Sercan Şengün, Ph.D.

Assistant Professor of Games & Interactive Media
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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

2025-present **Graduate Program Coordinator**, Digital Media

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, Initiative on Combatting Systemic Racism, MIT IDSS (Inst. 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-present **Research Affiliate**, Audience, Customer, and User Analytics Lab, Qatar Computing Research Institute

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 (Dec. 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 (Dec. 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

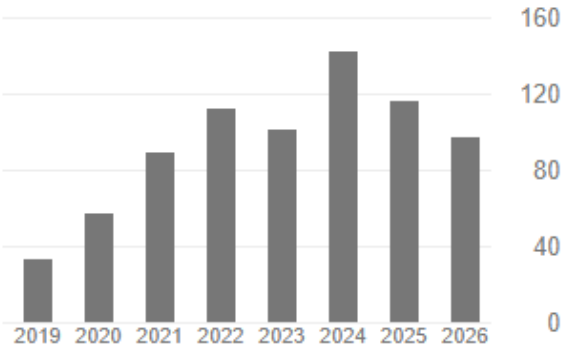
Thesis: Six Degrees of Video Game Narrative: A Classification for Narrative in Video Games*; Published as a book chapter in Games and Narrative: Theory and Practice, Cham: Springer. https://doi.org/10.1007/978-3-030-81538-7_1*

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.*

Publications

	All	Since 2021
Citations	826	665
h-index	15	12
i10-index	24	17



Statistics from Google Scholar
https://scholar.google.com/citations?user=dulgIA4AAAAJ&hl=en&oi=ao

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.

Journal Articles:

2026 A. Danial, J. Salminen, A. Fabillar, **S. Şengün** and B. Jansen, "What Makes Conversational Agents Feel Human? A Meta-Analysis of Anthropomorphic Design Effects," *IEEE Transactions on Affective Computing. (submitted, in peer review)*

2026 A. Danial, J. Salminen, A. Fabillar, **S. Şengün** and B. Jansen, "How to Anthropomorphize Conversational Agents in Information Systems?: A Review of Humanizing Attributes," *Online Information Review. (submitted, in peer review)*

2026 J. de M. Salim and **S. Şengün**, "Community Contextualization of Mobile Game Ads Through YouTube Essays," *ACM Games: Research and Practice,* 4(4), 1–13. https://dl.acm.org/doi/10.1145/3816734 *(refereed)*

2026 **S. Şengün** and S. Durmus, "How did the pandemic lockdown affect the media's outlook on gaming? A case study of Türkiye as an emerging market," *Frontiers in Communication,* 11(1756609). http://doi.org/10.3389/fcomm.2026.1756609 *(refereed)*

2025 K.K. Aldous, **S. Şengün**, J. Salminen, A. Farooq, S. Jung, B. Jansen. "Multiple Engagement by an Individual on a Social Media Post Is Rare: Insight From An Analysis of 3.5 Million Instagram User Accounts and 29 User Interviews," *Data and Information Management,* 10(1). https://doi.org/10.1016/j.dim.2025.100113 *(refereed)*

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 *(refereed)*

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 *(refereed)*

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 *(refereed)*

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 *(refereed)*

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 *(refereed)*

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 *(refereed)*

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 *(refereed)*

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 *(refereed)*

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 *(refereed)*

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 *(refereed)*

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. *(editor assigned)*

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

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 *(refereed)*

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 *(refereed)*

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 *(refereed)*

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 *(refereed)*

Conference Papers:

2026 M. Ferdous and **S. Şengün**. "Toward a novel approach to measure influence in serious games," *Meaningful Play 2026 (October 13-15, 2026, Pittsburgh, PA). (accepted)*

2026 **S. Şengün** and J. M. Salim. "Cataloging the World Exhibition: A Living Survey of Physical World Representations in Videogames," *iLRN2026: 12th International Conference of the Immersive Learning Research Network (June 27-30, Athens, Greece).* https://doi.org/10.56198/S7USINVY1 *(refereed)*

2025 C. Yildirim, **S. Şengün**, F. Harrell. "Navigating social biases through virtual reality perspective taking: Exploring the mediating role of outgroup perspective taking," *XR Salento 2025: International Conference on eXtended Reality (June 17-20, Otranto, Italy).* https://link.springer.com/chapter/10.1007/978-3-031-97763-3_6 *(refereed)*

2024 C. Yildirim, **S. Şengün**, E. Kucuk, M. Akhoroz, and D.F. Harrell. "From My Vantage Point: Exploring the Effect of First-Person and Third-Person Perspectives on Social Acceptance in VR Roleplaying Games," In *Proceedings of the International Conference on Mobile and Ubiquitous Multimedia (MUM '24) (1-4 December, Stockholm, Sweden).* Association for Computing Machinery, New York, NY, USA, 471–474. https://dl.acm.org/doi/10.1145/3701571.3703388 *(refereed)*

2024 **S. Şengün**. "Eye tracking in VR: A case study of 'Missing'," *Joint Conference on Serious Games 2024, Nov 7-8, NY, USA.* https://dl.acm.org/doi/10.1007/978-3-031-74138-8_31 *(refereed)*

2024 **S. Şengün**, C. Yildirim, and D.F. Harrell. "The effects of roleplaying orientations on transformative learning and perspective taking in virtual reality," *23rd IFIP International Conference on Entertainment Computing, ICEC 2024, Sep 30-Oct 3, Manaus, Brazil.* https://doi.org/10.1007/978-3-031-74353-5_15 *(refereed)*

2024 **S. Şengün**, J. Salminen, S. Jung, K. Aldous, and B. Jansen. "'There's something about Noura': Exploring think-aloud reasonings for users' persona choice in a design task," *ACM Conference on Designing Interactive Systems, DIS 2024,* pp. 1234-1247, July 1-5, Copenhagen, Denmark. https://dl.acm.org/doi/10.1145/3643834.3661512 *(refereed)*

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 *(refereed)*

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 *(refereed)*

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 *(refereed)*

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) *(refereed)*

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://doi.org/10.1145/3485872 *(refereed)*

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 *(refereed)*

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 *(refereed)*

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)*** *(refereed)*

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 *(refereed)*

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 *(refereed)*

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 *(refereed)*

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 *(refereed)*

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) *(editor assigned)*

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 *(refereed)*

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 *(refereed)*

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 *(refereed)*

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. (editor assigned)*

Book Chapters:

2026 **S. Şengün** and S. Downie "Play and Society (CTK359/459)," In: Ferdig, R. E., Baumgartner, E., & Gandolfi, E. (Eds.). *Teaching the game: A collection of syllabi for game design, development, and implementation* (2nd ed., Vol. 1), pp. 385-403. Pittsburgh, PA: Play Story Press. https://doi.org/10.17613/2j5eh-p5n15 *(refereed)*

2025 **S. Şengün** and M. Bezgin "A survey of the use of extended realities and spatial computing in the aviation industry," In: Ö. Cordan et al. (eds.) *Extended Realities, Virtual Environments, and Interactive Experiences*. Boca Raton, FL: CRC Press, pp.103-123. ISBN: 978-103-294-110-3 *(refereed)*

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 Play and Identity*. Istanbul: Nobel Academic Press. ISBN: 978-625-427-497-8 *(invited; refereed)*

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 Play and Identity*. Istanbul: Nobel Academic Press. ISBN: 978-625-427-497-8 *(invited; refereed)*

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 *(refereed)*

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 *(refereed)*

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 *(refereed)*

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 *(refereed)*

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. *(refereed)*

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 *(refereed)*

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 *(refereed)*

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 *(refereed)*

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 *(refereed)*

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. *(refereed)*

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. *(refereed)*

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 International Publishing, https://doi.org/10.1007/978-3-319-29904-4 *(refereed)*

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. *(refereed)*

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. *(refereed)*

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. *(editor assigned)*

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. *(refereed)*

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. *(refereed)*

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 *(refereed)*

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 *(refereed)*

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 *(refereed)*

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 *(refereed)*

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 *(refereed)*

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 *(refereed)*

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 *(refereed)*

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 *(refereed)*

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 *(refereed)*

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

Grants, Fellowships, Awards and Honors

2026 UCF NSCM Outstanding Research Award (2025-2026)

2026 UCF College of Sciences Learner Centered Design Designation (previously Inclusive Design Badge) for DIG2000

2025 UCF College of Sciences Faculty Recognition for Outstanding Scholarship, Creative Works and Research (OSCaR)—Impact in the Social Sciences

2025 UCF College of Sciences Learner Centered Design Designation (previously Inclusive Design Badge) for DIG3175

2025 UCF Seed Funding 2025-2026, "Bridging Games with Education, Social Sciences, Arts, and Humanities," $11,712/1 year *(not awarded)*

2025 Doris Duke Foundation**,** Building Bridges Program**,** Games for Change "Study of Harmful Portrayals of Muslims in Video Games," research sub-awardee, $120,000/2 years *(3.5% as a consultant)*

2025 Mentorship Program (Director's Excellence Funds) (Mentor): $200/semester

2024 Sony Research Award 2024, "Enhancing cultural representation in digital avatars: Toward generative models for nuanced virtual humans," $108,832/1 year *(not awarded)*

2024 Tribeca X Environmental Impact Award from the Tribeca Film Festival for the VR work "Project Maji: Waters of Change"

2024 Public Service & Activism honoree in AI, Immersive & Games category of the Webby Awards for "Project Maji: Waters of Change"

2024 UCF CDL Quality Online Course Designation for DIG2000

2024 UCF CDL Quality Blended Course Designation for DIG4630

2024 UCF College of Sciences Faculty Recognition for Outstanding Instruction

2024 UCF CDL Quality Blended Course Designation for DIG3480

2024 UCF CDL Quality Online Course Designation for DIG3175

2024 NSCM Funding for Faculty Travel: $1,000/semester

2024 Mentorship Program (Director's Excellence Funds) (Mentee): $200/semester

2023 Mentorship Program (Director's Excellence Funds) (Mentee): $200/semester

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.

2022 National Endowment for the Humanities (NEH), Digital Humanities Advancement Grant #HAA-220109, "Gamespective: A Federated Online Data Portal to Bridge Video Games with Social Sciences, Arts, Education, and Humanities Research," $149,994/2 years (*not awarded*)

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.

2021 National Endowment for the Humanities (NEH), Digital Humanities Advancement Grant #HAA-280974, "Gamespective: A Federated Online Data Portal to Bridge Video Games with Social Sciences, Arts, Education, and Humanities Research," $98,223/1 year (*not awarded*)

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

** Graduate-level courses*

University of Central Florida Courses:

- DIG 2000 – Introduction to Digital Media *(CDL Quality Blended Course Designation) (UCF CoS Learned-Centered Design Designation)*
- DIG 3175 – Design for Access and Engagement *(CDL Quality Online Course Designation) (UCF CoS Learned-Centered Design Designation)*
- DIG 3840 – Computer as a Medium *(CDL Quality Blended Course Designation)*
- DIG 4630 – Creative Industries *(CDL Quality Blended Course Designation)*
- DIG 4633 – Multi-modal Design
- DIG 4714 – Intermediate Game Development
- DIG 4720 – Casual Game Production
- DIG 4725 – Game Design Workshop I
- DIG 4726 – Game Design Workshop II
- DIG 4778 – Game Design Tools & Plugins
- DIG 4906 – Directed Independent Study
- DIG 4912 – Directed Independent Research
- DIG 4941 – Internship
- DIG 5831* – Computational Media
- DIG 6909* – Research Report

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

Thesis Committee (Grad):

- João de Mendonça Salim, UCF DM MA, Fall 2026, *Chair*
- Jessica Compton, UCF Comm. MA, Spring 2025, *Member*

Studio Committee (Grad):

- Martuza Ferdous, UCF DM MA, Fall 2026, *Chair*
- Shyla Nuxol, UCF DM MA, Fall 2026, *Member*
- Kevin Le, UCF DM MA, Fall 2025, *Chair*
- Wendy Diaz-Wilson, UCF DM MA, Summer 2026, *Member*
- Colby Callarik, UCF DM MA, Fall 2025, *Member*

Thesis Committee (Undergrad):

- Jayvyn Dacas, UCF Interdisp. Studies, Fall 2025, Honors UG Thesis, *Member*

Ph.D. Dissertation External Committees

- Priscilla Schilaro Santa Rosa (UCF, Texts & Technology, PhD), Fall 2026, *Critical Making with AI: Breaking Barriers or Hindering Learning?, Member*
- Mustafa Feyyaz Sonbudak (Northeastern University, Interdisciplinary Design and Media, PhD), Spring 2026, *Title TBD, Member*

DIG 4906—Directed Independent Study:

- Tiger Britt, UCF DM GD, Spring 2026 (Casual & Indie Games)
- Peter Thomsen, UCF DM GD, Spring 2026 (Casual & Indie Games)
- Thomas Purdy, UCF DM GD, Spring 2026 (Casual & Indie Games)

DIG 4912—Directed Independent Research:

- Eric Robinett, UCF DM GD, Summer 2026 (Emergent Game Design)
- Freddie Brailsford, UCF DM GD, Summer 2026 (Game Development)
- Jordon Dubin, UCF DM GD, Summer 2026 (Game Development)
- Caple Golding, UCF DM GD, Summer 2026 (Games and Learning)
- Juan Martinez, UCF DM GD, Summer 2026 (Game Development)
- Leana Perez, UCF DM GD, Summer 2026 (Game Development)
- Brandon Wahl, UCF DM GD, Spring 2026 (Casual & Indie Games)
- Gavin Schmidt, UCF DM GD, Spring 2026 (Skill Trees in Games)
- Brian Mosquera, UCF DM GD, Spring 2026 (Casual & Indie Games)
- Jeffrey Rivera Negron, UCF DM GD, Spring 2026 (Procedural Generation)
- Brian Huang, UCF DM GD, Summer 2025 & Spring 2026 (Emergent Game Design)
- Omar Abualiyan, UCF DM GD, Fall 2024 (AI Agents & Emergent Behaviors)

DIG 4941—Internships:

- Athena Alonso, UCF DM W&SP, Summer 2026 (Universal)
- Anthony Ranzola, UCF DM W&SP, Summer 2026 (iD Tech)
- Arya Kandlikar, UCF DM W&SP, Spring 2026 (JBIER Inc.)
- Asiya Imtiaz, UCF DM W&SP, Summer 2025 (Starr Wellness Collective)
- Darrien Schelifer, UCF DM W&SP, Summer 2025 (Starr Wellness Collective)
- Tristan Ramos, UCF DM GD, Fall 2025 (The AAT Project)
- Dalton Norris, UCF DM GD, Fall 2025 (The AAT Project)
- Delaney Dion, UCF DM GD, Fall 2025 (The AAT Project)
- Anish Labroo, UCF DM GD, Fall 2025 (City of Gamers)
- Joseph Torres, UCF DM GD, Spring 2025 (The AAT Project)
- Emily Thorsen, UCF DM GD, Spring 2025 (A Square Games and Simulation)
- Patsy Paredes, UCF DM W&SP, Spring 2025 (Milk Mart)
- Joseph Sardina, UCF DM W&SP, Fall 2024, Spring 2025 (A&R Belley Inc.)
- Patsy Paredes, UCF DM W&SP, Fall 2024 (The Elite VIBES Comp.)
- Carlos Pinto Jimenez, UCF DM GD, Summer 2024 (Electronic Arts)
- Rochelle Gill, UCF DM W&SP, Summer 2024 (UCF Athletics)
- Lillian Allgood, UCF DM W&SP, Spring 2024 (black dog designs, llc)
- Ariel Ynovy, UCF DM GD, Spring 2024 (Jamf.com)

Previous Directed Studies:

- Ian Cooper "*Occentatia: A playful & safe community for LGBTQ+ players through virtual worldbuilding*" (ISU, WK School of Art Graduate Program, MFA), 2022-2023.
- Royce Adams "*Virtual DJing environments for VRChat*" (ISU, Creative Technologies Program), 2022-2023.

- Mojde Kalantari "*The bitter truth: A VR game about women's experiences of growing up in Iran*" (ISU, Creative Technologies Graduate Program), 2021-2023.
- Sargylana Cherepanova "*sulustar kæstybetter: A non-game on indigenous futurism for Sakha Yakut culture*" (ISU, WK School of Art Graduate Program, MFA), 2021-2022.
- Ethan Cossio "*Self-representation in virtual environments*" (ISU, Creative Technologies Graduate Program), 2020-2021.
- Mason Bates "*Transitioning of game design students into game design careers*" (ISU, Creative Technologies Graduate Program), 2020-2021.

Previous Thesis Advisor and Committee Chair:

- Ufuk Çetincan, (Istanbul Bahcesehir University, Game Design Graduate), "*An Analysis of the Visual Aesthetics and Referentiality of Mortal Kombat 1*," Defended 2020.
- Orçun Ağca, (Istanbul Bahcesehir University, Game Design Graduate), "*A framework for quest generation based on NPC motivations*," Defended 2019.
- Özge Mirza, (Istanbul Bahcesehir University, Game Design Graduate), "*An analysis of religious imagery in Assassin's Creed Origins*," Defended 2019.
- Yeliz Kurt, (Istanbul Bahcesehir University, Game Design Graduate), "*Social behaviour learning with digital games: An experimental study*," Defended 2019.
- Selim Özkil, (Istanbul Bahcesehir University, Game Design Graduate), "*From monetization to creating an in-game economy: Roles of a game designer*," Defended 2019.
- Ali Han Şimşek, (Istanbul Bahcesehir University, Game Design Graduate), "*Streamlining of games and its effect on casual and hardcore players*," Defended 2019.
- Sezin Engür, (Istanbul Bahcesehir University, Game Design Graduate), "*The impact of machine learning on gaming industry*," Defended 2018.
- Doruk Kıcıkoğlu, (Istanbul Bahcesehir University, Game Design Graduate), "*Comparing players' self-perceived and actual gaming dedication levels*," Defended 2017.

UCF General Student Organization (GSO) Advising

- Boulder Cats (Dungeons & Dragons) GSO (2026-present)

Other UCF

- Martuza Ferdous, UCF Student Research Symposium 2026, *"Steamboat Willie Cruise Onboard: Interactive Restoration of Public Domain Animation,"* **Graduate Judge's Choice** and **People's Choice Awards**
- Shyla Nuxol, UCF Student Research Symposium 2026, *"Mapping the Landscape of Generative AI Tools to Identify Human-Centered Design Opportunities for Music Production Software"*
- João de Mendonça Salim, UCF Student Research Symposium 2026, *"A Multimodal AI Framework for Earth Displacement Recognition"*

Services & Professional Development

University of Central Florida Committee Memberships

2026-present Member, COS Strategic Planning Subcommittee (Discovery and Exploration)

2026-2027 Member, Games and Interactive Media, Instructor/Lecturer Hire Search Committee

2026-present Member, Games and Interactive Media, Undergraduate Committee

2026-present Mentor, Graduate Enrichment Mentoring Initiative (GEMiNi), College of Graduate Studies

2025-present Chair, Games and Interactive Media, Digital Media MA Graduate Subcommittee

2025-2026 Chair, Games and Interactive Media, Assistant Professor Hire Search Committee

2025-2026 Chair, NSCM, Awards and Recognition Committee

2024-2025 Member, Games and Interactive Media, Assistant Professor Hire Search Committee

2024-2025 Member, Games and Interactive Media, Communication and Culture Ad Hoc Committee

2024-2025 Chair, Games and Interactive Media, Instructor/Lecturer Hire Search Committee

2024-2026 Member, NSCM, Instructor/Lecturer Promotion Committee

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

2023-2025 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, Fall 2024, Spring 2025, Spring 2026)

University of Central Florida Certificates

2026 Springer Nature Editorial Academy, 4 Certificates: Welcome Course; Assessing a New Submission: Determining Suitability for Peer Review; Finding Peer Reviewers: Solutions for Identifying and Securing Potential Candidates; Making Editorial Decisions and Evaluating Peer Reviewer Reports (6/2026)

2025 Introduction to Digital Accessibility Webcourse Completion Certificate (8/15/2025)

2025 UCF Knighted Faculty Spring 2025 Completion Certificate (4/1/2025)

2025 AI Fundamentals for Faculty Members Spring 2025 Course Completion Certificate (03/19/2025)

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)

University of Central Florida Professional Development

2026	Was accepted and attended UCF FCTL's 2026 Summer Institute Special AI Wearables Track Meetings for **3** hours (2/26; 3/26; 4/23)
2026	Attended UCF Faculty Excellence's Tenured/Tenure-Earning Faculty Community Meetings/Panels for **3** hours (2/27; 3/27; 5/1)
2026	Attended UCF Division of Digital Learning Open Ed Live – 2026 online for **1** day (2/23)
2025	Attended UCF Digital Learning Day 2025 online for **1** day (9/26)
2025	Attended Graduate Program Directors Workshop for 2 hours (9/11; 10/7)
2025	Attended UCF FMC Personalize Student Learning with Mastery Paths in Webcourses@UCF! Workshop for 1.5 hours (4/22)
2025	Attended UCF OR NSF Career Workshop Series for **1** hour (3/13)
2025	Attended UCF Ginsburg Center for Inclusion and Community Engagement's Inclusive Excellence Symposium Virtual Sessions (2/27)
2025	Attended UCF Open Ed Live: Open Education Forming Bridges for Lifelong Learning Virtual Sessions (2/25-26)
2025	Attended UCF AIM High Event (2/24)
2025	Attended UCF OR Mapping your Research Resources @ UCF Workshop Series for **1** hour (1/15)
2025	Accepted into UCF FCTL's Knighted Faculty Program Spring 2025 cohort and attended its meetings for **18** hours (1/14; 1/28; 2/11; 2/25; 3/11; 4/1)
2024	Attended UCF Faculty Excellence's Tenured/Tenure-Earning Faculty Community Meetings for **1** hour (11/15)
2024	Attended UCF CDL's Teaching with Generative AI: From Principle to Practice Keynote for **1** hour (11/1)
2024	Attended UCF Digital Learning Day 2024 for **1** day (9/27)
2024	Attended UCF OR Department of Education Awardee Panel Discussion for **1** hour (9/19)
2024-2025	Mentor, NSCM New Faculty Mentorship Community meetings as a Mentor for **6** hours (10/25; 9/6; 2/7)
2024	Attended UCF FCTL 2024 Summer Institute for **3** days (5/6-8)
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

Academic Peer-review & Conferences

2026 Editorial Board Member, *Journal:* Humanities and Social Sciences Communication, Springer Nature

2026 Editorial Board Member, *Journal:* comm.design: Journal of Communication Design Research, Press Blu

2026 Reviewer, *Conference:* SIGGRAPH 2026

2025 Reviewer, *Conference:* SIGGRAPH 2025 (4 posters), 59th Hawaii International Conference on System Sciences; *Journal:* Mass Communication and Society (Taylor & Francis); Journal of Graphic Engineering and Design (University of Novi Sad)

2025-present Reviewer, *Journal:* Games and Culture (Sage); Computers in Human Behavior (Elsevier); International Journal of Human-Computer Studies (Elsevier; 2 articles); Scientific Reports (Springer Nature; 3 articles); Communication Reports (Taylor & Francis); International Journal of Human-Computer Studies (ACM); The Visual Computer (Springer); Media and Communication (Cogitatio); Journal of the Izmir Mediterranean Academy (Meltem)

2024 Reviewer, *Books & Chapters*: IGI Global, Peter Lang Publishing

2024-present Reviewer, *Journals*: International Journal of Computer Games Technology (Wiley), Journal of Graphic Engineering and Design (JGED: University of Novi Sad), Dokuz Eylul University Social Sciences Institute Journal, Humanities and Social Sciences Communications (Nature)

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 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:

2026	"AI BYTES TERRA" Participatory Conversational AI Installation, September 1 to October 11, 2026 @IBRIDA Festival Exhibition, Fondazione Dino Zoli Arte Contemporanea, Forlì, Italy
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:

2026 "Twelve ways of disturbing the gaze: Interference at Fondazione Dino Zoli, Forlì" (Zanon, September 7) https://www.juliet-artmagazine.com/en/twelve-ways-of-disturbing-the-gaze-interference-at-fondazione-dino-zoli-forli/

2024 "GaIM Professor Becomes a Board Member to Games for Change Local Chapter" (Hamed, Ocrober 2) https://communication.ucf.edu/gaim-professor-becomes-a-board-member-to-games-for-change-local-chapter/

2024 "GaIM Professor Wins Prestigious Award at Tribeca Festival," *Nicholson News* (Hamed, April 1) https://communication.ucf.edu/gaim-professor-wins-prestigious-award-at-tribeca-festival/

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 "In new VR, role-playing gives insight into racism" *Axios* (Contreras, May 15) https://www.axios.com/2023/05/15/new-vr-role-playing-insight-racism

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 "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:

2025-2027 Advisory Board Member, Doris Duke Foundation**,** Building Bridges Program**,** Games for Change "Study of Harmful Portrayals of Muslims in Video Games" research project

2024-present Executive Board Member, Games for Change Turkiye Chapter, gamesforchange.org

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:

2025 UCF MMC 6567 – New Media, "Playgrounds, Mystery Boxes, and Role-playing: Game Design for Perspective Change," Guest Lecture (2/27)

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

2026	Sercan Şengün, Martuza Ferdous, "Toward a Novel Approach to Measure Influence in Serious Games," Meaningful Play 2026 Conference. October 13-15, Pittsburgh, PA, USA.
2026	Sercan Şengün, João de Mendonca Salim, "Cataloging the World Exhibition: A Living Survey of Physical World Representations in Videogames," Immersive Learning Research Network Conference. June 27-30, Athens, Greece.
2025	Sercan Şengün, "Playing the World Exhibition: Videogames as Curated Ludic Spectacles," Games for Change Turkiye Festival 2025. December 6-7, Istanbul, Turkiye.
2025	Sercan Şengün, "Navigating Social Biases Through Virtual Reality Perspective Taking: Exploring the Mediating Role of Outgroup Perspective Taking," XR Salento 2025. June 17-20, Otranto, Italy.

2024 Sercan Şengün, "Playgrounds, Mystery Boxes, and Role-playing: Game Design for Perspective Change," Games for Change Turkiye Festival 2024. December 7-8, Istanbul, Turkiye.

2024 Sercan Şengün, "Eye tracking in VR: A case study of 'Missing'," Serious Games: 10th Joint International Conference, JCSG 2024, New York City, NY, USA, November 7–8, 2024.

2024 Sercan Şengün, Caglar Yildirim, and D. Fox Harrell, "The effects of roleplaying orientations on transformative learning and perspective taking in virtual reality," 23rd IFIP International Conference on Entertainment Computing, ICEC 2024. Sep 30-Oct 3, Manaus, Brazil.

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:

2022-present **Commercial VR:**

- Missing (March 2024, Meta Quest Store)
- The Forest of Resilience (2023, Meta Quest Store)
- Waters of Change (2023, Non-Profit Awareness App)
- Impulse Dynamics (2023, Corporate Health Training App)

2021-present **Research VR:**

- On the Plane (2023, MIT Center for Advanced Virtuality)
- Stranger in a Strange Land (2023, MIT Center for Advanced Virtuality)

2015-present **Analog Game Design:**

- You Are on Mute (2022, The Game Crafter)
- Cavern Crawlers (2022, The Game Crafter)
- The Next Best President (2021, The Game Crafter)
- Hidden Pandemic (2021, The Game Crafter)
- Your Quest, Should You Choose to Accept It (2020, The Game Crafter)

- A Murder Most Fowl: Bloody Plumage (2020, The Game Crafter)
- Tomb of the Fallen King (2020, Itch.io)
- Foundational Voices (2018, Itch.io)
- A Murder Most Fowl (2015, The Game Crafter)

2013-present **Digital Game Design:**

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

2005-2011 My game Q&A, playtesting, localization, and design work in Nintendo of Europe was omitted from this CV

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*