

## Arş. Gör. MUHAMMET ALİ HEYİK

### Kişisel Bilgiler

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### Uluslararası Araştırmacı ID'leri

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### Biyografi

M. Ali Heyik, after graduating from the Department of Architecture in 2015, worked as an architect in several architectural offices in Istanbul, gaining experience through notable restoration projects in the Harem section of Topkapı Palace. In 2016, he was accepted into the Master's degree program in Architectural Design at Yıldız Technical University, where he successfully completed his studies in 2019, with a thesis entitled "Baths as Cultural Values and Mapping on Istanbul Baths." Since 2016, M. Ali Heyik has been actively engaged as a research assistant in the Department of Architecture at Yıldız Technical University, focusing on his ongoing PhD studies. His research endeavors encompass diverse fields, including design research, computational design, game-based learning, participatory design, collective intelligence, and ecosocial transition in coastal areas. M. Ali Heyik further enriched his academic journey by pursuing his doctoral research at UPM-Polytechnic University of Madrid as part of the Erasmus program between 2021 and 2022. Additionally, from 2022 to 2023, he conducted research at Granada University as part of the Tubitak 2214/A project

### Araştırma Alanları

Kentleşme ve Çevre Sorunları, Mimarlık, Kent Planlaması ve Gelişimi

### Akademik Unvanlar / Görevler

Araştırma Görevlisi, Yıldız Teknik Üniversitesi, Mimarlık Fakültesi, Mimarlık Bölümü, 2017 - Devam Ediyor

### Diğer Dergilerde Yayınlanan Makaleler

- Reclaiming site analysis from co-sensing to co-ideation: A collective cartography strategy and tactical trajectories**  
HEYİK M. A., Güleç Özer D., Abarca-Alvarez F. J., Romero-Martínez J. M.  
International Journal of Architectural Computing, cilt.22, sa.2, ss.238-256, 2024 (ESCI)
- Exploring citizens' perspectives on participatory design and planning: A comparative study across three capital cities**  
HEYİK M. A., Castellanos-Escobar M. C., Romero-Martínez J. M., Çalışkan Z.  
Urban Governance, 2024 (Scopus)
- Ostrakinda: A Game-Based Learning Toolkit for Ancient Mediterranean Cities**  
Heyik M. A., Erdoğan M., Tong T.  
ICONARP INTERNATIONAL JOURNAL OF ARCHITECTURE AND PLANNING, cilt.1, sa.1, ss.1, 2023 (ESCI)

#### **IV. A Computational Design Strategy for Integrated Façades**

Gürcan C. G., Heyik M. A.

MEGARON, cilt.1, sa.1, ss.1, 2023 (ESCI)

#### **Hakemli Kongre / Sempozyum Bildiri Kitaplarında Yer Alan Yayınlar**

##### **I. Leveraging Collective Intelligence from Crowdsourcing to Co-creation in Field Studies**

Heyik M. A., Karataş E., ERDOĞAN M.

41st Conference on Education and Research in Computer Aided Architectural Design in Europe, eCAADe 2023, Graz, Avusturya, 20 - 22 Eylül 2023, cilt.1, ss.129-138

#### **Metrikler**

Yayın: 5

Atf (Scopus): 2

H-İndeks (Scopus): 1