

Fatih Kursat Ozenc

Curriculum Vitae

PhD candidate in Design
School of Design
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Research Interests

My research focuses on interactive products and service systems situated in transitional experiences. To address issues around role and environmental transitions, I develop an experience design framework called *modes of transitions*, which aims to help designers to understand and shape emotional and social qualities of people's relationships with interactive systems in the design process.

Education

PhD Candidate, Interaction Design, (Expected) May 2010
Carnegie Mellon University, School of Design, College of Fine Arts, Pittsburgh, U.S.

Master of Fine Arts, Visual Communication Design, July 2004
Sabanci University, Faculty of Arts and Social Sciences, Istanbul, Turkiye

Bachelor of Industrial Product Design, June 2002
Middle East Technical University, Faculty of Architecture, Ankara, Turkiye

Selected Grants

Cylab Carnegie Mellon, Graduate Fellowship, Pittsburgh, U.S., Sept 2008
Graduate Student Small Project Help (GUSH), Carnegie Mellon, U.S., February 2007
Carnegie Mellon Graduate Fellowship, Pittsburgh, U.S., May 2004
Sabanci University Graduate Fellowship, Sabanci University, Istanbul, Turkiye, June 2002

Research Projects

Saferide Alternative Ways of Commuting, Sept 2008 - Dec 2009

The motive of this project is to understand the drawbacks of mobility and adaptation, namely commuting, and to design a conceptual ridesharing service, which leverages technology to overcome obstacles that such services have traditionally encountered.

Exploratory Programming for Interactive Behaviors, June 2008 - April 2009

The motive of this project is to develop tools to enhance creativity in the designing of interactive behaviors

Reverse Alarm Clock Project, Jan 2005 - Sept 2008

The motive of this project is to situate ubiquitous computing at home domain, with a focus on adaptation. We have been looking at ways of improving the quality of morning activities of dual-income families with young children

Digital Self Project, Jan 2005 - May 2007

The motive behind this project is to design persuasive technology artifacts through understanding the social role transitions of freshmen students thorough their first semester in college

Research experience

Design researcher at Microsoft Research Cambridge

Interaction design for video-play project, Cambridge, UK, June-Aug 2007

Design researcher at Technical University of Eindhoven

Industrial design for Reverse Alarm Clock project, Eindhoven, Netherlands, June-Aug 2006

Interaction designer, Cylab Korea-Carnegie Mellon University

Interface design for a network security management software, Pittsburgh, U.S., June-Aug 2005

Design Researcher, USPS Postal Service redesign project

Information design for Carnegie Mellon University, Pittsburgh, U.S., Aug 2004 - June 2005

Teaching Experience

Designing For Experience, Instructor
School of Design, Human Computer Interaction Institute,
Carnegie Mellon University, Pittsburgh, Spring 2008

Advanced Interaction and Interface Design, Co-Instructor with Jodi Forlizzi
School of Design, Human Computer Interaction Institute,
Carnegie Mellon University, Pittsburgh, Fall 2007

Sophomore 'Meaning of Form' Studio, Teaching Assistant
School of Design, Carnegie Mellon University, Pittsburgh, Spring 2007

Product design through movement Studio, Teaching Assistant
School of Design, Carnegie Mellon University, Pittsburgh, Spring 2006

Web-design studio, Teaching Assistant,
Visual Arts and Communication Design Departmen, Sabanci University, Istanbul, Turkiye, Fall 2003

Internships

Vestel Electronics, Research and Development Department
High-definition TV project, Manisa, Turkiye, Aug 2001

Meteksan Multimedia Company, 3D+Animation Department
3d modelling for simulation project, Ankara, Turkiye, July 2001

FIAT Tofas, Automobile Factory, Production Department
Technical Drawing Trainee, Bursa, Turkiye, Sept 2000

VITRA, Eczacibasi Sanitaryware Factory, Industrial Design Department
Washbasin design, Istanbul, Turkiye, July 2000

Workshops

Developing Interactive Behaviors Workshop II: Exploration of Future Generation Sketching Tools
Co-organizer with Miso Kim and John Zimmerman, Human Computer Interaction Institute, CMU, April 2009

Developing Interactive Behaviors Workshop I: Identifying Actionable Dimensions of Interactive behaviors
Co-organizer with Miso Kim and John Zimmerman, Human Computer Interaction Institute, CMU, July 2008

Designing for Experience Workshop: Routine and Ritual construction
Co-organizer with Anne Mundell, School of Design, January 2008

Seminars & Presentations

Sustainability and Computer Science,
Why People Don't Want to Share Rides and What We Might Do To Change That?
Carnegie Mellon University, Pittsburgh, Pa, U.S., November 2009

Workshop on Real-Time Rides: A Smart Roadmap to Energy and Infrastructure Efficiency
Presenter, Massachusetts Institute of Technology in Cambridge, MA, U.S., April 2009

Workshop at CHI 2009: Building a unified framework for the practice of Experience Design
Presenter, Cambridge, MA, U.S., April 2009

A Working Conference on Service Design, Interaction, and Social Environments,
Presenter, Case Western University, Cleveland, Ohio, U.S., March 2009

Workshop at CHI 2005: Social implications of Ubiquitous Computing
Presenter, Oregon, Portland, U.S., April 2005

Publications

[In preparation] An experience centered approach to the Ecology of Commuting: Research on Alternative Ways of Commuting, Fatih Kursat Ozenc, Lorrie Cranor, Jim Morris

[In preparation] How to support Designers in Getting hold of the Immaterial Material of Software, Fatih Kursat Ozenc, Miso Kim, John Zimmerman, Stephen Oney.

Transitions Research for Experience Design: Designing Interactive Products and services for Role and Environmental Transitions, Fatih Kursat Ozenc, IASDR 2009, Seoul, Korea

Reverse Alarm Clock: An interactive system, Artifacts session, EPIC 2009, Chicago, U.S.

New Methods for the Design of Products that Support Social Role Transitions, John Zimmerman, Kursat Ozenc, Jeong Bong-keum, 2008, Artifact. Taylor and Francis

Videoplay: Playful and Social editing of Video using Tangible Objects and Multi-touch Interaction, Stuart Taylor, Shahram Izadi, Kursat Ozenc, Richard Harper, 2nd IEEE Tabletop Workshop, October 2007, New Port, Rhode Island, U.S.

Reverse Alarm Clock: A research through design example of Designing for the Self, Kursat Ozenc, J Bongkeum, James Brommer, Nina Shih, Karen Au, John Zimmerman, Designing Pleasurable Products and Interfaces Conference, Aug 2007, Helsinki, Finland

Nurturing the Wakeup Routine, John Zimmerman, Kess Overbeeke, Jodi Forlizzi, Philip Ross, and Kursat Ozenc, Ubicomp 2006, Ubicomp Workshop on Nurturing Technologies in the Home, September 2006, New Port, U.S.

Exploring social relations between smart homes and their occupants, CHI 2005: Technology, safety, community, April 2005, Oregon, Portland, U.S.

Dynamics of Pleasure in Interface Design, 4th International Conference on Design&Emotion, Middle East Technical University, July 2004, Ankara, Turkiye

Intertwining Nature of Virtual Reality, M.F.A. Thesis Paper, Sabanci University, Faculty of Arts and Social Sciences, June 2004, Istanbul, Turkiye