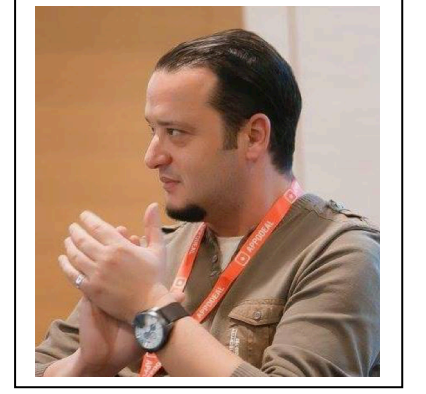


## ÖZGEÇMİŞ VE ESERLER LİSTESİ

**Adı ve Soyadı** : Barbaros BOSTAN  
**Akademik Derecesi** : Doç.Dr.  
**Ünvan ve Görevi** : Öğretim Üyesi  
**Doğum tarihi** : 1978  
**Medeni durum** : Evli (1 kız babası)  
**Bildiği Yabancı Diller** : İngilizce  
**İletişim Bilgileri** : [barbaros.bostan@comm.bau.edu.tr](mailto:barbaros.bostan@comm.bau.edu.tr)



## ÖĞRENİM DURUMU

Derece	Bölüm/Program	Üniversite	Bitirme Yılı
Doktora	Sosyal Bilimler Enstitüsü Bilişim Doktora Programı	Marmara Üniversitesi	2007
Y. Lisans	Sosyal Bilimler Enstitüsü İşletme Yüksek Lisans Programı	Yeditepe Üniversitesi	2003
Lisans	Elektrik Elektronik Fakültesi Elektronik ve Haberleşme Mühendisliği	İstanbul Teknik Üniversitesi	2001

## Yüksek Lisans Tez Başlığı ve Tez Danışman(lar)ı:

E-Learning Readiness of Yeditepe MBA Students: A Case Study, Yeditepe Üniversitesi Sosyal Bilimler Enstitüsü, İşletme Yüksek Lisans Programı, İstanbul: 2003. (Advisor: Yrd. Doç. Dr. Altan CÖNEL)

## Doktora Tezi Başlığı ve Danışman(lar)ı:

Sanal Gerçeklikte Etkileşim, Marmara Üniversitesi Sosyal Bilimler Enstitüsü, Bilişim Doktora Programı, İstanbul: 2007. (Advisor: Prof. Dr. Ahmet Lütfi ORKAN)

## AKADEMİK GÖREV, UNVAN VE MESLEKİ DENEYİM

Görev/Unvan	Görev Yeri	Yıl
Doç. Dr.	Bahçeşehir Üniversitesi, Oyun Tasarımı Bölümü	2016-
Doç. Dr.	Yeditepe Üniversitesi Bilişim Sist. ve Tek. Bölümü	2015-2016
Yrd. Doç. Dr.	Yeditepe Üniversitesi Bilişim Sist. ve Tek. Bölümü	2010-2015
Araştırmacı (Post-doktora)	National University of Singapore, Interactive & Digital Media Institute, Games Lab	2008-2010
Öğretim Görevlisi	Yeditepe Üniversitesi Bilişim Sist. ve Tek. Bölümü	2005-2008
Araştırma Görevlisi	Yeditepe Üniversitesi Bilişim Sist. ve Tek. Bölümü	2001-2005

## AKADEMİK ÇALIŞMALAR

### Uluslararası Dergilerde Görevlendirme

ACM Computers in Entertainment Dergisinde Yardımcı Editörlük (2012 - 2019)

### Projelerde Yaptığı Görevler :

National University of Singapore (NUS), Interactive & Digital Media Institute, Games Lab'de NRF2007IDM-IDM002-051 "Automated Storyplanning for Games" projesinde **Araştırma** (2008-2010)

2017-1-TR01-KA203-046577 "Practicing Universal Design Principles in Design Education through a CAD-Based Game-PUDCAD" Erasmus+ projesinde Araştırmacı (2018-)

### Son bir yılda verdiği lisans ve lisansüstü düzeydeki dersler

Akademik Yıl	Dönem	Dersin Adı	Haftalık Saati	
			Teorik	Uygulama
2018-2019	Güz	GAD1009 Game History and Analysis	3	0
		GAD5102 Interactive Narrative	3	0
		GAD 5601 Seminar	0	0
		GAD 5888-1 Thesis	0	0
		GAD 5888-2 Thesis	0	0
		BUS5301 Research Methods and Ethics	3	0
	Bahar	GAD1006 Basics of Storytelling	3	0
		GAD 5601 Seminar	0	0
		GAD 5888-1 Thesis	0	0
		GAD 5888-2 Thesis	0	0
		BUS5301 Research Methods and Ethics	3	0

### Yönettiği Yüksek Lisans Tezleri:

- "The Compatibility of Widely Used Presence Questionnaires with Current Virtual Reality Technology", Ozan Özkan, 2016, MA Game Design Thesis
- "Presence in Virtual Reality Using Different Controllers: A Usability Study", Berk Yalçın, 2017, MA Game Design Thesis
- "Usability of Vladimir Propp's Narratemes in Video Games", Orçun Turan, 2017, MA Game Design Thesis
- "Deferred Planning: Generating Interactive Stories with Emergent Story Plans", Sercan Altun, 2017, MA Game Design Thesis
- "The Effects of Digital Companions on Tabletop Role Playing Experience", Arda Çevik, 2017, MA Game Design Thesis

- "A Comparative Analysis on Differences Between Long Term and Game Jam Game Development Cycles", Hadi Çağdaş Erk, 2018, MA Game Design Thesis
- "Evolution of Visual Depiction of Elves in Computer Role Playing Games: From Mythology to Present", Yasemin Baran, 2018, MA Game Design Thesis
- "The Impact of Empathy to Moral Choices and Decision Making in Narrative Based Games: A Case Study", Vugar Sevdimaliyev, 2018, MA Game Design Thesis
- "Towards a Categorization Of Fictional Worlds in Computer Role Playing Games", Başak Tinli, 2019, MA Game Design Thesis
- "Designing Xcube and Analysing Fun Factors", Atakan Cankorur, 2019, MA Game Design Thesis

## **YAYIN LİSTESİ**

### **A. Uluslararası Hakemli Dergilerde Yayımlanan Makaleler:**

**A1.** Berkman, M.İ., Bostan, B. "Impact of Different Immersive Techniques on The Perceived Sense of Presence Measured via Subjective Scales", *Entertainment Computing*, 2019, IN PRESS **(SCOPUS, COMPENDEX)**

**A2.** Bostan, B., Tingöy, Ö. "Dijital Oyunlar: Tasarım Gereksinimleri ve Oyuncu Psikolojisi", *AJIT: Academic Journal of Information Technology*, Vol 6, Num 19, pp. 7-21, 2015. **(ULAKBİM, A SINIFI, TÜRKÇE) (3 atıf)**

**A3.** Bostan, B., Şahin, G., "Etkileşimli Hikaye Anlatma Sistemlerinde Oyuncu Profilleri: Örnek C++ Örüntü Tanıma Profil Çıkartıcı", *AJIT: Academic Journal of Information Technology*, Vol 6, Num 19, pp. 23-40, 2015. **(ULAKBİM, A SINIFI, TÜRKÇE)**

**A4.** Bostan, B., Marsh, T., "Fundamentals of Interactive Storytelling", *AJIT: Academic Journal of Information Technology* 3 (8), 19-42 pp., 2012, DOI: 10.5824/1309-1581.2012.3.002.x **(ULAKBİM, A SINIFI) (5 atıf)**

**A5.** Bostan, B., "A motivational framework for analyzing player and virtual agent behavior", *Entertainment Computing*, 1(3-4), 139-146 pp., 2010, DOI: 10.1016/j.entcom.2010.09.002 **(SCOPUS, COMPENDEX) (9 atıf)**

**A6.** Bostan, B., "Player Motivations: A Psychological Perspective", *ACM Computers in Entertainment*, 7(2), 2009, DOI: 10.1145/1541895.1541902 **(SCOPUS, COMPENDEX) (86 atıf)**

**A7.** Bostan, B., "Requirements Analysis of Presence: Insights from a RPG Game", *ACM Computers in Entertainment*, 7(1), 2009, DOI: 10.1145/1486508.1486517 **(ELSEVIER, SCOPUS) (24 atıf)**

## **B. Uluslararası Bilimsel Toplantılarda Sunulan Ve Bildiri Kitabında (Proceedings)**

### **Basılan Bildiriler:**

**B1.** Berkman, M.İ., Bostan, B., Yalçın, B. "Controllers in VR Game User Experience: Perceived User Performance on a VR Puzzle Game", in Proceedings of the Eurasia Graphics 2018 Conference, İstanbul, 2018.

**B2.** Çatak, G., Bostan, B., Ankaralı, B. "A Taxonomy and Terminology Study On Embedded Narrative: A Case Study of Bloodborne", in Proceedings of the Eurasia Graphics 2018 Conference, İstanbul, 2018.

**B3.** Çakır, A., Rizvanoğlu, K., Bostan, B. "Methodological Review of Playability Heuristics", in Proceedings of the Eurasia Graphics 2017 Conference, İstanbul, 2017.

**B4.** Bostan, B., Turan, O. "Deconstructing Game Stories with Propp's Morphology", in Proceedings of the Eurasia Graphics 2017 Conference, İstanbul, 2017.

**B5.** Bostan, B., Berkman, M.İ. "Explorations In Game Experience: A Case Study Of 'Horizon Zero Dawn'", in Proceedings of the Eurasia Graphics 2017 Conference, İstanbul, 2017.

**B6.** Bostan, B., Sahin, G., Uney, M.C., GAMEON'2015 konferansı dahilinde "Proceedings of the GAMEON'2015 Conference" bildiri kitapçığındaki "Interactivity in Computer Games", Amsterdam, Hollanda, Aralık 2015 **(SCI)**

**B7.** Bostan, B., Öğüt, S., GAMEON'2011 konferansı dahilinde "Proceedings of the GAMEON 2011 Conference" bildiri kitapçığındaki "Presence in Computer Games: Design Requirements", 5-9 pp., Galway, İrlanda, Ağustos 2011, ISBN: 978-90-77381-64-9 **(SCI) (3 atıf)**

**B8.** Bostan, B., Marsh, T., Entertainment Computing (ICEC2010) konferansı dahilinde "Proceedings of the 9th International Conference, ICEC 2010" bildiri kitapçığındaki "The 'Interactive' of Interactive Storytelling: Customizing the Gaming Experience", 472-475 pp., Seul, Kore, Eylül 2010, DOI: 10.1007/978-3-642-15399-0\_63 **(SCI) (15 atıf)**

**B9.** Bostan, B., Entertainment Computing (ICEC2010) konferansı dahilinde " Proceedings of the 9th International Conference, ICEC 2010" bildiri kitapçığındaki "Explorations in Player Motivations: Virtual Agents", 262-269 pp., Seul, Kore, Eylül 2010, DOI: 10.1007/978-3-642-15399-0\_63 **(SCI) (7 atıf)**

**B10.** Kaplançali, U., Bostan, B., Future Learning 2010 konferansı dahilinde "Proceedings of the Future Learning 2010 Conference" bildiri kitapçığındaki "Gaming technologies for learning; virtual teams and leadership research in online environments", 523-535 pp., İstanbul, Türkiye, Mayıs 2010, ISBN: 978-605-4233-30-4 **(5 atıf)**

**B11.** Bostan, B., Kaplancali, U., GAMEON-ASIA'2010 konferansı dahilinde "Proceedings of the GAMEON-ASIA 2010 Conference" bildiri kitapçığındaki "Explorations in Player Motivations: Game Mods", 29-37 pp., Şanghai, Çin, Mart 2010, ISBN: 978-90-77381-54-0 **(3 atıf)**

**B12.** Bostan, B., Öğüt, S., Entertainment=Emotion konferansı dahilinde "Proceedings of the Entertainment=Emotion Conference" bildiri kitapçığındaki "In Pursuit of Optimal Gaming Experience: Challenges and Difficulty Levels.", 0 pp. (CD), Benasque, İspanya, Kasım 2009 **(7 atıf)**

**B13.** Bostan, B., Kaplancali, U., GAMEON'2009 konferansı dahilinde "Proceedings of the GAMEON'2009 Conference" bildiri kitapçığındaki "Explorations in Player Motivations: Game Mechanics", 5-11 pp., Düsseldorf, Almanya, Kasım 2009, ISBN: 978-90-77381-53-3 **(SCI) (6 atıf)**

**B14.** Bostan, B., Öğüt, S., International Simulation And Gaming Association 2009 konferansı dahilinde "Proceedings of the ISAGA2009 Conference" bildiri kitapçığındaki "Game Challenges and Difficulty Levels: Lessons Learned From RPGs", 0 pp. (CD), Singapur, Singapur, Temmuz 2009, ISBN: 978-981-08-3769-3 **(31 atıf)**

#### **DOKTORA ÖNCESİ/DOKTORA TEZİNDEN**

**B15.** Tingöy, Ö., Bostan, B. Communication in The Millenium konferansı dahilinde "Proceedings of the Communication in The Millenium" bildiri kitapçığında "Future of New Media, Towards the Ultimate Medium: Presence, Immersion and MMORPGs", Indianapolis, Amerika, 2007.

**B16.** Bostan, B., Nalbant, G., International Symposium of Interactive Media Design konferansı dahilinde "Proceedings of the 4th International Symposium of Interactive Media Design" bildiri kitapçığında "Interaction in Virtual Reality", İstanbul, Türkiye, 2006. **(12 atıf)**

**B17.** Bostan, B., International Symposium of Interactive Media Design konferansı dahilinde "Proceedings of the 3rd International Symposium of Interactive Media Design" bildiri kitapçığında "Game Modding and TES : New Way to Design Virtual Worlds", İstanbul, Türkiye, 2005. **(3 atıf)**

#### **C. Yazılan kitaplar veya kitaplarda bölümler :**

**C1.** Bostan, B., Yönet, Ö., Sevdimaliyev, V. "Empathy and Choice in Story Driven Games: A Case Study of Telltale Games", Game User Experience and Player-Centered Design, Springer, 2019, IN PRESS.

**C2.** Süngü, E., Bostan, B. "Being There: Reflection of Video Games: A Case Study of Sniper Elite 4", Game User Experience and Player-Centered Design, Springer, 2019, IN PRESS.

**C3.** Süngü, E., Bostan, B. "The Evolution Of Role-Playing Game Communities in Turkey And Their Effects on Creative Industries", Creative Industries in Turkey, 2019, Peter Lang, IN PRESS.

**C4.** Bostan, B., Altun, S. "Goal-Directed Player Behavior in Computer Games", *Gamer Psychology and Behavior*, pp. 57-73, 2016, Springer, ISBN 978-3-319-29904-4

**C5.** Bostan, B., Sahin, G. "Psychological Player Profiling with Action Patterns", *Gamer Psychology and Behavior*, pp. 89-105, 2016, Springer, ISBN 978-3-319-29904-4

**C6.** Bostan, B., Tingoy, O. "Game Design and Gamer Psychology", *Gamer Psychology and Behavior*, pp. 105-123, 2016, Springer, ISBN 978-3-319-29904-4

**C7.** Bostan, B., Catak, G. "Explorations in Player Motivations: Gamer Profiles", *Gamer Psychology and Behavior*, pp. 137-149, 2016, Springer, ISBN 978-3-319-29904-4

**C8.** Bostan, B., "Dijital Oyunlar ve Sanal Gerçeklik", Batı, U. & Unal, G. T. (Eds.) *Dijital Oyunlar*, Derin Yayınevi, İstanbul, Turkey, 2010.

#### **F.Uluslararası Kitapta Editörlük:**

**F1.** "Gamer Psychology and Behavior" - Editor: Barbaros Bostan, Springer, International Series on Computer Entertainment and Media Technology, (yayın tarihi Haziran 2016)

**F2.** "Game User Experience and Player-Centered Design", Editor: Barbaros Bostan, Springer, International Series on Computer Entertainment and Media Technology, (yayın tarihi Ekim 2019)

#### **G. Uluslararası Dergilerde (A sınıfı) Yapılan Hakemlikler**

**G1.** Motivation Scale for Sport Video Gaming (MSSVG), *Journal of Computer-Mediated Communication*, JCMC-08-276.

**G2.** Examining the psychological factors associated with involvement in fantasy sports: An analysis of participants' motivations and constraints), *Journal of Computer-Mediated Communication*, JCMC-09-055.

**G3.** A Season in Syberia: Gameplay as Activity in Point-and-Click Adventure Video Games), *Journal of Computer-Mediated Communication*, JCMC-09-141.

**G4.** Schmoozing and Smiting: Trust, Social Institutions and Communication Patterns in an MMOG), *Journal of Computer-Mediated Communication*, JCMC-09-154.

**G5.** The Use of Active Mediation to Cue Children to the Persuasive Intentions of an Online Advergame, *Journal of Computer-Mediated Communication*, JCMC-10-028.

**G6.** English Language Teachers' Perspectives on Using Social Networking Tools for Second Language Teaching and Learning, *Journal of Computer-Mediated Communication*, JCMC-10-211.

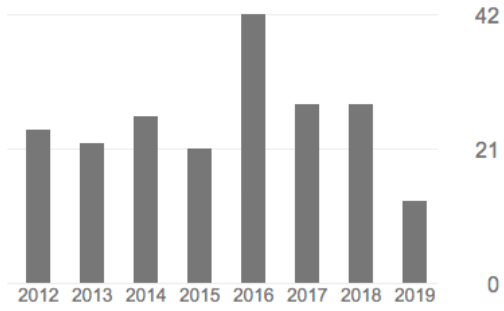
#### **H. Uluslararası Yayınevlerinde Yapılan Kitap Hakemlikleri**

**H1.** Riva, G., Waterworth, J., Murray, D. *Interacting with Presence: HCI and the sense of presence in computer-mediated environments*, Versita Open Access Books.

## ATIFLAR (Google Scholar)

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## DİĞER AKTİVİTE VE BECERİLER

### SERTİFİKALAR

CCNA (Cisco Networking Academy Associate) Eğitimci Sertifikası

### ÜYE OLDUĞU KURULUŞLAR

Digital Games Research Association (DIGRA)

International Game Developers Association (IGDA)

The European Multidisciplinary Society for Modelling and Simulation Technology (EUROSIS)

The Informatics Associations of Turkey (IAT)