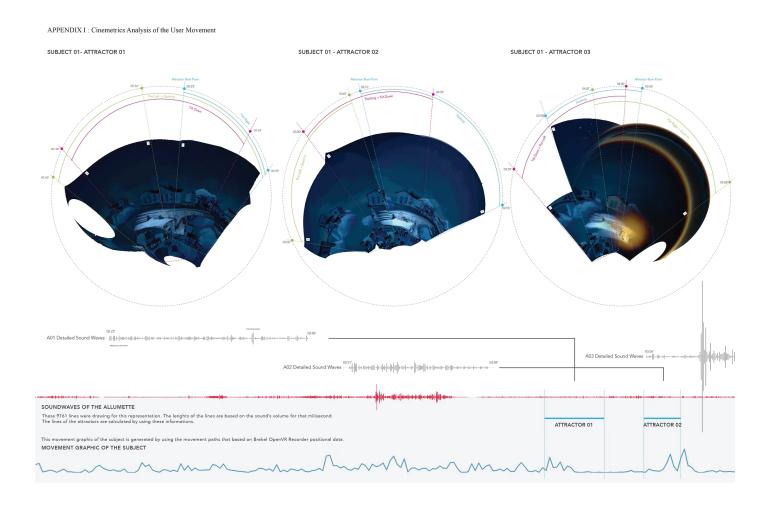
Abstract. Storytelling is an integral part of narratives relating to our daily events, news, personal experiences, and fantasies. While humans have long narrated their stories, the mediums they have used to do so have evolved over time through the effects of technological developments: initially, storytelling was solely oral, then written forms were added, and now, with the effects of new media, such narra- tives have also begun to employ photography and video. These new media tools are also undergoing their own processes of expansion and development. Today one of the most attention-getting are those using Virtual Reality (VR) technologies, a means that allows users to experience being-in-the-virtual-environments, with possibilities of becoming entirely immersed in a virtual environment. The ability to experience an environment with three-dimensional features enhances the experience in sensorial ways, with simultaneous stimulation of both the user's visual and auditory sensorial systems. The aim of this study is to gain a better understanding of what exactly the user experiences through VR storytelling. To this end we have conducted an experimental research based on an examination of the immersive experience in VR, which constructs the presence feeling. The experiment has been designed to study the effects on forty users. These partici- pants used the HTC Vive head-mounted display to experience the contents of a story called "Allumette" (designed by Penrose Studios). User behaviors were rec- orded and observed by the tools used to collect data from both the physical world and the virtual environment. Users' physical movements were documented as coordinate data, while the behavioral reflections in the virtual environment were recorded as a video. Following this virtual experimentation, users were asked to answer a questionnaire that measured their responses to their VR storytelling ex- perience. User experience was finally measured by analyzing both the behavioral outputs of the subjects and the questionnaire. "Cinemetrics" methodology was implemented to analyze the camera movements, which were considered as the user behavioral reflections in VR. The results of this study based on analyzing the behaviors and the reactions to visual and aural stimuli in the VR environment both lead to a clearer understanding of VR storytelling and uses these results to propose a design guide for VR storytelling.

Keywords: Virtual reality, storytelling, user experience

ANALYZING THE USER EXPERIENCE OF THE VIRTUAL REALITY STORYTELLING WITH THE VISUAL AND THE AURAL STIMULI



ANALYZING THE USER EXPERIENCE OF THE VIRTUAL REALITY STORYTELLING WITH THE VISUAL AND THE AURAL STIMULI



MINDING THE CITY

International Workshop / Article Publication

by Burcu Nimet Dumlu / Tülay Karakas / Dilek Yıldız Ozkan

Istanbul / Turkey + Famagusta / Cyprus

2018 - 2023

ROLE: RESEARCH DESIGN, WORKSHOP DESIGN, WORKSHOP TUTOR, DIAGRAM PRODCUTION, ANALYSIS, ARTICLE WRITING

Case Study Research Design Pilot Study Research Framework Workshop design *Literature review *Idepresentations of selection *Ideal study Sultanahmet Square Kadinga District Discussions, analyses Main Study Minding the City / Famagust Refirment of the pilot study Site selection Field study Namik Kemal Square

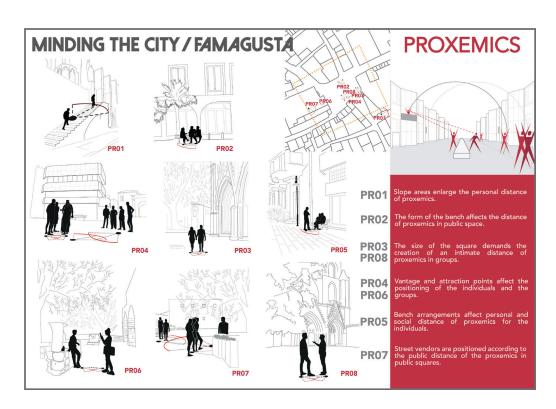
Overall results

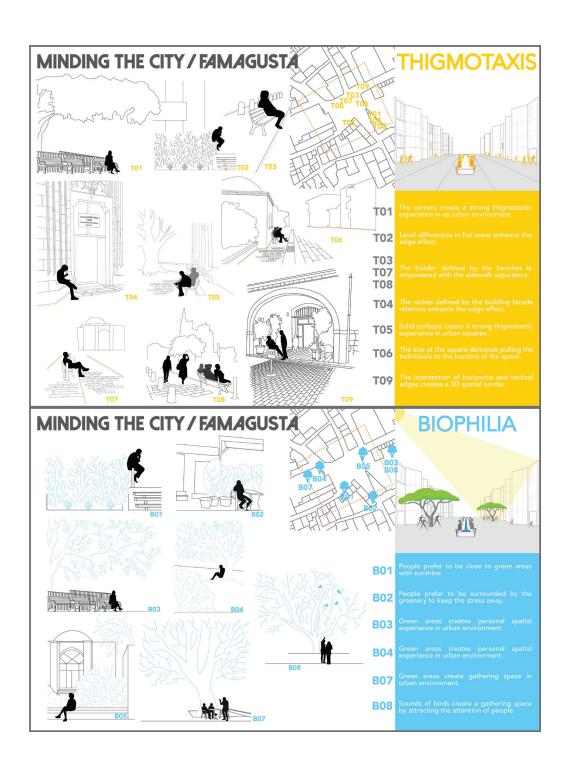
Training participants

MINDING THE CITY / FAMAGUSTA

The study intends to mind the city by taking the information gathered through the senses and processed in the human brain as the primary concern in understanding the human experience in the built environment. This refreshing approach deals with human behavior, perception, cognition, sensation, and emotion that requires a well-defined conceptual framework. Therefore, as the study's primary objective, minding the city investigates the conceptualizations based on human evolutionary cognitive tendencies: biophilia, bilateral symmetry, mirror neurons, pareidolia, proxemics, thigmotaxis, curvilinearity and rectilinearity. The human experience is investigated considering it as an individual human self, interpersonal human beings, human-built environment interactions, and human-nature interactions. The paper was designed as qualitative research employing a case study strategy to develop explanatory and exploratory empirical inquiry. The conceptualizations were studied through fieldwork using observational measurements, mapping techniques, and the declaration of participants' own experiences. The fieldwork was conducted through a serial workshop entitled 'Minding the city: Bring your brain into the built environment' in İstanbul and Famagusta in 2019. As the output of the study, the visual and verbal representations of conceptualizations and urban codes were presented and discussed with the related literature. Ultimately, the acquired knowledge applied to a theory-building structure expands the theory of human experience investigated through the idea of minding the city. In sum, the study presented evolutionary aspects of human experience in a new way by identifying generalizable patterns, presented as urban codes, occurring in the daily experience of individuals and groups.

Keywords: cognitive sciences, human-built environment interaction, human-nature interaction, human evolutionary cognitive tendencies, neuroscience





GROUNDED EXPERIENCE: The Effect of Floor Design Typologies on Human Behavioral and Cognitive Experience

Workshop / Article Publication

by Burcu Nimet Dumlu

Supervisor: Prof. Tatsuya Saito

Tokyo / Japan

2023 - 2024

ROLE: RESEARCH DESIGN, WORKSHOP DESIGN, WORKSHOP TUTOR, DIAGRAM PRODCUTION, VISUAL DESIGN

FLOOR DESIGN TYPOLOGIES















completing happens on a floor SURFACE, either the material on a floor SURFACE. either the material or other visual features of the surface triggers the human perception to complete it imaginary our seeing through closure. both physicality (visuality) and materiality (visual behavior) of floor creates the effect 2D completing. If you see that, it is there!



3D COMPLETING

three-dimensional completing happens in PERSPECTIVE OF THREE-DIMENSION. PERSPECTIVE OF THREE-DIMENSION.
Shapes are seen through "perspective" or reflections of a mirror triggers the human perception to complete it imaginary or seeing through closure. both physicality (visuality) and materiality (visual behavior) of floor creates the effect of 3D completing. If you see that, it is there!

completing is where imaginary completion happens with the effect of floor materials. it can be TWO-DIMENSIONAL, THREE-DIMENSIONAL and CONTINUITY.



CONTINUITY

continuity is where zones are changing but floor material is continously same. this creates THE FEELING OF CONTINUITY. we complete the material in our minds regardless from the functions and zones. Continuity is about physicality (visuality) and awareness. if you feel that, it is there!



COMPLETING

FLOOR DESIGN TYPOLOGIES
AS A CONCEPTUAL FRAMEWORK











ELLIPTICAL ZONING

zoning nappens in elliptical shapes as CIRCLE, ROUND, and ELLIPSE.



LINEAR ZONING

linear zoning is defined as where zoning happens in linear shapes as RECTANGLE, SQUARE or POLYGONS. linear zoning is the most common zoning typology.



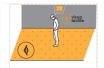
VISUAL STIMULATING

visual stimulating happens where stimulating happens visually. through MATERIAL PATTERN, TEXTURE, and COLOR.



AURAL STIMULATING

visual stimulating happens where stimulating happens visually. through MATERIAL PATTERN, TEXTURE, and COLOR.



VISUOTACTILE STIMULATING

visuo-tactile stimulating happens through visuo-tactility which is defined as when user sees the material can imagine VISUALLY TOUCH FEELING by its pattern, texture and its behavior at the



SWITCHING

stimulating is defining where floor material stimulates the user through VISUAL AURAL, VISUO-TACTILE aspects, when user is aware of that stimulation is where stimulating concept happens.



switching is defining as a material, SLOPED SWITCHING Switching is defining as a material, texture or pattern change on the floor, this change can be SITUATIONAL which are seamless, with joint, or random or STRUCTURAL which are sloped or sloped switching is the material, texture or pattern changes in inclined floors. it can be both seamless or with joint.



CASCADE SWITCHING

cascade switching is the material, texture, or pattern changes with stepped areas. it can be both seamless or with joint.



bending happens when EXPECTED material behavior is different from PERCIEVED material behavior such as it seems as SOFT material but behaves as

INLAY ZONING

inlay zoning is inspired from decorative arts method "inserting pieces of contrasting." when floor is inlayed with UNEXPECTED OR CONTRAST



PROMENADE

promenade is defined as where zoning happens in a route and emphasize a WALKING LINE.





SEAMLESS SWITCHING

seamless switching mostly happens when texture and pattern changes. it creates different feelings of CONTINUITY or INTERRUPTION based on the situation.



JOINT SWITCHING

joint switching mostly happens when function changes, it creates the feeling of TRESHHOLD.



RANDOM SWITCHING

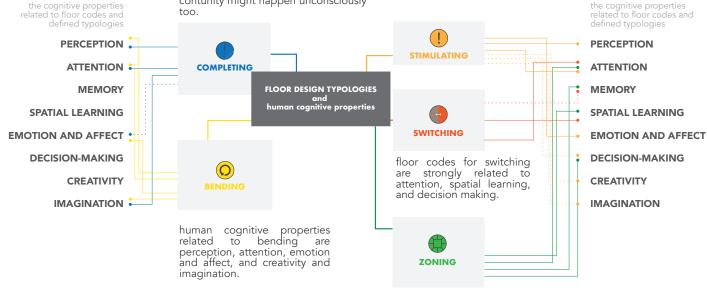
random switching is RANDOMLY changed material, texture, pattern, or

completing is strongly related to perception, attention, and imagination and loosely related to emotion and affect. attention-driven features of floor material are important for completing.

humans experience 2D, 3D completing and contunity when they are aware of their surroundings. but contunity might happen unconsciously too.

floor codes for stimulating are strongly related to perception, attention, and emotion and affect, and loosely related to decision making, creativity and imagination.

attention-driven features of floor material are important for stimulating.



floor codes for zoning are strongly related to attention, memory, spatial learning, and decision making.