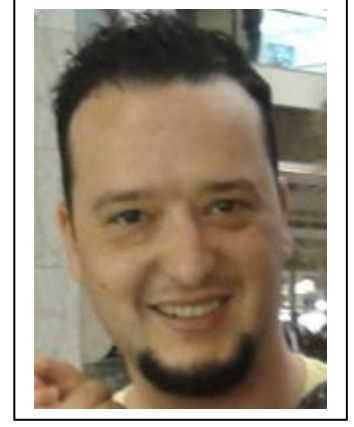# ÖZGEÇMİŞ VE ESERLER LİSTESİ

Adı ve Soyadı   : Barbaros BOSTAN
Akademik Derecesi   : Doç.Dr.
Ünvan ve Görevi   : Öğretim Üyesi
Doğum tarihi   : 1978
Medeni durum   : Evli (1 kız babası)
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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.

   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.

   Prof. Dr. Ahmet Lütfi ORKAN

AKADEMİK GÖREV, UNVAN VE MESLEKİ DENEYİM

Görev/Unvan	Görev Yeri	Yıl
Doç.Dr.	Yeditepe Üniversitesi Bilişim Sist. ve Tek. Bölümü	2015-
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 -)

Projelerde Yaptığı Görevler : (Yurt Dışı)

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

İdari Görevler

Cisco Ağ Akademisi Programı (Cisco Network Academy Program) yöneticiliği ve eğitmenliği

Son bir yılda verdiği lisans ve lisansüstü düzeydeki dersler

Akademik Yıl	Dönem	Dersin Adı	Haftalık Saati		Öğrenci Sayısı
			Teorik	Uygulama	
2015-2016	Güz	ACM 468 Sanal Gerçeklik Teknolojileri	3	0	29
		ACM 262 Web Tasarımına Giriş	3	0	26
		ACM 365 İleri Web Tasarımı	3	0	40
		ACM 368 Web Programlama	3	0	28
		ACM 472 Üç Boyutlu Tasarım ve Oyun Programlama	3	0	26
		GAD 5601 Seminar **(BAU)**	0	0	3
		GAD 5888-1 Thesis **(BAU)**	0	0	3
	Bahar	ACM 368 Web Programlama	3	0	28
		ACM 262 Web Tasarımına Giriş (2 şube)	3	0	65
		ACM 394 Zorunlu Staj MIS	3	0	25
		ACM 498 Bitirme Tezi	3	0	5
		GAD 5102 Interactive Narrative **(BAU)**	3	0	21
		GAD 5601 Seminar **(BAU)**	0	0	2
		GAD 5888-1 Thesis **(BAU)**	0	0	2
		GAD 5888-2 Thesis **(BAU)**	0	0	2

Verdiği Diğer Dersler:

Bilgisayara Giriş ve Bilgi İşleme
Ağ Oluşturma II
İleri Ağ Uygulamaları
Veri İletişim Sistemleri
Görsel Programlama I
Görsel Programlama II

A. Uluslararası Hakemli Dergilerde Yayımlanan Makaleler:

A1. Bostan, B., Tıngöy, Ö. "Digital Games: Design Requirements and Player Psychology", *AJIT: Academic Journal of Information Technology*, Vol 6, Num 19, pp. 7-21, 2015. **(ULAKBİM, C SINIFI)**

A2. Bostan, B., Şahin, G., "Player Profiling for Interactive Storytelling Systems: A C++ Pattern Matching Profiler", *AJIT: Academic Journal of Information Technology*, Vol 6, Num 19, pp. 23-40, 2015. **(ULAKBİM, C SINIFI)**

A3. Bostan, B., Marsh, T., "Fundamentals of Interactive Storytelling", *Academic Journal of Information Technology 3* (8), 19-42 pp., 2012, DOI: 10.5824/1309-1581.2012.3.002.x **(ULAKBİM, C SINIFI)**

A4. 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) (3 atıf)**

A5. Bostan, B., "Player Motivations: A Psychological Perspective", *ACM Computers in Entertainment, 7*(2), 2009, DOI: 10.1145/1541895.1541902 **(SCOPUS, COMPENDEX) (34 atıf)**

A6. 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) (8 atıf)**

B. Uluslararası Bilimsel Toplantılarda Sunulan Ve Bildiri Kitabında (*Proceedings*) Basılan Bildiriler:

B1. 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)**

B2. 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

B3. 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) (5 atıf)**

B4. 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) (2 atıf)**

B5. Kaplancali, 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 **(2 atıf)**

B6. 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., Şanghay, Çin, Mart 2010, ISBN: 978-90-77381-54-0

B7. 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 **(2 atıf)**

B8. Bostan, B., Kaplancalı, 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) (2 atıf)**

B9. 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 **(11 atıf)**

DOKTORA ÖNCESİ/DOKTORA TEZİNDEN

B10. 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.

B11. 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.

B12. 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. **(6 atıf)**

C. Yazılan kitaplar veya kitaplarda bölümler :

C1. 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

C2. 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

C3. Bostan, B., Tingoy, O. "Game Design and Gamer Psychology", *Gamer Psychology and Behavior*, pp. 105-123, 2016, Springer, ISBN 978-3-319-29904-4

C4. 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

C5. 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)

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.

I. Adayın Çalışmalarına Yapılan Uluslararası Atıflar

<div align="right">A4 yayına yapılan atıflar</div>

I1. Bui, A., Veit, D., and Webster, J., "Gamification – A Novel Phenomenon or a New Wrapping for Existing Concepts?", in *Proceedings of the 36th International Conference on Information Systems (ICIS) Track: IT Implementation, Adoption and Use*, Fort Worth, Texas, USA, 2015.

I2. Orun, A. et al., "A Quantisation of Cognitive Learning Process by Computer Graphics-Games: Towards More Efficient Learning Models", *Open Access Library Journal, Psychology*, 3:e2329, 2016.

I3. Orun, A., Seker, H., "Development of a computer game-based framework for cognitive behaviour identification by using Bayesian inference methods", *Computers in Human Behavior 28* (4), 1332-1341 pp., 2012, DOI: 10.1016/j.chb.2012.02.017

<div align="right">A5 yayına yapılan atıflar</div>

I4. Balaam, M., Egglestone, S. R., Fitzpatrick, G., Rodden, T., Hughes, A. -., Wilkinson, A., . . . Burridge, J., "Motivating mobility: Designing for lived motivation in stroke rehabilitation", in *Proceedings of the Conference on Human Factors in Computing Systems*, 3073-3082 pp., 2011.

I5. Barnes, S. T., Pressey, A. D. "Caught in the Web? Addictive Behavior in Cyberspace and the Role of Goal-Orientation". *Technological Forecasting & Social Change*, vol 86, -93–109 pp, 2014.

I6. Berg, M.A. and Petersen, S. A. "Exploiting Psychological needs to increase Motivation for Learning". *Serious Games Development & Applications*, 260-265 pp., Trondheim, Norway, 2013.

I7. Bierly, T. "Introduction to the educational gamification market", The Journal of Digital Learning and Teaching Victoria, Volume 1, Number 1, 2014.

I8. Karpinskyj, S. "Towards the correlation of player preferences and behaviour for video game personalisation", MS Thesis, School of Computer Science and Information Technology, RMIT University, Melbourne, Victoria, Australia, 2013.

I9. Charles, T., Bustard, D., Black, M., "Experiences of Promoting Student Engagement Through Game-Enhanced Learning", *Serious Games and Edutainment Applications*, 425-445 pp., 2011, DOI: 10.1007/978-1-4471-2161-9_21

I10. Davis, R., and Lang, B. " Modeling Game Usage, Purchase and Perceived Complexity", *Computers in Entertainment*, 2013.

I11. Delacruz, G. C., *Games as formative assessment environments: Examining the impact of explanations of scoring and incentives on math learning, game performance, and help seeking*. Los Angeles: The National Center for Research on Evaluation, Standards, and Student Testing, 2011.

I12. Goode, S., Shailer, G, Wilson, M and J. Jankowski, "Gifting and Status in Virtual Worlds", *Journal of Management Information Systems*, Vol. 32 No. 2, 2014.

I13. Gu, Tian-Lin, "Why are Computer Games so Entertaining?", MS Thesis, KTH Computer Science and Communication, Stockholm, Sweden, 2011.

I14. Hai-Jew, S., "Exploring the Immersive Parasocial: Is it You or the Thought of You?", *MERLOT Journal of Online Learning and Teaching 5*(3), 550-561 pp., 2009.

I15. Herodotou C, Winters N, Kambouri M. "An Iterative, Multidisciplinary Approach to Studying Digital Play Motivation: The Model of Game Motivation". *Games and Culture*. 2014.

I16. Ines, D. L., Abdelkader, G., "Facebook games: between social and personal aspects", *International Journal of Computer Information Systems and Industrial Management Applications 3*, 713–723 pp., 2011.

I17. Karpinskyj, S, Zambetta, F and Cavedon, L., "Automated video game personalisation techniques: A comprehensive survey", Entertainment Computing, vol. 5, pp. 211-218, 2014.

I18. Kneer, J., Glock, S., Beskes, S., Bente, G., "Are digital games perceived as fun or danger? Supporting and suppressing different game-related concepts", *Cyberpsychology, Behavior, and Social Networking 15* (11), 604-609 pp., 2012, DOI: 10.1089/cyber.2012.0171

I19. Kickmeier-Rust, M., Holzinger, A., & Albert, D. "Fighting physical and mental decline of elderly with adaptive serious games", in *Proceedings of the European Conference on Games Based Learning* (pp. 631–634), 2012.

I20. Laakkonen, J., Parkkila, J., Jäppinen, P. and Ikonen, J. "Continuous Development of Gamecloud with privacy by design", *International Journal on Information Technologies & Security*, Vol. 6 Issue 4, 2014.

I21. Lichtenvoort, D. *Gamification: video game element incentives in cross-functional enterprise information system-project finance and risk management*. Hamburg: Diplomica Verlag GmbH, 2013.

I22. Lohse, K., Shirzad, N., Verster, A., Hodges, N., & Van der Loos, H.F. Video games and rehabilitation: using design principles to enhance engagement in physical therapy. *Journal of Neurologic Physical Therapy*, 37(4), 166-175, 2013.

I23. Merritt, T., McGee, K., Chuah, T.L., Ong, C., "Choosing human team-mates: Perceived identity as a moderator of player preference and enjoyment", in *Proceedings of the 6th International Conference on the Foundations of Digital Games, FDG 2011*, 196-203 pp., 2011.

I24. Merritt, T., Ong, C., Chuah, T.L., McGee, K., "Did you notice? Artificial team-mates take risks for players", *Lecture Notes in Computer Science 6895 LNAI* , 338-349 pp., 2011, DOI: 10.1007/978-3-642-23974-8_37

I25. Nygren, E., Sutinen, E., Blignaut, A. S., Laine, T. H., Els, C. J., "Motivations for Play in the UFractions Mobile Game in Three Countries", *International Journal of Mobile and Blended Learning (IJMBL) 4*(2), 30-48 pp., 2012, DOI: 10.4018/jmbl.2012040103.

I26. Panic A. S. "Virtual Reality Based Neurocognitive Rehabilitation", MS thesis TU Delft. 2010.

I27. Park, B.-W., Lee, K.C., "Exploring the value of purchasing online game items", *Computers in Human Behavior 27* (6), 2178-2185 pp., 2011, DOI: 10.1016/j.chb.2011.06.013

I28. Park, B.-W., Lee, K.C., "An empirical analysis of online gamers' perceptions of game items: Modified theory of consumption values approach", *Cyberpsychology, Behavior, and Social Networking 14* (7-8), 453-459 pp., 2011, DOI: 10.1089/cyber.2010.0253

I29. Pe-Than, E.P.P., Goh, D.H-L., Lee, C.S. "Making Work Fun: Investigating Antecedents of Perceived Enjoyment in Human Computation Games for Information Sharing", *Computers in Human Behavior*, 39, 88-99 pp., 2014.

I30. Pe-Than, E.P.P., D.H.-L. Goh, and C.S. Lee, "A Typology of Human Computation Games: An Analysis and A Review of Current Games". *Behaviour & Information Technology*, Vol. 34, Iss. 8, 2015.

I31. Richter, G. Raban, D.R. and Rafaeli, S. "Studying Gamification: the Effect of Rewards and Incentives on Motivation" In T. Reiners & L. C. Wood (Eds), *Gamification in Education and Business*, 21-46 pp., Chapter 2, Springer, 2015.

I32. Sebastian, V. and Oliver, H. "Making Digital Freemium Business Models a Success - Predicting Customers' Lifetime Value via Initial Purchase Information", *Business & Information Systems Engineering*, 2015.

I33. Soeiro, F.C., Santos, M., Alves, J. 2016. "Network-based innovation: the case for mobile gaming and digital music", *European Business Review*, Vol. 28 Iss: 2, pp.155 - 175

I34. Staewen, R., Trevino, P. ; Yun, C. "Player characteristics and their relationship to goals and rewards in video games", in *Proceedings of the Games Media Entertainment (GEM)*, IEEE, 2014.

I35. Tiemersma, S.A. "Architecture and Games: a redesign for the Den Haag Megastores", MAA Thesis, TU Delft, 2014.

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                                                              A6 yayına yapılan atıflar

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I40. Kamieth, F., Schäfer, J., Naranjo, J.-C., Arca, A., Aleotti, J., "Workshop on interaction techniques in real and simulated assistive smart environments", *Lecture Notes in Computer Science, 6439 LNCS*, 333-336 pp., 2010, DOI: 10.1007/978-3-642-16917-5_41

I41. Kerns, S., Cliburn, D. O'Rourke, M., "Teleporting in Virtual Worlds while Learning Real World Places", *Proceedings of the 20th International Conference on Artificial Reality and Telexistence (ICAT2010)*, 126-130 pp., 2010.

I42. Muhaiyuddin, N. D. M., Rambli, D. R. A., "Navigation Control and Immersive Effect on User Presence in Panoramic Virtual Reality", *Proceedings of the 1st International Conference on Future Trends in Computing and Communication Technologies*, 64-70 pp., 2012.

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I44. Väänänen-Vainio-Mattila, K., Haustola, T., Häkkilä, J., Karukka, M., and Kytökorpi, K., "Exploring Non-verbal Communication of Presence between Young Children and Their Parents through the Embodied Teddy Bear", Proceedings of Ambient Intelligence 2012 Conference, 81-96 pp., 2012.

I45. Yliräisänen-Seppänen, P. & Timonen, E., "A Design Model as a Tool for Developing a Virtual Learning Environment", *Proceedings of World Conference on Educational Multimedia, Hypermedia and Telecommunications*, 725-731 pp., 2010.

B3 yayına yapılan atıflar

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I49. Roth, C., Vorderer, P., Klimmt, C., Vermeulen, I.E., "The User Experience of Interactive Digital Storytelling: Theory and Measurement", *Proceedings of the Interactive Digital Storytelling Conference, ICIDS 2011*, Lecture Notes in Computer Science Volume 7069, 362-363 pp., 2011, DOI: 10.1007/978-3-642-25289-1_50

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B4 yayına yapılan atıflar

I51. Bosch, K. van den, Brandenburgh, A.H., Muller, T., Heuvelink, A., "Characters with Personality!", *Proceedings of the Intelligent Virtual Agents, Lecture Notes in Computer Science Volume 7502,* 426-439 pp., 2012, DOI: 10.1007/978-3-642-33197-8_44.

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B5 yayına yapılan atıflar

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B7 yayına yapılan atıflar

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B9 yayına yapılan atıflar

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DİĞER AKTİVİTE VE BECERİLER

SERTİFİKALAR

CCNA (Cisco Networking Academy Associate) Eğitmen 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)