

DESIGN
PORTFOLIO

burcu nimet dumlu

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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 - Photography Exhibition]

Biennial Applications

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



EPOCH
ENCOUNTERS EXHIBITION

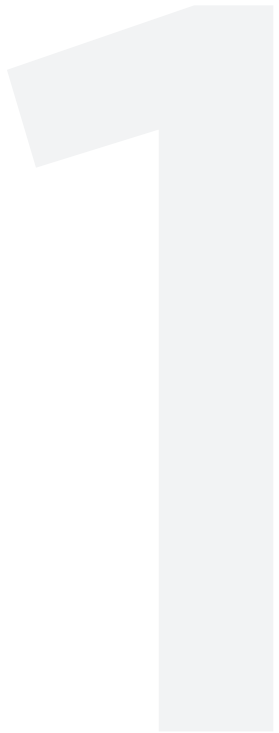
Design Festa Gallery / Harajuku / Tokyo

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

Supervisor: Tatsuya Saito, Kouta Minamizawa

MAY 2024

ROLE: CONCEPTUAL DESIGN & PRODUCTION





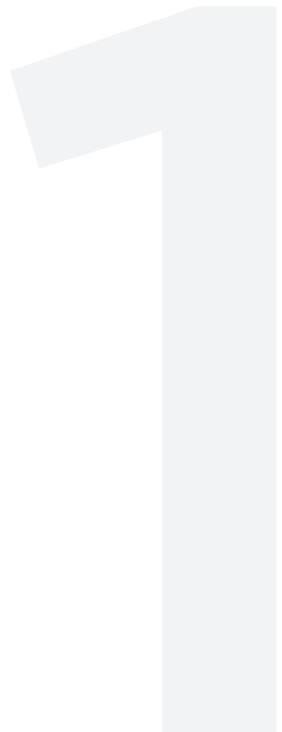
Our existence is intrinsically entangled with space, time, and all living and non-living entities around us. We all leave traces within space and time through the ways in which we encounter these forms, and this is so regardless of whether or not we consciously act on our surroundings. "Epoch" aims to 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.

to access the video please click [here](#).

KARMALAB
VRDAYS EUROPE EXHIBITION
Amsterdam / Netherlands

OCTOBER 2020

ROLE: CONCEPTUAL DESIGN, PRODUCTION, TEAM LEAD



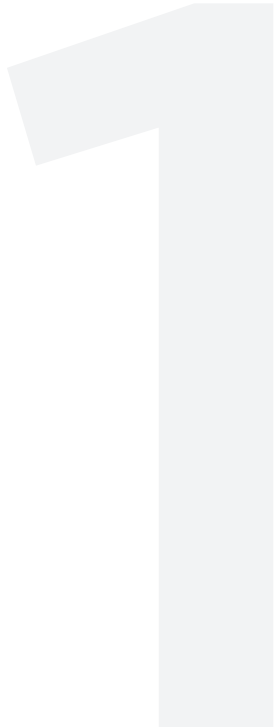
TEMASA
EXHIBITION

FSMVU / Istanbul / Turkey

by Burcu Nimet Dumlu / Büşra Dilaverođlu / Muhammet Emin Őiřman

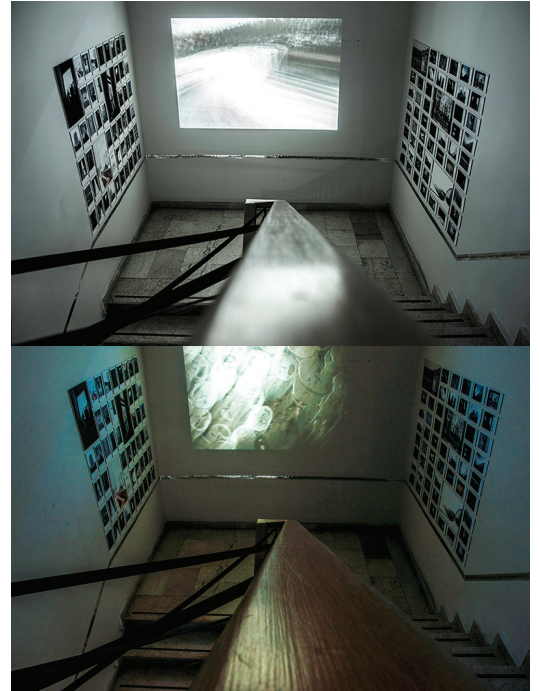
FEB 2017

ROLE: EXHIBITION DESIGN / VIDEO PRODUCTION / PHOTO SHOOTING & EDITING





TEMASA / MEKAN DENEYLERI



to access the video please click [here](#).

MYTHOLOGY ATLAS OF ISTANBUL

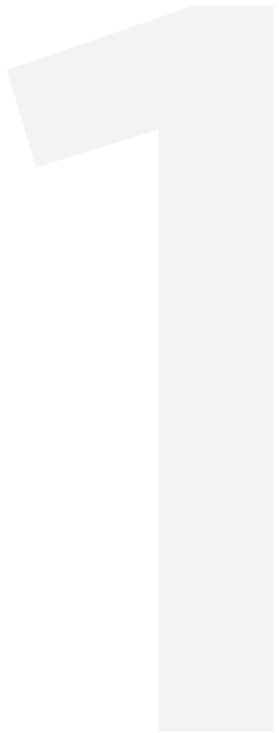
Exhibition Application

Yeditepe Biennial / Istanbul / Turkey

by Burcu Nimet Dumlu / Būşra Dilaverođlu

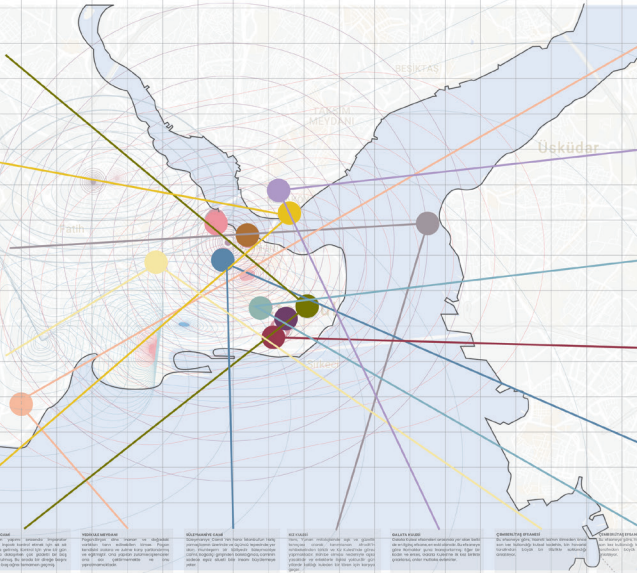
FEB 2020

ROLE: CONCEPTUAL DESIGN & VISUAL DESIGN



Mythology Atlas of Istanbul

İSTANBUL MİTOLOJİ ATLASI



Burcu Nimet Dumlu - Büğra Dilaveroğlu

500 CM.

300 CM.

binbirguzergah

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 / B şra Dilaverođlu

2018

*ROLE: CONCEPTUAL DESIGN & VISUAL DESIGN, LOGO,
WEBSITE DESIGN, MAP DESIGN, DRAWINGS*



binbirguzergah website design



binbirgüzergah

about maps memories 100Kilapik workshops journal contact

TR EN



Mimari Kent Haritaları / Architectural City Maps

MAPS

binbirgüzergah

about maps memories 100Kilapik workshops journal contact

TR EN

HAKKINDA



binbirgüzergah

Binbirgüzergah is a collective platform co-founded by Bülçe Dönmez and Burcu Nispet. Besides their previous open-source architectural city maps for the public interest. The goal is to bring together architects and travelers interested in alternative routes to create an architecture-based collective experience atlas.

Therefore it encourages all the users to think about architecture as local-spectrum experiences with its city maps, workshops, and articles.



binbirgüzergah

about maps memories 100Kilapik workshops journal contact

TR EN

MAPS

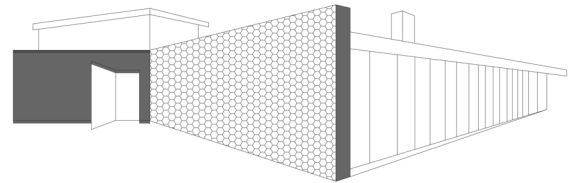
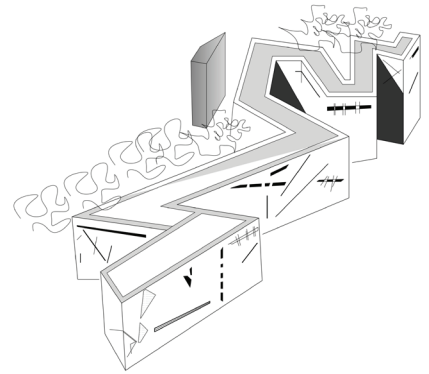
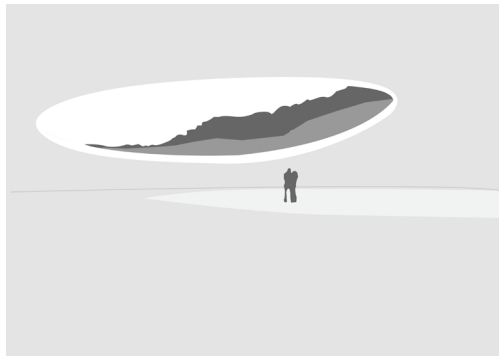
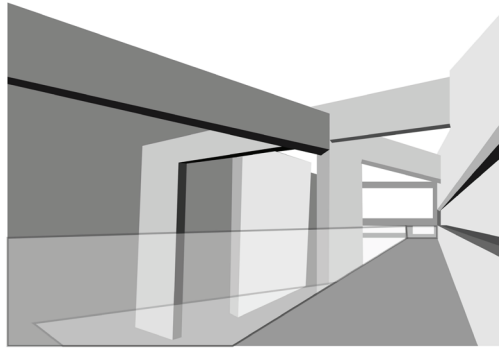


to access the website please click here.

binbirguzergah
design library
character drawings



binbirguzergah
maps and
building drawings

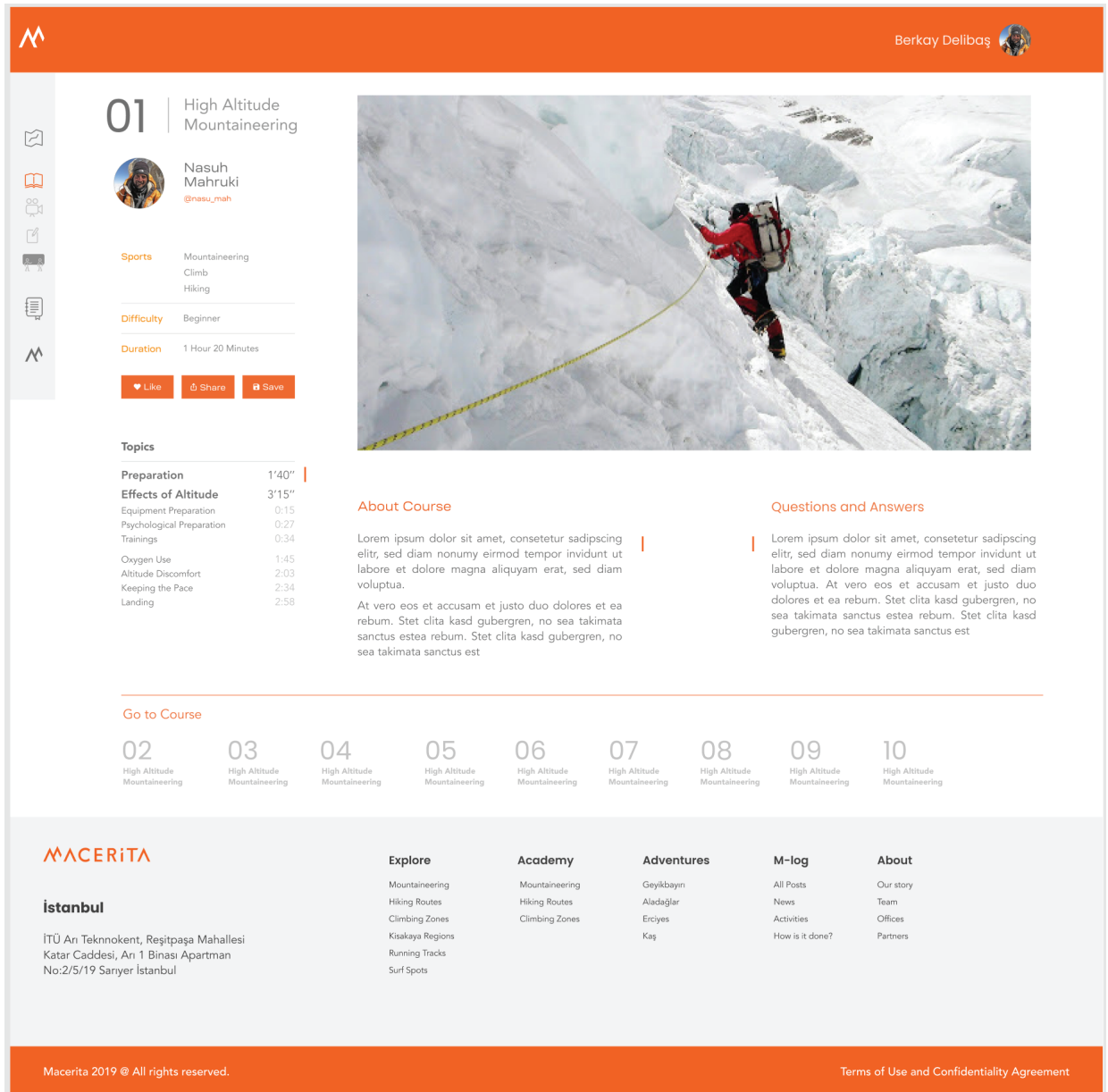


MACERITA
Community Platform
Istanbul / Turkey

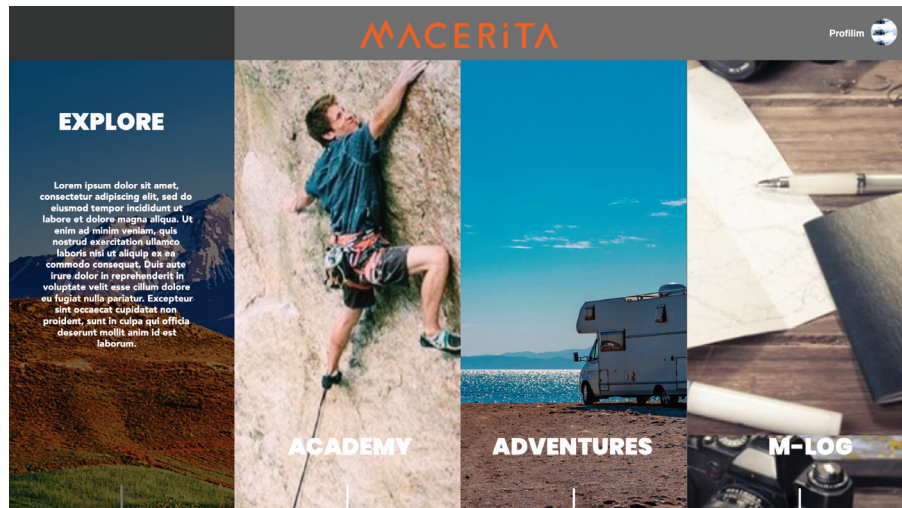
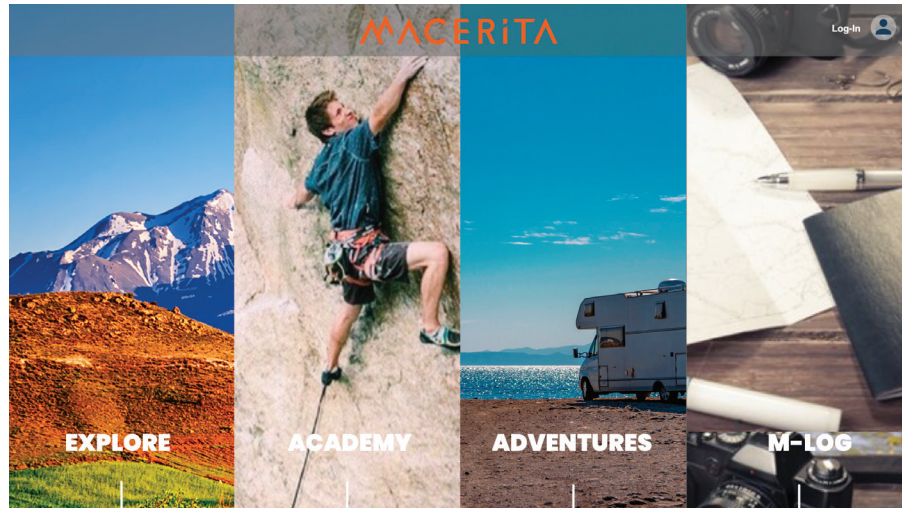
2021

ROLE: UI/UX DESIGN, MAP DESIGN





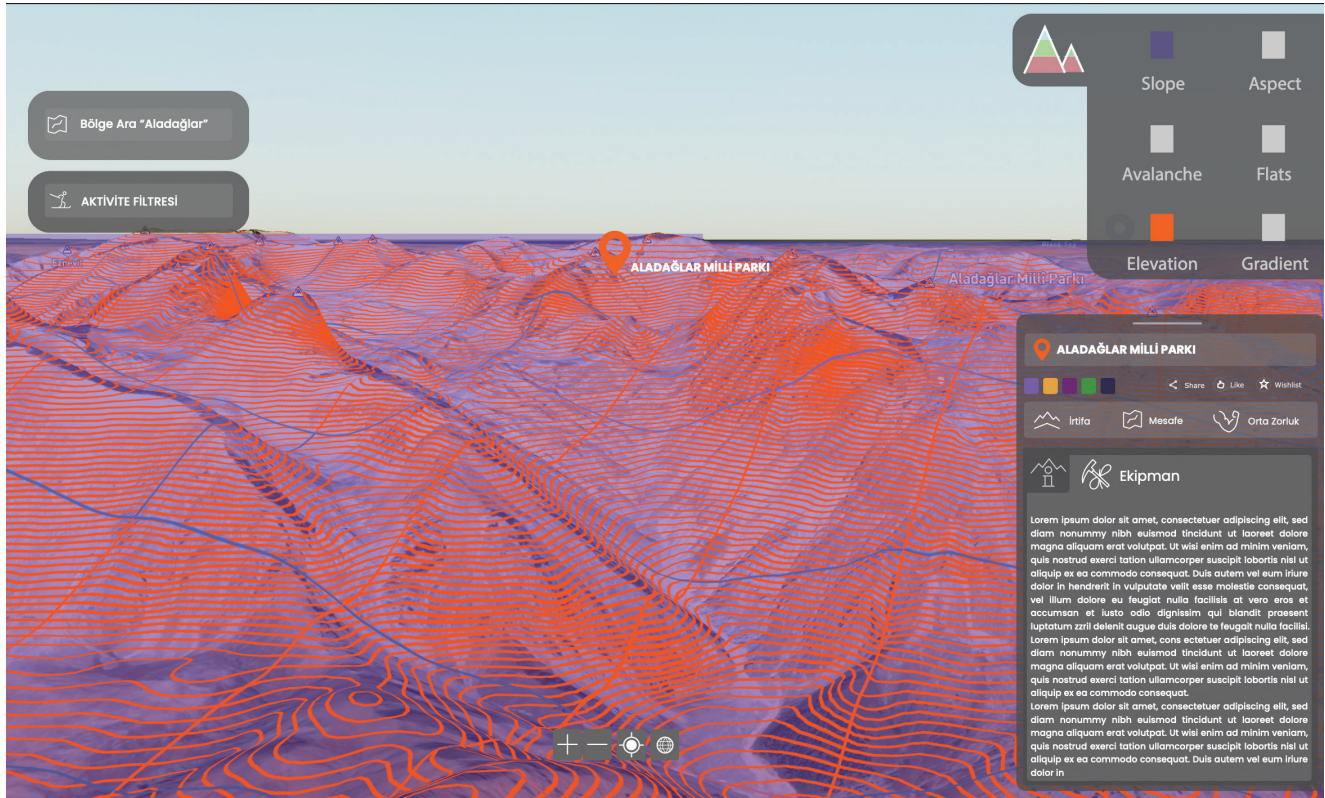
macerita
UI / UX
map design



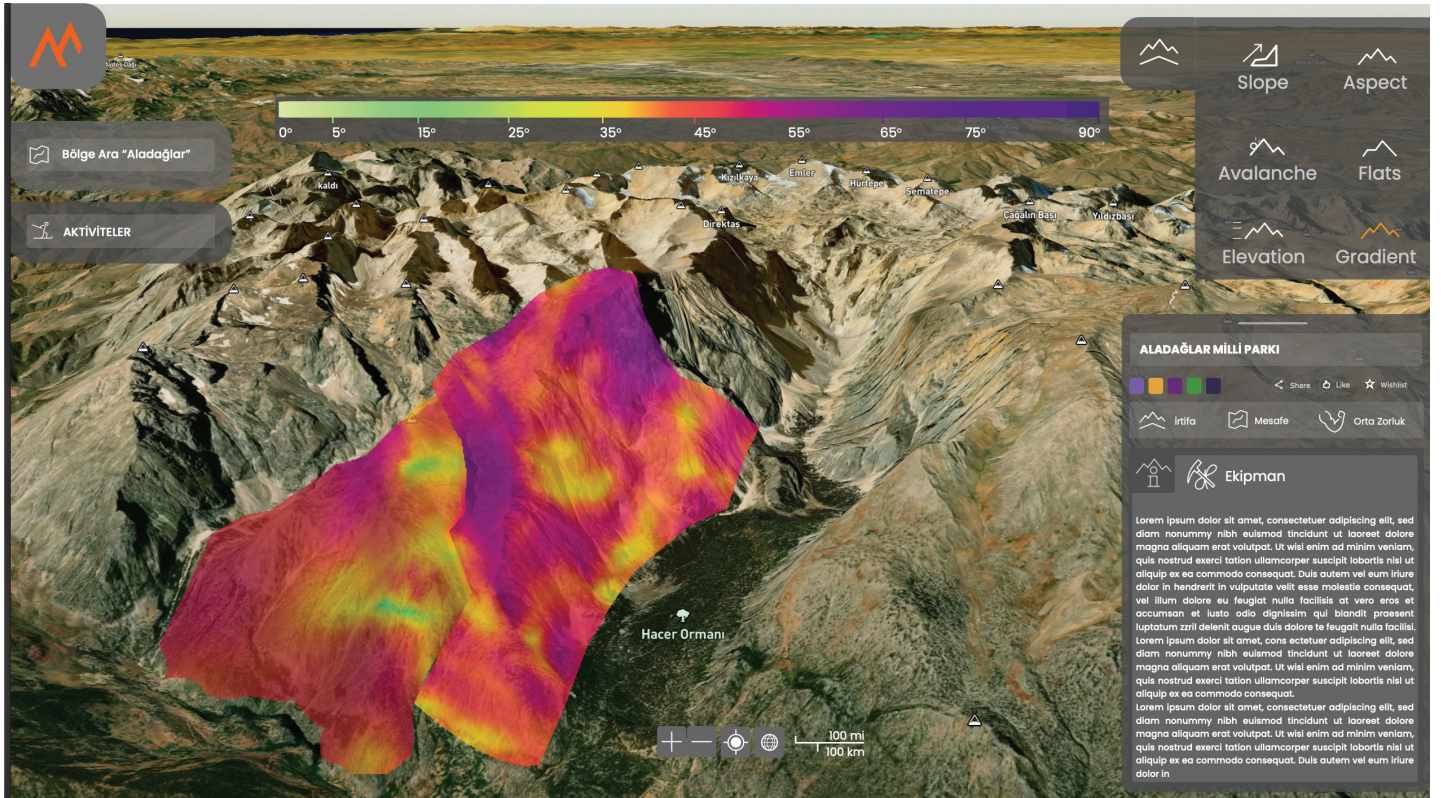
macerita
UI / UX
map design



macerita
UI / UX
map design



macerita
UI / UX
map design



AGATA

Branding Design

by Burcu Nimet Dumlu / Ozge Kantar

Istanbul / Turkey

2024

ROLE: BRANDING DESIGN, LOGO DESIGN, VISUAL DESIGN

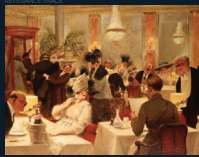


agata
branding



AGATA
BRANDING PRESENTATION

Photo: David Green and David Green, all rights reserved. © Copyright 2011



BRAND CHARACTER



BRAND CHARACTER

Photo: David Green and David Green, all rights reserved. © Copyright 2011



MANCOURT COLORS

MANCOURT COLORS

Photo: David Green and David Green, all rights reserved. © Copyright 2011

LOGO

AGATA

LOGO

AGATA

Photo: David Green and David Green, all rights reserved. © Copyright 2011

agata
branding



CLOCKFONT

Branding Design

by Burcu Nimet Dumlu / Oğulcan Öztunç / Mustafa Şahin

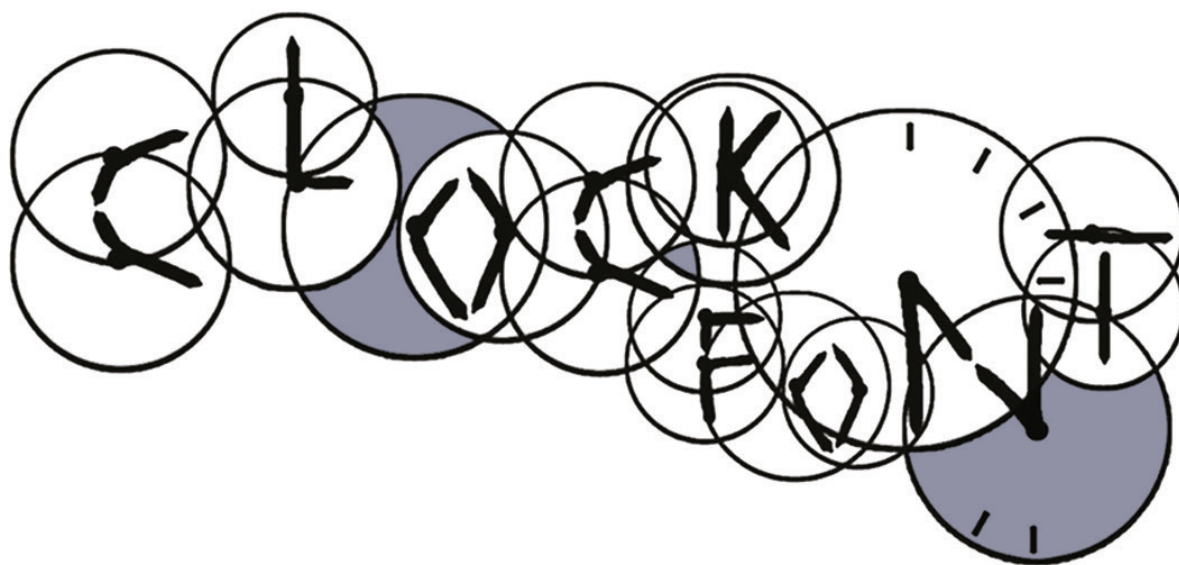
Istanbul / Turkey

2009

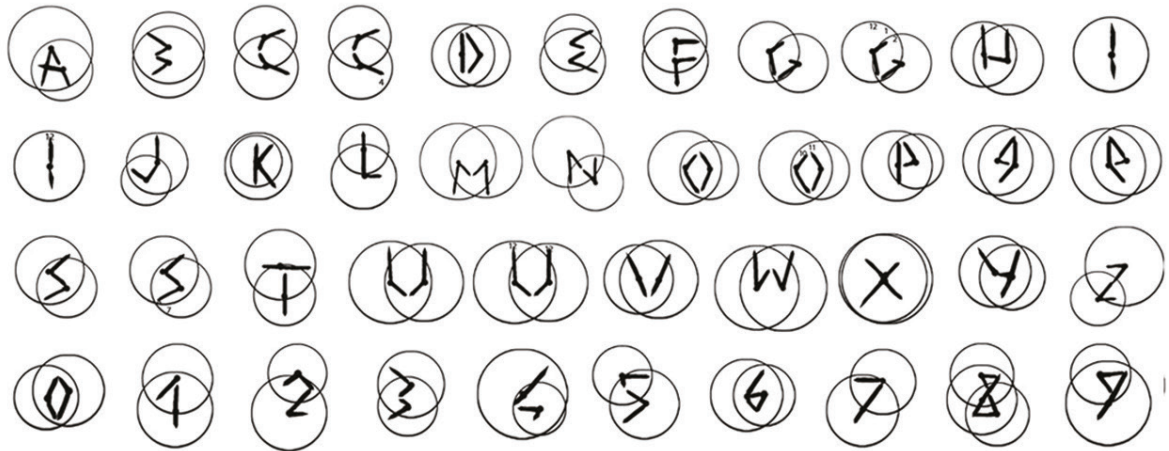
ROLE: CONCEPTUAL DESIGN, FONT DESIGN



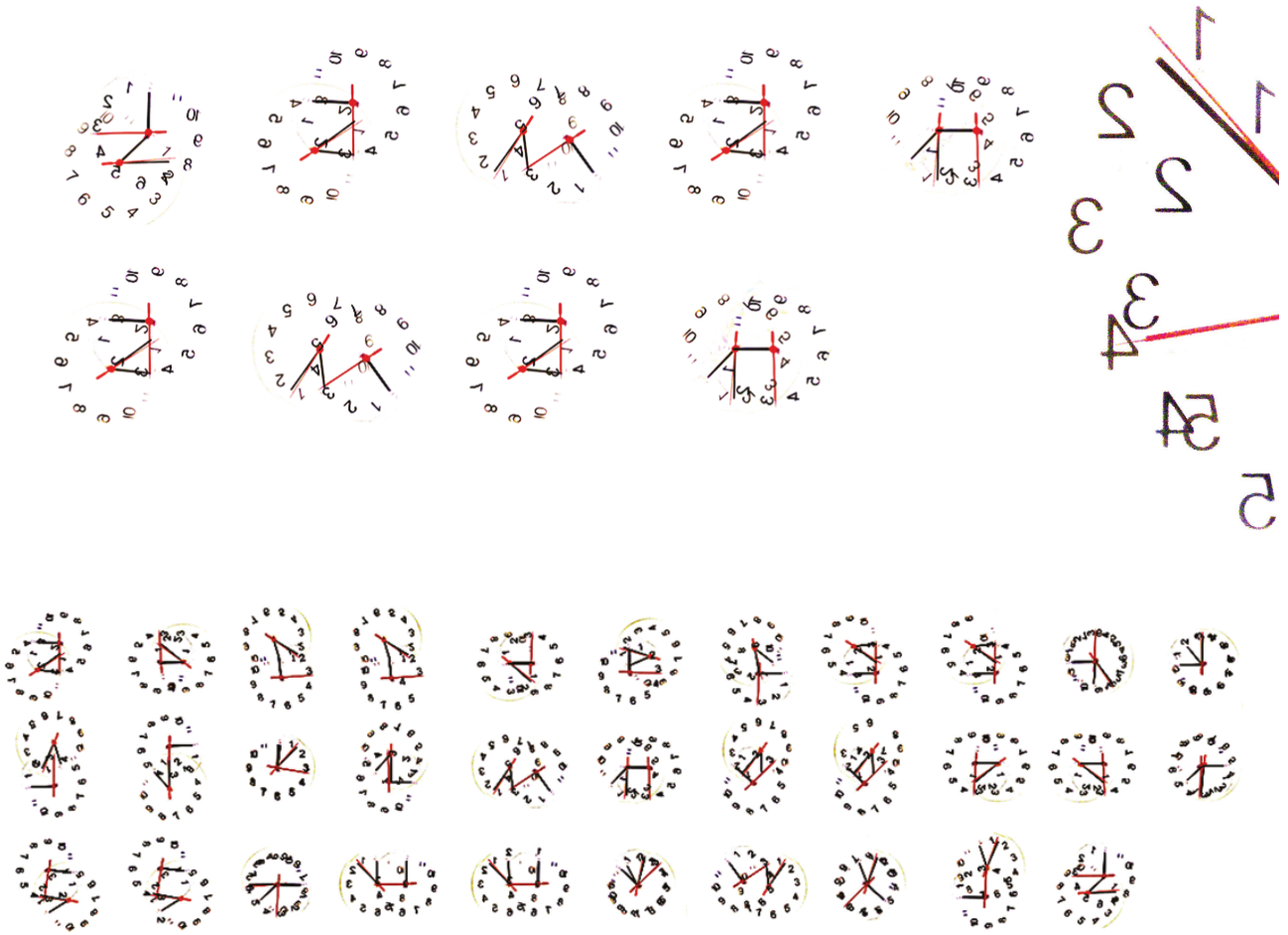
clockfont
typography design



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

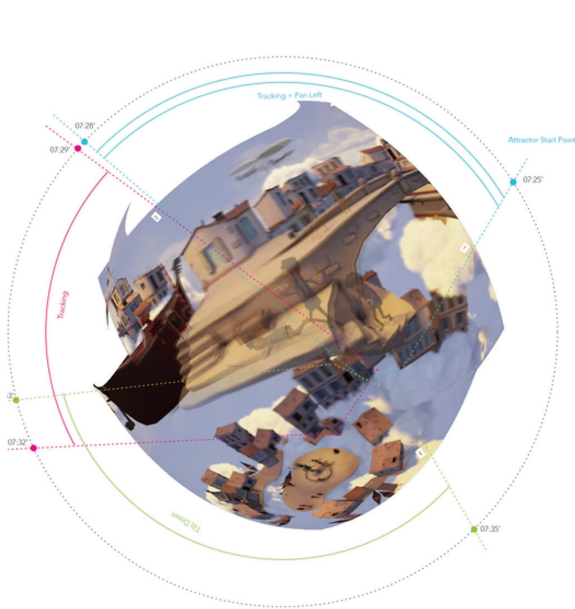
2018

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

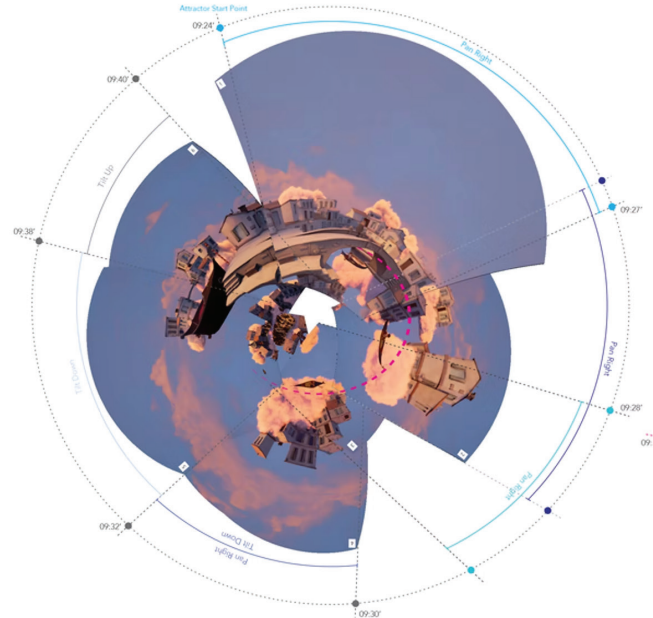


ANALYZING THE USER EXPERIENCE OF THE VIRTUAL REALITY STORYTELLING WITH THE VISUAL AND THE AURAL STIMULI

SUBJECT 01 - ATTRACTOR 09



SUBJECT 01 - ATTRACTOR 10



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 narratives 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 participants used the HTC Vive head-mounted display to experience the contents of a story called "Allumette" (designed by Penrose Studios). User behaviors were recorded 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 experience. User experience was finally measured by analyzing both the behavioral outputs of the subjects and the questionnaire. "Cinematics" 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

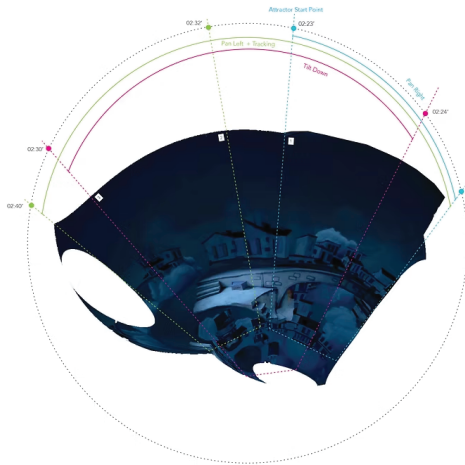
Superposed Movement Paths of 40 Participants



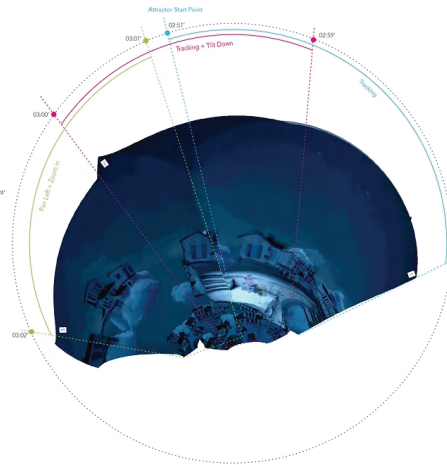
ANALYZING THE USER EXPERIENCE OF THE VIRTUAL REALITY STORYTELLING WITH THE VISUAL AND THE AURAL STIMULI

APPENDIX I : Cinematics Analysis of the User Movement

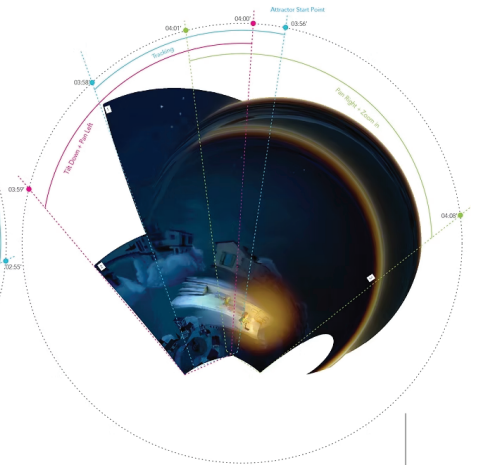
SUBJECT 01 - ATTRACTOR 01



SUBJECT 01 - ATTRACTOR 02



SUBJECT 01 - ATTRACTOR 03



SOUNDWAVES OF THE ALLUMETTE

These 9761 lines were drawing for this representation. The lengths of the lines are based on the sound's volume for that millisecond. The lines of the attractors are calculated by using these informations.

This movement graphic of the subject is generated by using the movement paths that based on Brekel OpenVR Recorder positional data.

MOVEMENT GRAPHIC OF THE SUBJECT



MINDING THE CITY

International Workshop / Article Publication

by Burcu Nimet Dumlu / Tülay Karakas / Dilek Yıldız Ozkan

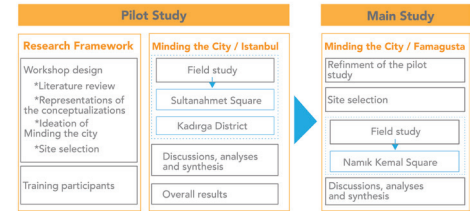
Istanbul / Turkey + Famagusta / Cyprus

2018 - 2023

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



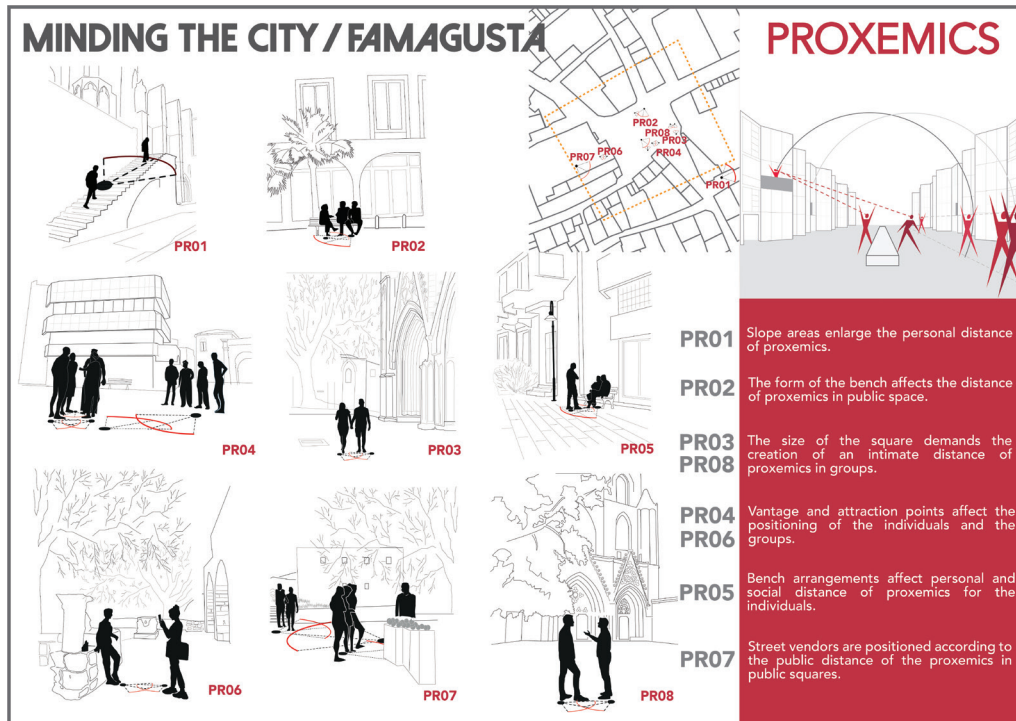
Case Study Research Design



MINDING THE CITY / FAMAGUSTA

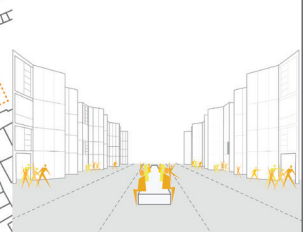
The study intends to mind the city by taking the information gathered through the senses and processed in the human brain as the primary concern in understanding the human experience in the built environment. This refreshing approach deals with human behavior, perception, cognition, sensation, and emotion 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



MINDING THE CITY / FAMAGUSTA

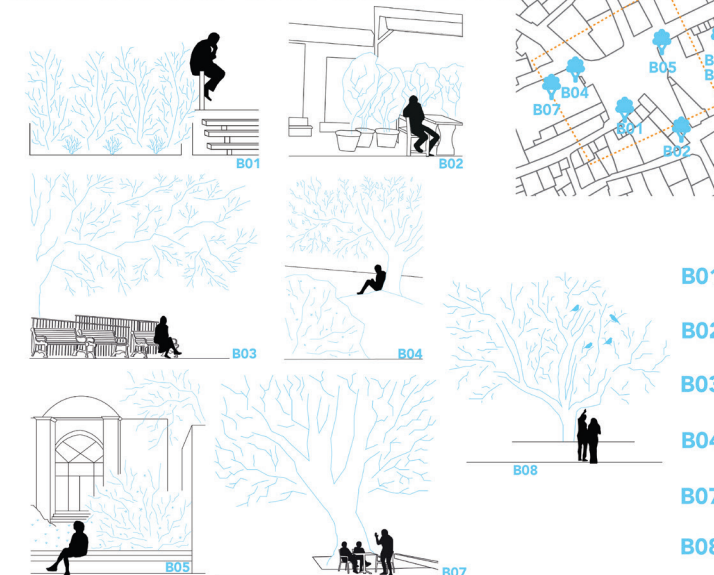
THIGMOTAXIS



- T01** The corners create a strong thigmotactic experience in an urban environment.
- T02** Level differences in flat areas enhance the edge effect.
- T03**
T07
T08 The border defined by the benches is empowered with the sidewalk separators.
- T04** The niches defined by the building facade relations enhance the edge effect.
- T05** Solid surfaces create a strong thigmotactic experience in urban squares.
- T06** The size of the square demands pulling the individuals to the borders of the space.
- T09** The intersection of horizontal and vertical edges creates a 3D spatial border.

MINDING THE CITY / FAMAGUSTA

BIOPHILIA



- B01** People prefer to be close to green areas with sunshine.
- B02** People prefer to be surrounded by the greenery to keep the stress away.
- B03** Green areas creates personal spatial experience in urban environment.
- B04** Green areas creates personal spatial experience in urban environment.
- B07** Green areas create gathering space in urban environment.
- B08** Sounds of birds create a gathering space by attracting the attention of people.

**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

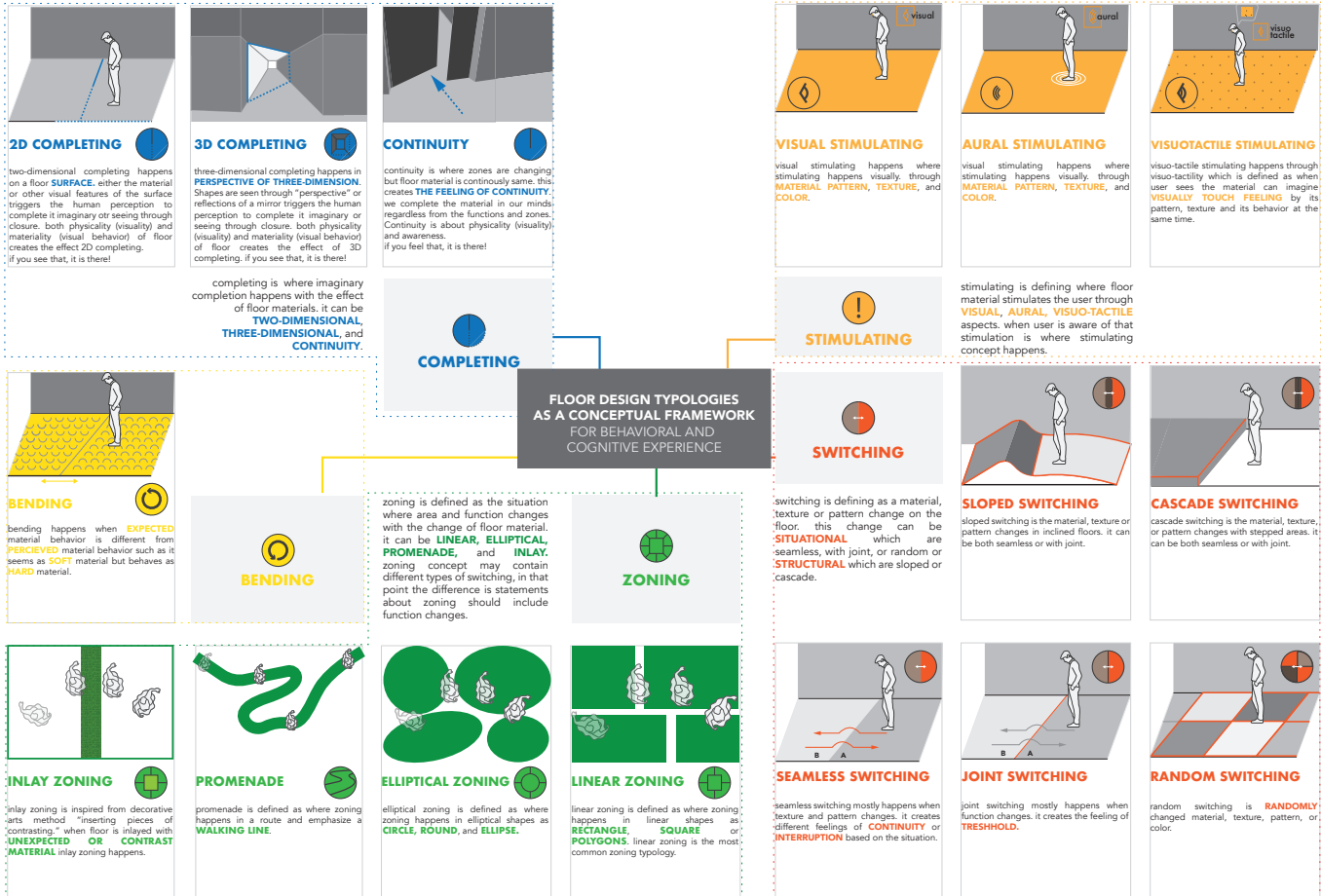
Tokyo / Japan

2023 - 2024

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



FLOOR DESIGN TYPOLOGIES



completing 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 continuity when they are aware of their surroundings. but continuity 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.

