Sercan Şengün, Ph.D.

Assistant Professor of Games & Interactive Media
Nicholson School of Communication
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Academic Appointments

2023-present	**Assistant Professor of Games & Interactive Media**, Games & Interactive Media, Nicholson School of Communication, University of Central Florida
2019-2023	**Assistant Professor of Creative Technologies–Game Design**, Creative Technologies, Wonsook Kim College of Fine Arts, Illinois State University
	2022-2023 **Area Head (Game Design)**, Creative Technologies Program
	2022-2023 **Area Co-Coordinator**, Graphic Design, WK School of Art
2022-2024	**Researcher**, Antiracism, Games, and Immersive Media Group, Initiative on Combatting Systemic Racism Project, MIT IDSS (Institute for Data, Systems, and Society)
2022-present	**Member**, Istanbul Bilgi University Graduate Programs Institute Advisory Board
2021-present	**Research Affiliate**, MIT Center for Advanced Virtuality, MIT
	Projects: Roleplaying for Perspective Taking – *funded by* DSTA
	Project VISIBLE – *funded by* NCSoft
2018-2019	**Visiting Assistant Professor of Game Design**, College of Arts, Media and Design, Game Design Program, Northeastern University
2014-2019	**Lecturer**, Faculty of Communication, Digital Game Design Program, Istanbul Bahcesehir University
2016-2018	**Postdoctoral Research Associate**, MIT Imagination, Computation, and Expression Laboratory (ICE Lab) & MIT CSAIL (Computer Science and Artificial Intelligence Laboratory), Massachusetts Institute of Technology
	● PI: D. Fox Harrell (MIT CSAIL & CMS).
2017-2018	**Visiting Researcher**, QCRI (Qatar Computing Research Institute, Social Computing Group), Hamad Bin Khalifa University
	● December 2017 – June 2018
	● PIs: Haewoon Kwak (HBKU), D. Fox Harrell (MIT CSAIL & CMS).
2016-2017	**Visiting Researcher**, QCRI (Qatar Computing Research Institute, Social Computing Group), Hamad Bin Khalifa University

- December 2016 – June 2017
- PIs: Haewoon Kwak (HBKU), D. Fox Harrell (MIT CSAIL & CMS).

2015-2016   **Lecturer**, Faculty of Communication, Digital Game Design Program, İstanbul Bilgi University

Industry Appointments

2022-2023   Born Immersive UK

2011-2014   kreatiFabrika Communication Agency

2005-2011   Nintendo of Europe (Local Office)

2003-2005   Avaturk Gaming Services

1999-2003   Arti Interaktif New Media Agency

Education

Ph.D.   **Communication**, Istanbul Bilgi University, 2016

Thesis: Narra Ludens: Explaining Videogame Narrative Engagement Through Player Types (*Advisor:* Selcen Ozturkcan, Ph.D., Linnaeus University, Sweden)

M.A.   **Media (Film and Television) Studies**, Istanbul Bilgi University, 2013

Thesis: Six Degrees of Video Game Narrative: A Classification for Narrative in Video Games*; Published as a book chapter in Games and Narrative: Theory and Practice, Cham: Springer. https://doi.org/10.1007/978-3-030-81538-7_1*

B.A.   **Visual Communication Design**, Istanbul Bilgi University, 2004

Graduation Project: Best Practices in Culturally Grounded Ways of Visual Storytelling; *Published as a part of the book "Bize Kuşdili Öğretildi" in 2010 by Can Press, İstanbul. ISBN: 9789750712371.*

Grants, Fellowships, Awards and Honors

2024   UCF College of Sciences Recognition for Outstanding Instruction

2024   UCF Center for Distributed Learning Quality Blended Course Designation for DIG3480

2024   UCF Center for Distributed Learning Quality Online Course Designation for DIG3175

2022   Illinois State University Service Initiative Award, $500/1 year.

2022   Wonsook Kim College of Fine Arts Service Initiative Award, $500/1 year.

2022   Ken Holder Endowed Professor of Art, "Bridging Games with Arts, Education, Social Sciences, and Humanities," $35,182/2 years, Awarded 5/12/2022.

2022	Co-PI with Michele Shropshire (Mennonite College of Nursing), FY23 University Research Grant, "Gerontological Nursing Care Gamification in Nursing," $3,879/1 year, Awarded 7/1/2022.
2021	FY22 University Research Grant, "Validating the DECKS Framework: A Large-scale Crowd-sourced Survey Study," $2,450/1 year, Awarded 7/1/2021.
2021	Illinois State University, Wonsook Kim College of Fine Arts, Dean Faculty Development Grant, $250/1 semester.
2020	Illinois State University Research Initiative Award, $500/1 year.
2020	Wonsook Kim College of Fine Arts Research Initiative Award, $500/1 year.
2020	ISU Office of the Cross Chair in The Scholarship of Teaching and Learning, Exploration of SoTL Grant, $1,000/7 months, Awarded October 2020.
2020	Honorable Mention Award for CHI 2020 Conference, submission 8604.
2020	FY21 University Research Grant, "Gamespective: A Nuanced and Collaborative Online Game Database Through the Lens of Humanities," $2,830/1 year, Awarded 5/20/2019.
2020	Illinois State University, Wonsook Kim College of Fine Arts, Dean Travel Grant, $250/1 semester.
2020	Illinois State University, Wonsook Kim School of Art Faculty Development Grant, $700/1 semester.
2020	Illinois State University, Creative Technologies Faculty Development Grant, $1000/1 semester.
2019	Northeastern University R&D Grant #S4823-PO340824, "A Social Platform that Models User Identity Via Interactive Stories," $23,785/1 month, Awarded 5/2019.
2018	National Science Foundation (NSF) #1850937, I-Corps Grant (2018 Fall, EL), $50,000/1 year, Awarded 9/2018.
2018	Massachusetts Institute of Technology Node Innovation Corps Grant #347267, $2,500/2 months, Awarded 1/2018.
2013	Scientific and Technological Research Council of Turkey Doctoral Fellowship, (TL/USD approx.) $49,500/3 years, Awarded 9/2013.
2013	Istanbul Bilgi University School of Communication Merit Scholarship 3/4 tuition.
2011	Istanbul Bilgi University the Dean's Graduate Fellowship.
2011	Istanbul Bilgi University School of Communication Merit Scholarship full tuition.
2000	The Republic of Turkey, Ministry of Education OSYM Undergraduate Scholarship full tuition.

Teaching & Advising

University of Central Florida Courses:
- DIG 2000 – Introduction to Digital Media

- DIG 3175 – Design for Access and Engagement *(CDL Quality Online Course Designation)*
- DIG 3840 – Computer as a Medium *(CDL Quality Blended Course Designation)*
- DIG 4630 – Creative Industries
- DIG 4714 – Intermediate Game Development
- DIG 4778 – Game Design Tools & Plugins
- DIG 4941 – Internship

Shanghai Normal University Courses:

- ART 18 / 19 – Introduction to Game Design

Illinois State University Courses:

- ART 444A13 – Problems in Studio Work
- ART 451A87 – Special Projects in Art: Video
- CTK 351 – Game Design I
- CTK 352 – Game Design II
- CTK 353 – Game Development
- CTK 355A01 – Game Studio Capstone I
- CTK 355A02 – Game Studio Capstone II
- CTK 380.3 / 380.4 – Introduction to Game Design
- CTK 380.5 / 380.6 – Introduction to Game Development
- CTK 380.8 – Games and Society
- CTK 460.1* – Computer Arts Studio: Play and Society
- CTK 460.1* – Computer Arts Studio: Experimental Technologies for Games
- CTK 480.2* – Digital Game Concept Dev. and Production
- CTK 490* / 390 – Directed Projects in Art Technology
- CTK 499* – Independent Research for the Master's Thesis
- HON 202A78 – Diversity in Digital Platforms and Equitable Virtual Environments

Northeastern University Courses:

- GAME 1110 – Games and Society
- GAME 2500 – Foundations of Game Design
- GAME 3800 – Game Concept Development & Production
- GSND 5110* – Game Design and Analysis
- GSND 5111* – Game Seminar
- GSND 5130* – Mixed Research Methods for Games
- GSND 6320* – Psychology of Play

Istanbul Bahcesehir University Courses:

- GAD 5101* – Games & Culture
- GAD 5103* – Game Art & Aesthetics
- GAD 5888-1* – Thesis I
- GAD 5888-2* – Thesis II

Massachusetts Institute of Technology Courses:

- CMS.628 / 828* – Advanced Identity Representation
- CMS 950* – Multimedia Workshop

Istanbul Bilgi University Courses:

- GAME103 – Introduction to Design and Creative Thinking

* Graduate-level courses

Directed Studies:

- Ian C. "*Occentatia: A playful & safe community for LGBTQ+ players through virtual worldbuilding*" (ISU, WK School of Art Graduate Program, MFA), 2022-2023.
- Royce A. "*Virtual DJing environments for VRChat*" (ISU, Creative Technologies Program), 2022-2023.
- Mojde K. "*The bitter truth: A VR game about women's experiences of growing up in Iran*" (ISU, Creative Technologies Graduate Program), 2021-2023.
- Sargylana C. "*sulustar kœstybetter: A non-game on indigenous futurism for Sakha Yakut culture*" (ISU, WK School of Art Graduate Program, MFA), 2021-2022.
- Ethan C. "*Self-representation in virtual environments*" (ISU, Creative Technologies Graduate Program), 2020-2021.
- Mason B. "*Transitioning of game design students into game design careers*" (ISU, Creative Technologies Graduate Program), 2020-2021.

Thesis Advisor and Committee Chair:

- Ufuk Ç., (Istanbul Bahcesehir University, Game Design Graduate), "*An Analysis of the Visual Aesthetics and Referentiality of Mortal Kombat 1*," Defended 2020.
- Orçun A., (Istanbul Bahcesehir University, Game Design Graduate), "*A framework for quest generation based on NPC motivations*," Defended 2019.
- Özge M., (Istanbul Bahcesehir University, Game Design Graduate), "*An analysis of religious imagery in Assassin's Creed Origins*," Defended 2019.
- Yeliz K., (Istanbul Bahcesehir University, Game Design Graduate), "*Social behaviour learning with digital games: An experimental study*," Defended 2019.
- Selim Ö., (Istanbul Bahcesehir University, Game Design Graduate), "*From monetization to creating an in-game economy: Roles of a game designer*," Defended 2019.
- Ali Han Ş., (Istanbul Bahcesehir University, Game Design Graduate), "*Streamlining of games and its effect on casual and hardcore players*," Defended 2019.
- Sezin E., (Istanbul Bahcesehir University, Game Design Graduate), "*The impact of machine learning on gaming industry*," Defended 2018.

- Doruk K., (Istanbul Bahcesehir University, Game Design Graduate), "*Comparing players' self-perceived and actual gaming dedication levels*," Defended 2017.

Internships

- Lillian A., UCF DM W&SP, Spring 2024 (black dog designs, llc)
- Ariel Y., UCF DM GD, Spring 2024 (Jamf.com)
- Rochelle G., UCF DM W&SP, Summer 2024 (UCF Athletics)

Publications

Journal Articles:

2023   B. Bostan, **S. Sengun**. "Forging connections: The social dynamics of 'Death Stranding' as a paradigm shift in gaming," *New Trends in Computer Sciences*, 1(2), 97–112. https://doi.org/10.3846/ntcs.2023.19412

2023   **S. Şengün**, J. Santos, J. Salminen, M. Milenkovic, B. Jansen. "Is death only the beginning? How people mourn artificial characters in social media," *Games and Culture,* https://doi.org/10.1177/15554120231190195

2022   J. Salminen, S. Jung, L. Nielsen, **S. Şengün**, B. Jansen. "How does varying the number of personas affect user perceptions and behavior? Challenging the 'small personas' hypothesis!" *International Journal of Human - Computer Studies,* 168 (102915) https://doi.org/10.1016/j.ijhcs.2022.102915

2022   **S. Şengün**, P. Mawhorter, J. Bowie-Wilson, Y. Audeh, H. Kwak, F. Harrell. "Contours of virtual enfreakment in fighting game characters," *Technological Forecasting and Social Change* 180 (121797) https://doi.org/10.1016/j.techfore.2022.121707

2022   J. Salminen, **S. Şengün**, J. Santos, S. Jung, and B. Jansen. "Can unhappy pictures enhance the effect of personas? A user experiment," *ACM Transactions on Computer-Human Interaction,* 29(2), pp. 1-59. https://dl.acm.org/doi/10.1145/3485872

2022   **S. Şengün**, J. Santos, J. Salminen, S. Jung, and B. Jansen, "Do players communicate differently depending on the champion played? Exploring the Proteus effect in League of Legends," *Technological Forecasting and Social Change* 177(121556). http://doi.org/10.1016/j.techfore.2022.121556

2020   **S. Şengün** and S. Ozturkcan, "Re-shaped by mobile technologies' disruption: The videogame industry in Turkey," *Studies on Marketing Insights,* 4(1), pp. 44-56. https://dergipark.org.tr/en/pub/somi/issue/56246/755664

2020   J. Salminen, **S. Şengün**, S. Jung, and B. Jansen, "Exploring the relationship of online toxicity and news topics: An analysis of 63,886 YouTube videos," *Plos One, 15(2).* https://doi.org/10.1371/journal.pone.0228723

2019   P. Mawhorter, **S. Şengün**, H. Kwak, and F. Harrell, "Identifying regional trends in avatar customization," *IEEE Transactions on Games,* 11 (4), pp. 405-415. http://doi.org/10.1109/TG.2018.2835776

2018   J. Salminen, **S. Şengün**, H. Kwak, J. An, B. Jansen, S. Jung, F. Harrell, and S. Vieweg, (2018), "From 2,772 segments to 5 personas: Summarizing a diverse online audience by generating culturally adapted personas," *First Monday,* 23 (6). https://doi.org/10.5210/fm.v23i6.8415

2018   **S. Şengün** and F. Harrell, "Virtual identity systems should better support gulf nationals," *The Oxford Gulf and Arabian Peninsula Studies Forum*, Spring 2018, University of Oxford, pp. 4-8.

2017   **S. Şengün**, **"**Ludic voyeurism and passive spectatorship in Gone Home and other 'walking simulators,'" *Video Game Art Reader*, 1 (1).

2015   **S. Şengün**, "Why do I fall for the Elf, when I am no Orc myself? The implications of virtual avatars in digital communication," *Journal of Communication and Society*, 27, pp.181-193, http://dx.doi.org/10.17231/comsoc.27(2015).2096

2015   **S. Şengün**, **"**A semiotic reading of digital avatars and their role of uncertainty reduction in digital communication," *Journal of Media Critiques [JMC] Digital Communication Impact Special Issue,* https://doi.org/10.17349/jmc114311

2014   **S. Şengün**, "Videogames as living science fiction and fantasy worlds in the age of virtual storytelling," *Varlık,* #1278, pp. 16-21, Varlık Press, Istanbul

2013   **S. Şengün**, "Silent Hill 2 and the curious case of invisible agency," *Lecture Notes on Computer Science,* #8230, pp. 180-185, https://doi.org/10.1007/978-3-319-02756-2_22

Conference Papers:

2023   C. Yildirim, **S. Şengün**, M. Akhoroz, E. Kucuk, and F. Harrell. "Through the looking glass: The role of virtual mirrors in shaping empathy in virtual reality perspective taking," *MUM2023 (22nd International Conference on Mobile and Ubiquitous Multimedia),* pp. 495–498, December 3-6, Vienna, Austria. https://dl.acm.org/doi/10.1145/3626705.3631789

2023   J. Salminen, **S. Şengün**, J. Santos, S. Jung, L. Nielsen, B. Jansen. "The choice of a persona: An analysis of why stakeholders choose a given persona for a design task," *HCII 2023 25TH International Conference on Human-Computer Interaction* (23-28 July, Copenhagen, Denmark) https://doi.org/10.1007/978-3-031-48038-6_18

2023   C. Yildirim, **S. Sengun**, P. Amer, JJ Hawke, F. Harrell. "Toward computationally-supported roleplaying for perspective-taking," *HCI in Games: 5th International Conference, HCI-Games 2023, Held as Part of the 25th HCI International Conference* (23-28 July, Copenhagen, Denmark), pp. 154-171 https://doi.org/10.1007/978-3-031-35930-9_11

2022   **S. Şengün** and B. Bostan. "Passive collaboration and connections in a 'strand game': changing the way we play," *GAME-ON'2022* (14-16 September, Lisbon, Portugal)

2022   J. Salminen, **S. Şengün**, J. Santos, S. Jung, and B. Jansen. "Can unhappy pictures enhance the effect of personas? A user experiment," *CHI 2022: The ACM CHI Conference on Human Factors in Computing Systems.* (30 April-5 May, New Orleans, LA) https://programs.sigchi.org/chi/2022/program/content/70511

2021   J. Salminen, M. Milenkovic, **S. Şengün**, S. Jung, and B. Jansen. "Weaponizing words: Analyzing fake news accusations against two online news channels," *BESC 2021: The 8th International Conference on Behavioural and Social Computing.* (29-31 October, Doha, Qatar) ***(best paper award nominee)*** https://doi.org/10.1109/BESC53957.2021.9635377

2021   J. Salminen, **S. Şengün**, S. Jung, and B. Jansen. "Comparing persona analytics and social media analytics for a user-centric task using eye-tracking and think-aloud," *CHItaly 2021: Proceedings of the 2021 CHItaly Conference.* (11-13 July, Bozen-Bolzano, Italy) https://doi.org/10.1145/3464385.3464734

2020   J. Salminen, S. Chowdhury, **S. Şengün**, S. Jung, and B. Jansen. "Personas and analytics: A comparative user study of efficiency and effectiveness for a user identification task," *CHI '20: Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems,* pp. 1-13. (24-30 April, Honolulu, Hawaii) https://doi.org/10.1145/3313831.3376770 ***(honorable mention for best paper award)***

2020   J. Salminen, L. Ying-Hsang, J. Santos, **S. Şengün**, and B. Jansen, "The effect of numerical and textual information on visual engagement and perceptions of AI-driven persona interfaces," *IUI '20: Proceedings of the 25th International Conference on Intelligent User Interfaces* (17-20 March, Cagliari, Italy), pp. 357-368. https://doi.org/10.1145/3377325.3377492

2019   **S. Sengun**, J. Salminen, P. Mawhorter, S. Jung, and B. Jansen. "Exploring the relationship between game content and culture-based toxicity: A case study of League of Legends and MENA players." *HT '19 Proceedings of the 30th ACM Conference on Hypertext and Social Media*, pp. 87-95. (17-20 September, Hof, Germany.) https://doi.org/10.1145/3342220.3343652

2019   **S. Sengun**, J. Salminen, S. Jung, P. Mawhorter, and B. Jansen. "Analyzing hate speech toward players from the MENA in League of Legends." *CHI EA '19: Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems*. (4-9 May, Glasgow, Scotland, UK.), pp. 1–6. https://doi.org/10.1145/3290607.3312924

2019   J. Salminen, **S. Sengun**, S. Jung, and B. Jansen. "Design issues in automatically generated persona profiles: A qualitative analysis from 38 think-aloud transcripts." *CHIIR '19: Proceedings of the 2019 Conference on Human Information Interaction and Retrieval*. (10-14 March, Glasgow, Scotland, UK), pp. 225–229. https://doi.org/10.1145/3295750.3298942

2018   A. Jahanian, **S. Şengün**, P. Mawhorter, H. Kwak, and F. Harrell. "Grounding AI-driven cross-cultural analysis with community insights," *CHI 2018 Workshop: ArabHCI Working with Arab Communities* (21-26 April, Montreal, Canada)

2017   J. Salminen, **S. Şengün**, H. Kwak, B. Jansen, J. An, S. Jung, S. Vieweg, and F. Harrell. "Generating cultural personas from social data: A perspective of Middle Eastern users," *IEEE International Conference on Future Internet of Things and Cloud, FiCloud-2017.* (21-23 August, Prague, Czech Republic), http://doi.org/10.1109/FiCloudW.2017.97

2017	F. Harrell, S. Vieweg, H. Kwak, C. Lim, **S. Sengun**, A. Jahanian, and P. Ortiz. "Culturally-grounded analysis of everyday creativity in social media: A case study in Qatari context," *C&C '17: Proceedings of the 2017 ACM SIGCHI Conference on Creativity and Cognition*. (June 27-30, Singapore), pp. 209-221. https://dl.acm.org/doi/10.1145/3059454.3059456
2013	**S. Şengün**, "Cybertexts, hypertexts and interactive fiction: Why shan't the prodigal children overthrow their forefathers," *Innovation, Difference, Irregularity, Lit Fiction'13*, pp. 58-66, Mimar Sinan University Press, Istanbul
2012	**S. Şengün**, "Engagement model as the basis for video game design," *Proceedings of ECREA 2012 Pre-Conference: Experiencing Digital Games: Use, Effects & Culture of Gaming*.

Book (Multiple Authors/Editors):

2023	N. Lee *et al., Encyclopedia of Computer Graphics and Games,* 1st ed. Dec 14, 2023. https://doi.org/10.1007/978-3-319-08234-9 ISBN-10: 3031231597; ISBN-13: 978-3031231599.

Book Chapters:

2023	**S. Şengün**, "Tabula rasa identities and passive spectatorship in video games: A case study on walking simulators," In: E. Süngü and B. Bostan (eds.) *Digital Games 2.0 Identity*. Istanbul: Nobel Academic Press. ISBN: 978-625-427-497-8
2023	**S. Şengün**, "Who owns virtual game worlds? Ownership tensions between developers and players," In: E. Süngü and B. Bostan (eds.) *Digital Games 2.0 Identity*. Istanbul: Nobel Academic Press. ISBN: 978-625-427-497-8
2022	**S. Şengün**, J. Price, L. Schlink, K. Walker, "Azeroth has a workplace gender inequality problem: Gendered professions bias in virtual worlds," In: B. Bostan (eds.) *Games and Narrative: Theory and Practice*, *International Series on Computer Entertainment and Media Technology*. Cham: Springer. https://doi.org/10.1007/978-3-030-81538-7_7
2022	Ö. Mirza, **S. Şengün**, "An analysis of the use of religious elements in Assassin's Creed Origins," In: B. Bostan (eds.) *Games and Narrative: Theory and Practice*, *International Series on Computer Entertainment and Media Technology*. Cham: Springer. https://doi.org/10.1007/978-3-030-81538-7_16
2022	**S. Şengün**, "Six degrees of videogame narrative," In: B. Bostan (eds.) *Games and Narrative: Theory and Practice*, *International Series on Computer Entertainment and Media Technology*. Cham: Springer. https://doi.org/10.1007/978-3-030-81538-7_1
2021	**S. Şengün**, "Play and society (CTK 359/460.1)," In: R. Ferdig, E. Baumgartner, & E, Gandolfi (eds.) *Teaching the Game: A Collection of Syllabi for Game Design, Development, and Implementation*, pp. 3-19, Pittsburgh, PA: Carnegie Mellon University ETC Press. https://doi.org/10.1184/R1/14866866
2021	F. Harrell, **S. Şengün**, and D. Olson. "Africa and the avatar dream: Mapping the impacts of videogame representations of Africa," *The Digital Black Atlantic* (eds. K. Josephs and R. Risam), Minneapolis, MN: University of Minnesota Press, pp. 183-206.

2020   **S. Şengün**, G. Çatak, and M. Sonbudak, "'It is so good, it cannot be Turkish': A case study of local video game producers versus local gamer communities," in *Creative Industries in Turkey* (eds. T. Hepdinçler and J. Süher), pp. 55-72, Berlin: Peter Lang Publishing.
https://www.peterlang.com/view/9783631823903/html/ch12.xhtml

2020   Y. Coutu, Y. Chang, W. Zhang, **S. Sengun**, and Ray LC. "Immersiveness and usability in VR: A comparative study of Monstrum and Fruit Ninja," *Game User Experience and Player-Centered Design* (ed. B. Bostan), pp. 349-360, Berlin: Springer. https://link.springer.com/chapter/10.1007/978-3-030-37643-7_20

2020   S. Fan, J. Kim, S. McCree, and **S. Sengun**. "Integrate: A digital game for testing conformity in decision making," *Game User Experience and Player-Centered Design* (ed. B. Bostan), pp. 21-42, Berlin: Springer.
https://link.springer.com/chapter/10.1007/978-3-030-37643-7_2

2020   Y. Coutu, Y. Chang, W. Zhang, and **S. Sengun**. "The relationship between cohesive game design and player immersion: A case study of original versus reboot Thief," *Game User Experience and Player-Centered Design* (ed. B. Bostan), pp. 437-448, Berlin: Springer.
https://link.springer.com/chapter/10.1007/978-3-030-37643-7_15

2019   **S. Şengün**, Ş. Tüfekçi, "How Turkish literature permeated to hypertext and e-publishing: The intertwined cases of altZine and altKitap," *New Media Studies V: History of the Turkish Internet* (ed. E. Saka), Alternative Informatics Association Press, Istanbul, pp. 449-490.

2018   **S. Şengün**, "A survey of marketing management for videogames industry in Turkey," *Marketing Management in Turkey* (eds. S. Ozturkcan, E. Okan), Emerald Publishing, Bradford, UK, pp. 353-388.

2016   S. Öztürkcan and **S. Şengün**, "Pleasure in pain: How accumulation in gaming systems produce grief," *Gamer Psychology and Behaviour* (eds. B. Bostan and C. Clark), Springer Publishing, https://doi.org/10.1007/978-3-319-29904-4

2016   **S. Şengün**, "A classification proposal to understanding the potential of videogames in social and political change," *New Media Studies II. National Congress – Congress Book*, pp. 459-471, ISBN: 978–605–62169–5–4.

2015   S. Öztürkcan and **S. Şengün**, "Gaining reward vs avoiding loss: When does gamification stop being fun?" *Handbook of Research on Trends in Gamification*, (eds. D. Davis and H. Gangadharbatla), pp.48-72, IGI-Global, ISBN: 978-1-4666-8651-9.

2015   **S. Şengün**, "Gaze of the local vs the other: Images of Istanbul in video games," *IMAGES (IV) – Images of the Other*, (ed. V. Bernard), pp. 95–104, Lit Verlag: Zürich.

2015   **S. Şengün**, "Videogames as living science fiction and fantasy worlds in the age of virtual storytelling," *In Search of Literature: Fantasy and Science Fiction*, (eds. S. Şahin, B. Öztürk, and D. Büyükarmak), pp. 211-220, Bağlam Press, Istanbul.

2014　　S. Şengün, **"**A semiotic reading of digital avatars and their role of uncertainty reduction in digital communication," *Digital Communication Impact*, pp. 33-44, Iskenderiye Press, Istanbul.

Encyclopedia Entries:

2022　　E. Ridgely, **S. Şengün**, "New Super Mario Bros. Wii, An analysis," *Encyclopedia of Computer Graphics and Games* (eds. N. Lee, *et al*.), Living Reference Work, Springer, Cham. https://doi.org/10.1007/978-3-319-08234-9_432-1

2022　　R. Gonzales, **S. Şengün**, "Hades: An analysis," *Encyclopedia of Computer Graphics and Games* (eds. N. Lee, *et al*.), Living Reference Work, Springer, Cham. https://doi.org/10.1007/978-3-319-08234-9_433-1

2021　　R. Kelly, **S. Şengün**, "Video games and accessibility: A case study of The Last of Us II," *Encyclopedia of Computer Graphics and Games* (eds. N. Lee, *et al*.), Living Reference Work, Springer, Cham. https://doi.org/10.1007/978-3-319-08234-9_429-1

2021　　T. Simmons, **S. Şengün**, "Animal Crossing: New Horizons and its popularity during the COVID-19 pandemic," *Encyclopedia of Computer Graphics and Games* (eds. N. Lee, *et al*.), Living Reference Work, Springer, Cham. https://doi.org/10.1007/978-3-319-08234-9_435-1

2021　　M. Bates, **S. Şengün**, "Itch.io, History of," *Encyclopedia of Computer Graphics and Games* (eds. N. Lee, *et al*.), Living Reference Work, Springer, Cham. https://doi.org/10.1007/978-3-319-08234-9_430-1

2021　　L. Bump, **S. Şengün**, "Among Us and its popularity during the COVID-19 pandemic," *Encyclopedia of Computer Graphics and Games* (eds. N. Lee, *et al*.), Living Reference Work, Springer, Cham. https://doi.org/10.1007/978-3-319-08234-9_431-1

2021　　S. Godby, **S. Şengün**, "Resident Evil 2, History of," *Encyclopedia of Computer Graphics and Games* (eds. N. Lee, *et al*.), Living Reference Work, Springer, Cham. https://doi.org/10.1007/978-3-319-08234-9_434-1

2021　　L. Stipp, **S. Şengün**, "The Sims Franchise, a retrospective of racial representation and skin tones," *Encyclopedia of Computer Graphics and Games* (eds. N. Lee, *et al*.), Living Reference Work, Springer, Cham. https://doi.org/10.1007/978-3-319-08234-9_436-1

2018　　**S. Şengün**, "Video game engagement: Psychological frameworks," *Encyclopedia of Computer Graphics and Games* (eds. N. Lee, *et al*.), Living Reference Work, Springer, Cham. https://doi.org/10.1007/978-3-319-08234-9_158-1

White Papers & Reports:

2024　　**S. Şengün**, "VR Eye Tracking Case Study: Learnings & best practices for design, art, and technical approaches," *Born*. https://www.born.net/eye-tracking-in-vr

2023　　**S. Şengün**, "The Aviation Industry & Spatial Computing," *Active Matter*. https://www.activematter.tech/the-aviation-industry-and-spatial-computing

Services & Professional Development

University of Central Florida Committee Memberships

2024-present Member, NSCM, Instructor/Lecturer Promotion Committee

2023-2024 Member, Games and Interactive Media, Instructor Hire Search Committee

2023-present Member, Games and Interactive Media, Digital Media MA Graduate Subcommittee

2023-present Member, Games and Interactive Media, Awards and Recognition Subcommittee

2023-present Faculty Member, College of Graduate Studies

2023-present Commencement Ceremony – Attended and participated in commencement ceremonies in regalia (Fall 2023, Spring 2024)

University of Central Florida Professional Development

2024 Attended UCF Division of Digital Learning's Open Ed Live: The Future of Learning for All through Open Education International Event (2/27-29)

2023 Completed Center for Distributed Learning's (CDL) IDL 6543

2023 Attended UCF Faculty Excellence's Mentoring Panel (10/19)

2023-present Attended Doctoral Strategic Communications Program faculty meetings for **2** hours (9/1; 9/29)

2023-present Attended FCTL Faculty Learning Community for New UCF Faculty meetings for **5** hours (9/12; 9/26; 10/17; 11/7; 12/5)

2023-present Attended COS and NSCM New Faculty Mentorship Community meetings for **15** hours (9/15; 10/4; 10/18; 10/27; 11/15; 1/26; 2/16; 3/1; 3/15; 4/5)

2023 Various UCF professional seminars and workshops for **14** hours:

- UCF Simple Syllabus Information Session (4/12, 1 hour)
- UCF CoS Topic Research Seminar "New developments in the areas of Virtual, Augmented, and Mixed Reality and Artificial Intelligence" (12/6, 1 hour)
- UCF HR Respectful Dialogue Discussions: Managing Up (11/16, 1 hour)
- UCF HR Learning's Leveraging Design Thinking at Work (11/14, 2 hours)
- NSCM Navigating the Future: Generative AI in Education- Possibilities, Boundaries, and Ethics (11/3, 1 hour)
- UCF Office of Research, Introduction to SciENcv Workshop (9/13, 1 hour)
- UCF Office of Research, New Faculty Series: Understanding the Proposal Process (10/16, 1.5 hours)
- FMC and iLab's AVID (AR VR Innovation Discovery) Event (10/10, 2 hours)
- FCTL Teaching and Learning Days Workshops (10/11; 11/20, 5 hours)
- UCF Office of Research, Department of Defense Summer Fellowship Programs Workshop (10/30, 1 hour)

2023 New faculty & HR orientations

University of Central Florida Certificates

2023 Accessibility by Design: From Social Justice to Classroom Access SAS Webcourse Completion Certificate (11/13/2023)

2023	Essentials of Webcourses@UCF Certification of Completion (9/8/2023)
2023	Kognito At-Risk for University and College Faculty and Staff Certification of Completion (8/8/2023)

Academic Peer-review & Conferences

2024	Scientific Committee Member, 2nd Interdisciplinary Art, Design and Social Sciences International Symposium of Beykoz University Faculty of Art and Design, Istanbul-Turkey, Hybrid, May 21-22, 2024
2023-present	Reviewer, *Journals*: Games and Culture, Digital international journal of Architecture Art Heritage, Bodrum Journal of Art and Design
2021-2022	Program Committee Member, Special Track in Esports and Online Gaming at the ACM Web Conference 2022, Lyon-France, April 25-29, 2022.
2021	Reviewer, *Conferences*: ACM CHI 2022 Conference on Human Factors in Comp. Systems
2021	Editorial Advisory Board Member for the book "Multidisciplinary Perspectives on Narrative Aesthetics in Video Games" published by Peter Lang Publishing, Berlin, July 2021, ISBN 978-3-631-83805-1.
2021	Scientific Committee Member, IPCC 2021 – Interdisciplinary PhD Communication Conference, Istanbul-Turkey, Virtual, May 7-8, 2021
2021-present	Reviewer, *Journals:* Digital Humanities Quarterly
2021-present	Reviewer, *Books & Chapters:* (1) Morgan & Claypool Publishers
2020-present	Editorial Board Member, Encyclopedia of Computer Graphics and Games (ECGG), an academic MRW from Springer
2020-present	Reviewer, *Journals:* (1) Galatasaray University Journal of Communication; (2) IEEE Transaction in Games; (3) Journal of National Cultural Studies
2020-present	Reviewer, *Books & Chapters*: IGI Global, Peter Lang Publishing
2020	Scientific Committee Member, Game + Design Education PUDCAD Universal Design Education Practice Conference, Istanbul Technical University, Istanbul-Turkey, June 24-26, 2020
2020	Invited participant at the Champions in Higher Education of XR (CHEX) Kickoff Meeting within the iLRN 2020: 6th International Conference of the Immersive Learning Research Network, June 21-25.
2019-present	Reviewer, *Journals*: (1) SAGE Convergence; (2) IEEE Transaction in Games; (3) SAGE New Media & Society; (4) MDPI Education Sciences; (5) MDPI Heritage; (7) MDPI Arts
2019-present	Reviewer, *Books & Chapters*: (1) Springer Publishing; (2) IGI Global
2019	Organizing Committee: Technical Program Member, TIE 2019, 3rd EAI International Conference on Technology, Innovation, Entrepreneurship, and Education
2018	Technical Program Committee Member, ArtsIT 2018 - 7th EAI Int. Conf. Interactivity & Game Creation

2018	Reviewer, *Conferences*: ACM CHI 2018 Conference on Human Factors in Comp. Systems
2018	Reviewer, *Journals*: (1) MDPI Arts; (2) MDPI Heritage
2017	Reviewer, *Conferences*: Eurasia Graphics 2017 Conference on Virtual and Interactive Worlds
2016	Reviewer, *Conferences*: ACM CHI 2016 Conference on Human Factors in Comp. Systems
2015	Committee Chair, Ministry of Education "Videogames and Kids," Seminar
2014	Organizing Committee Member, The Philosophy of Computer Games Conference 2014
2014	Member of Advisory Board, Bogazici University, Nazim Hikmet Culture & Arts Center

Illinois State University Committee Memberships

2023-2023	Member, WKCFA Strategic Plan 2024-2029 Steering Committee
2022-2023	Member, Graphic Design Faculty Search Committee
2022-2023	Member, Milner Library Game Collection Working Group
2022	Member, Curriculum Software RFP Evaluation Working Group
2021-2023	Member, University Technology Advisory Committee
2021-2022	Committee Chair, Game Design and Game Design/ART Faculty Search Committee
2021-2023	Committee Chair, College Curriculum Committee, Representing WK School of Art
2020-2021	Member, College Curriculum Committee, Representing WK School of Art
2020-2023	Member, School Scholarship and Recruiting Committee
2021-2023	Full faculty member, ISU Graduate School
2019-2021	Faculty member, ISU Graduate School
2020-2023	Member, School Scholarship and Recruiting Committee
2020-2021	Member, Ad Hoc School Diversity, Equity, and Inclusion Committee
2019	Ad Hoc Program Curriculum Committee: created and reviewed syllabi and participated in curricula building meetings for the upcoming *Game Design Sequence* under the Creative Technologies Program
2019	Ad Hoc Program Curriculum Committee: participated in curricula building and program/name-change meetings for the revised *Interdisciplinary Technologies Sequence* under the Creative Technologies Program
2018	Faculty Member, NULab for texts, maps and networks, Northeastern University

Illinois State University Professional Development

2022	Participated in WKSoA Fall 2022 Belonging & Equity Retreat (10/3)
2022	Completed CTLT 2022 Fall institutes and workshops for **10** hours:

- Safe Zone

- Equitable and Inclusive Syllabus
- Equitable and Inclusive Classroom Culture
- Neurodiversity in Higher Education)

2022   Completed CTLT 2022 Spring and Summer institutes and workshops for **55** hours:

- Effective Research Mentoring for Student Success
- Anti-Ableist Access and Universal Accommodations
- Gender as a Landscape: Meeting Your Students Beyond the Binary
- Making Course Materials More Affordable for Students
- Teaching Civic Skills through Deliberative Dialogues

2022   Participated in CTLT's 2022 University-Wide Teaching & Learning Symposium on Jan 5

2021   Participated in UMFN 2021 Fall Sessions:

- Increasing Your Visibility as a Scholar
- Building your Network of Support to Prepare you for Tenure and Promotion
- University Funding and Resources to Support Your Scholarship

2021   Attended College-Wide Zoom Lecture: Establishing a Framework for Equity, Diversity, and Inclusion with Dr. Dakesa Piña

2021   Completed the Kognito At-risk for University and College Faculty and Staff online certificate training sponsored by ISU Growth Change team (08/11/2021)

2021   Completed CTLT 2021 Fall, Summer, and Spring institutes and workshops for a total of **97,5** hours:

- Asynchronous Communication to Enhance Student Engagement and Problem-Solving Workshop
- Exploring Curiosity as a Tool to Engage Students with Course Content
- Creative Student Protest
- Help Students Develop a Professional Persona in the Classroom
- Build Confidence in Creating Inclusive Course Materials
- Increase Synchronous and Asynchronous Engagement with Nearpod, Padlet, Flipgrid, and EdPuzzle
- CTLT Teaching and Learning Symposium
- The Safe Zone Project for Instructors
- Teaching with Text Analysis
- Using Visual Literacy to Enhance Teaching, Learning, and Critical Engagement
- Teaching with Digital Mapping

2021   Participated in professional development (PD) programming sponsored by the Wonsook Kim College of Fine Arts GROWTH Change Team (GCT):

- Trauma Informed Teaching with Dr. Jimmy Chrismon
- Equity Toolkit-Self Paced Resources
- Reinvent Your Course for Diversity, Equity, and Inclusion

2020   Completed CTLT 2020 Fall workshops for a total of **14** hours:

- Teaching into the Void
- Early Faculty Development Circle: Overview of Scholarly Teaching Practices

- 2021 ISU CTLT Teaching and Learning Symposium

2020   Accepted into and completed the 2020 Summer *CTLT SI20 Design Your Course* devoting 3-5 hours per week for 8 weeks

2020   Participated in the SoTL workshops:

- 10/7/2020 Engaging in Professional Networks Using Social Media
- 10/14/2020 Using Social Media as a Culturally Responsive Teaching Tool
- Earned DIY Certificate of: Class Climate and Culture in Online Environments

2020   Participated in professional development (PD) programming sponsored by the Wonsook Kim College of Fine Arts GROWTH Change Team (GCT)

2020   Completed the QM (Quality Matters) Independent Improving Your Online Course workshop (10/27/2020)

2020   Completed CTLC 2020 Summer Institute Workshops for a total of **18** hours:

- Hybrid Teaching for Fall 2020
- Online Course Design
- Welcoming Students and Course Introduction
- Establishing Clear Expectations
- Facilitating Discussion
- Creating Micro-lectures
- Equity and Diversity
- Engaging Students
- Accessibility and Accommodations
- Teaching Large Online Courses
- Using Data to Inform a Metacognitive Approach to Instruction
- Mental Health First Kid

2020   Completed CTLT 2020 Spring workshops:

- Introduction to the Scholarship of Teaching and Learning
- Seeing White Series: Creation of Whiteness
- Seeing White Series: Historical Context of Whiteness

2019   Devoted **15** hours to professional development by attending and participating in the activities of ISU CTLT in 2019 Fall:

- ReggieNet: Create Basic Assignments & Tests and Quizzes
- International Students at ISU
- Early Career Faculty Circle and Luncheon
- Foundations of Diversity: Microaggressions
- Foundations of Diversity: Privilege and Power
- Formstack for Beginners
- Foundations of Diversity: Implicit Bias

Illinois State University RSO Advising

2021-2023   RSO Advisor for ISU Game Dev Club

2020-2023   RSO Advisor for ISU Gen Games Club

2020-2023   RSO Advisor for ISU Redbird Rocket League

2019-2023   RSO Advisor for ISU Super Smash Bros. Clubs

Other ISU-related

2023   Organized the *Games Showcase 2023* event that took place on April 27 in Circus Room, Bone Student Center, see: https://www.youtube.com/watch?v=usc6MbglrpQ

2022   Curator, CTK Visions, an exhibition of work created by students of the Creative Technologies Program, September 13-27, 2022, Student Gallery

2022   Organized the *Games Showcase 2022* event that took place on May 6 in CVA 110, see: https://news.illinoisstate.edu/2022/05/choose-your-own-adventure-students-demonstrate-creations-at-games-showcase/ and https://www.youtube.com/watch?v=fZHM3a4-Qng

2021   Panelist, Insights from "Reinvent Your Course for Diversity, Equity, and Inclusion" Program, WK College of Fine Arts

2021   Organized the production of a virtual *Games Showcase 2021* event in the form of a video games exhibition that can be watched here: https://www.youtube.com/watch?v=9r-7goWnNoQ

2021   Organized the booth and participated in *Sixty-Six Game Expo* in Redbird Arena (October 8-10) representing the Creative Technologies program Game Design Sequence

2020   Organized the production of a virtual *Games Showcase 2020* event in the form of a video games exhibition that can be watched here: https://www.youtube.com/watch?v=qIzxA_Fz6zY

2020   Organized the booth and participated in *Sixty-Six Game Expo and Game Jam* in Bloomington, IL (January 17-19) representing the Creative Technologies program Game Design Sequence

2020   Acted as the judge for the *Sixty-Six Game Jam* student game design competition along with Tony Reimer (School of Theatre and Dance) and Dr. Mary E. Califf (School of IT)

2019-2023 Wonsook Kim College of Fine Arts Commencement Ceremony – Attended and participated in commencement ceremonies in regalia both physically and virtually

2019   Attended and participated in focus groups for the redesigns of ISU Faculty Portal Project and ISU Research Website

2019   Attended and participated in CTK Family Breakfast

2019   Attended and participated in portfolio reviews for CTK Graduate Students

2019   ISU Marketing and Communication: Designed a 3-fold brochure for Creative Technologies Program's *Game Design Sequence* to be distributed at Sixty-Six Games Expo 2020, Bloomington, IL

Other Professional/Creative Endeavors

Exhibitions & Installations:

2022   "CTK Visions" Game Design, 2022 @Student Gallery

2022   "Your Identity, Should You Choose to Accept It" Game Design & Graphic Design Installation, 2022 Faculty Biennial @University Galleries

2020   "No Poets, No Lovers" Algorithmic Art Installation, 2020 Faculty Biennial @University Galleries

Recent News & Coverage:

2024   "UCF professor creates new VR game," *UCF Knightly News* (Giles, April 17) https://www.youtube.com/watch?v=51YKzq6KdYg&t=178s

2024   "GaIM Professor and Team Develop Immersive VR Thriller with Mental Health Message," *Nicholson News* (Hamed, April 4) https://communication.ucf.edu/gaim-professor-and-team-develop-immersive-vr-thriller-with-mental-health-message/

2024   "Defining Experts with Sercan Sengun," *Nicholson News* (Hamed, April 4) https://communication.ucf.edu/defining-experts-with-sercan-sengun/

2024   "De « Street Fighter II » à « Tekken 8 » : l'étranger dans les jeux de combat japonais, de la caricature à l'arme de seduction," *Le Monde* (Benoit-Gonin, January 24) https://www.lemonde.fr/pixels/article/2024/01/26/de-street-fighter-ii-a-tekken-8-l-etranger-dans-les-jeux-de-combat-japonais-de-la-caricature-a-l-arme-de-seduction_6213250_4408996.html

2023   "Creative Technologies professor creates gaming database for educators" *ISU News* (Twork, September 6) https://news.illinoisstate.edu/2023/09/games-that-make-the-grade/

2023   "Graduate student's passion fuels development of video game Occentatia," *Redbird Scholar* (Dean, April 13) https://news.illinoisstate.edu/2023/04/graduate-students-passion-fuels-development-of-video-game-occentatia/

2023   "Video games shape who we are: Studies reveal subliminal influence and control" *Sampan* (Cavazos, March 29) https://sampan.org/2023/leisure/video-games-shape-who-we-are-studies-reveal-subliminal-influence-and-control/

2023   "Design of video game characters has physical-world repercussions" *MIT Open Learning Medium* (Jan 20) https://medium.com/open-learning/design-of-video-game-characters-has-physical-world-repercussions-9fd8a4059cf5

2023   "Students work to create social impact at Game Jam" *Iowa State Daily* (McClellan, January 29) https://iowastatedaily.com/271898/news/students-work-to-create-social-impact-at-game-jam/

2023   "Simulating discrimination in virtual reality" *MIT News* (Shipps, January 5) https://news.mit.edu/2023/simulating-discrimination-virtual-reality-0105

2022   "Choose your own adventure: Students demonstrate creations at Games Showcase" *ISU News* (Twork, May 9) https://news.illinoisstate.edu/2022/05/choose-your-own-adventure-students-demonstrate-creations-at-games-showcase/

2020	"Illinois State game design course uses online tools to build community, awareness" *ISU News* (Emken, November 20) https://news.illinoisstate.edu/2020/11/illinois-state-game-design-course-uses-online-tools-to-build-community-awareness/
2020	"Illinois State's Creative Technologies Program Is Leveling Up" *WGLT* (September 23) https://www.wglt.org/show/wglts-sound-ideas/2020-09-23/illinois-states-creative-technologies-program-is-leveling-up#stream/0
2020	"Creative Technologies Program plans to bring video game design sequence to campus" *The Vidette* (Plummer, July 8) https://www.videtteonline.com/news/creative-technologies-program-plans-to-bring-video-game-design-sequence-to-campus/article_3ef0296e-c0a5-11ea-9a11-1fb235162e08.html

Computation & Expression:

2021	"Who goes there?" Expressive Computing Project, online, Itch.io
2019	"Ademâbâd" Expressive Computing Project, online
2016	"Neverwhere" Expressive Computing Project, online
2016	"Why do they fight?" Data Visualization Project, online
2016	"Neosavbot" Expressive Computing Project & Twitter Bot, online
2016	"Where2Begin" Expressive Computing Project, online
2004-2012	Altkitap.com, Art Director, *The first online Turkish e-publishing house.*
1996-2008	Altzine.net, Webmaster/Editor, *the longest running online Turkish hypertext magazine for literature, arts, and culture*

Other:

2021-2022	Selection Committee, Next in Game Startup Comp., nextgamestartup.com
2016	Selection Committee, Startup Bootcamp Istanbul, Gamegarage Accelerator
2014	Selection Committee, Turkcell "Coding Future Games" Series 1 & 2
2012-2014	Volunteer Media Consultancy to TransXTurkey: A Multiplatform about Transgender in Turkey**,** SPoD LGBT, and Istanbul LGBTT Associations

Panels and Workshops:

2024	VR for Education, Training, & Perspective-Change Workshop, 2/21, Maker Space, CMB, UCF Downtown
2021	YSO Corp Hyper Lab, "DECKS Framework," Workshop Instructor
2021	ISU BE 354 - Educational Technology Information System, "Game Design and Gamification," Guest Lecture
2021	BAU Research Methodologies Studio, "Virtual Identities," Guest Lecture
2020	Bilgi University Communication Doctorate Program Talks, "Virtual Identities, Avatars, and Other Digital Human Proxies," Guest Lecture
2020	Teen Art Group @University Galleries
2020	ISU Music Composition Studio, "Creating Music for Games," Guest Lecture

2018	NULab, "Nuanced Archives for Video Games," Invited Presentation
2016	Startup Bootcamp Istanbul, "Creativity in Game Design," Workshop Instructor
2015	Amberfest, "Games for Change," Panelist
2015	Mobile Day 2015, "Videogame Industry in MENA," Panelist
2015	Oyunder @GameX 2015, "Games and Narrative," Workshop Instructor
2015	Oyunder /G Industry Talks, "Unity in Istanbul," Panel Chair
2015	Oyunder /G Industry Talks, "Disney Interactive, Blizzard Entertainment, and Riot Games in Istanbul," Panel Chair
2014	II. Istanbul Design Biennial, "Future of Fashion, Ads, and Game Design," Panelist
2014	Istanbul Aydin University, "Digital Game Production in Turkey," Panelist
2014	Istanbul Ticaret University, "Highlights of Mobile Gaming Industry," Panelist
2014	Oyunder @GameX 2014, "Digital Game Industry in Turkey," Panel Chair
2014	Oyunder /G Industry Talks, "Game Audio Day," Panel Chair
2014	GILT Academy '14, "Mobile Gaming Industry in Turkey Lecture Series," Panelist

Conference Presentations

2022	Lauren Stipp and Sercan Sengun, "The Sims Franchise: A Retrospective of Racial Representation and Skin Tones," ISU University Research Symposium 2022
2022	Mojde Kalantari, Ellie Parvin, and Sercan Sengun, "Who Governs the Virtual Worlds: Tensions Between Developers and Players as Forms of Cultural Governance in MMO Videogames," ISU University Research Symposium 2022
2017	Design 4 Diversity: An IMLS National Forum Project, Northeastern University, Boston
2017	ACM Creativity & Cognition 2017, Singapore National Gallery, Singapore
2016	New Media II. National Congress, Kadir Has University, Istanbul
2015	IMAGES (IV) – Images of the Other, Austrian Embassy, Istanbul
2015	Edebiyatın İzinde 2015 Fantastik ve Bilimkurgu Konferansı, Yildiz University, Istanbul
2014	Digital Communication Impact 2014, Istanbul Ticaret University, Istanbul
2013	LIT FICTION '13, Mimar Sinan University, Istanbul
2012	ECREA 2012 Pre-Conference: Experiencing Digital Games, Istanbul

Game Design, Publishing & Localization:

2022-present   **Commercial VR:**
- o [Missing](#) (March 2024, Meta Quest Store)
- o Impulse Dynamics (2023, Corporate Health Training App)

2021-present   **Research VR:**
- o On the Plane (2023, MIT Center for Advanced Virtuality)

2015-present   **Analog Game Design:**

- o [You Are on Mute](#) (2022, The Game Crafter)
- o [Cavern Crawlers](#) (2022, The Game Crafter)
- o [The Next Best President](#) (2021, The Game Crafter)
- o [Hidden Pandemic](#) (2021, The Game Crafter)
- o [Your Quest, Should You Choose to Accept It](#) (2020, The Game Crafter)
- o [A Murder Most Fowl: Bloody Plumage](#) (2020, The Game Crafter)
- o [Tomb of the Fallen King](#) (2020, Itch.io)
- o [Foundational Voices](#) (2018, Itch.io)
- o A Murder Most Fowl (2015, The Game Crafter)

2013-present	**Digital Game Design:**

- o [Geriatric Jamboree](#) (2022, Itch.io)
- o [Beat Bound](#) (2021, Itch.io)
- o *Inspector Turing* (2018, iOS, Android), Educational
- o *Painting Gallery with Niru Niru & Friends* (2015, iOS), Educational
- o *Save Christmas with Niru Niru & Friends* (2016, iOS), Kids Entertainment
- o *Pathika* (2014, iOS, Android), Puzzle
- o *Quiz Apps: World Football* (2013, iOS, Android), Puzzle
- o *Quiz Apps: Hollywood* (2013, iOS, Android), Puzzle

2009-2011	Nintendocu Magazine, Editor-in-Chief, *Official seasonal (tri-monthly) magazine about Nintendo. ISSN: 1309-0062 (Discontinued)*
2003	Zindanlar & Ejderhalar Oyuncunun El Kitabi (Dungeons & Dragons Player's Handbook) was translated into Turkish by Sercan Sengun and printed by Arka Bahçe Yayincilik with ISBN #9789758518241
2003	Magic: The Gathering Portal 2-Player Starter Set was translated into Turkish by Sercan Sengun and printed by Wizards of the Coast with ISBN #1575302594

Current Memberships

ACM (Association for Computing Machinery)*, Member since 2017*

CHEX (Champions in Higher Education of XR Consortium)*, Member since 2020*

DIGRA (Digital Games Research Association)*, Member since 2013*

EAI (European Alliance for Innovation), *Member since 2020*

ECREA (European Comm. Research and Education Association)*, Member since 2012*

IGDA (International Game Developers Association)*, Member since 2013*

MIT Alumni Association*, Member since 2016*

OYUNDER (Turkish Game Developers, Designers, & Publishers Association), *Member since 2015*