

# ARDA ÇALIŞKAN

## EDUCATION

<b>Ph.D. in Architecture and Design</b> <i>Bahçeşehir University, Istanbul, Türkiye. GPA: 4.00/4.00</i> <ul style="list-style-type: none"><li>“Construction Education Through Virtual Reality: A Game-Based Approach for Interior Architecture Students”</li></ul>	2020 - 2026
<b>MSc in Interior Design</b> <i>Bahçeşehir University, Istanbul, Türkiye. GPA: 3.95/4.00</i> <ul style="list-style-type: none"><li>“Place-making Practices of Z Generation: Case of Dormitory Rooms”</li></ul>	2017 - 2020
<b>B.A. in Interior Architecture and Environmental Design</b> <i>Bahçeşehir University, Istanbul, Türkiye. GPA: 3.29/4.00</i>	2013 - 2017

## ACADEMIC AND PROFESSIONAL EXPERIENCE

<b>Research Assistant</b> <i>Faculty of Architecture and Design, Bahçeşehir University, Istanbul, Türkiye</i>	2019 - Present
<b>Interior Architect</b> <i>Bahçeşehir College, Istanbul, Türkiye</i>	2018 - 2019
<b>Interior Architect</b> <i>Uğur Schools, Istanbul, Türkiye</i>	2017 - 2018

## PUBLICATIONS AND PRESENTATIONS

### Peer-Reviewed Journal Articles

- Çalışkan, A., & Girginkaya Akdağ, S. (2025). Virtual reality learning environments in architecture and design education: A bibliometric review. *A+Arch Design International Journal of Architecture and Design*, 11(1), 73–91.
- Şahin, P., Çalışkan, A., Hacitahiroğulları, Z. V., Ceylan, S., et al. (2024). A comparative study on the VR experience of students in a digital documentary game. *Journal of Metaverse*, 4(1), 33–42. <https://doi.org/10.57019/jmv.1332459>

### Book Chapters

- Çalışkan, A. (2022). Housing preferences for Generation Z students: A case study in Istanbul. In Ü. Gülmez, N. Isikkaya, & A. Devrim (Eds.), *Scales, thresholds and dilemmas of housing transformations in Istanbul* (pp. 103–126). Peter Lang Publishing. ISBN: 978-363185492-1, 978-363185491-4
- Çalışkan, A., Şahin, P., Hacitahiroğulları, Z. V., Ceylan, S., et al. (2022). Following the traces of Sedat Hakkı Eldem: A case study on the contribution of virtual reality-based documentary games to architectural education. In M. Şaşmaz (Ed.), *Engineering from machine learning to virtual reality* (pp. 123–137). IKSAD Publishing. ISBN: 978-625-6380-94-3

### Conference Proceedings & Presentations

- Çalışkan, A., & Girginkaya Akdağ, S. (2025, October 1–3). *Bridging theory and practice: Evaluating a game-based VR approach in construction education*. 19th European Conference on Games Based Learning (ECGBL 2025), Levanger, Norway.
- Çalışkan, A. (2025, June 4). *Level up sustainability: A VR-based gamified approach to material choices in interior architecture education*. Digital Architecture Research Conference (DARe 2025), Faculty of Architecture, Bialystok University of Technology, Poland.
- Aydın, Y. N., & Çalışkan, A. (2024, December 17–18). *The impact of simulation games on urban planning education: An insight from Cities: Skylines 2* [Conference presentation]. 13th Made By Artist International Symposium (FADES 2024), Tbilisi State Academy of Arts, Tbilisi, Georgia.
- Çalışkan, A. (2024, October 3–4). *Construction education through virtual reality: A game-based approach for interior architecture students* [PhD research paper presentation]. 18th European Conference on Games Based Learning (ECGBL 2024), Aarhus School of Architecture, Denmark.
- Çalışkan, A., & Ceylan, S. (2024, May 23–26). *A new way of presenting: Redefining architecture and design exhibition through virtual realms. Architecture into Unknown*. Aarhus School of Architecture, Aarhus, Denmark.
- Çalışkan, A., & Torus, B. (2024, March 11–13). *Smart city or smart home: Examples of movies and TV series*. 18th International Conference on Design Principles & Practices, Universitat Politècnica de València, Spain (Hybrid).
- Çalışkan, A., & Ceylan, S. (2023, March 1–3). *A review on the virtual exhibitions in the fields of architecture and design*. 1st International Conference Digital Architecture Research (DARe), Bialystok University of Technology, Poland. ISBN: 978-83-67185-55-4
- Çalışkan, A., Ceylan, S., Şahin, P., Masalçı, S. Z., Hacitahiroğulları, Z. V., & Çatak, G. (2022, November 11–12). *Virtual reality-based documentary games' contribution to architectural education: A case study*. In Proceedings of the 5th Media Literacy Forum International Social Sciences Congress in the Age of Digital Transformation (pp. 608–612). Istanbul.

## GRANTS, SCHOLARSHIPS AND AWARDS

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**TÜBİTAK 2224-A** International Conference Participation Support – 2025

**NAWA Conference Participation Grant**, Polish National Agency for Academic Exchange – 2025

**Emerging Scholar Award**, *Design Principles & Practices Research Network Conference* – 2024

**Second Prize**, *The 1st STELSI International Metaverse Architecture Competition* – 2023

**NAWA Conference Participation Grant**, Polish National Agency for Academic Exchange – 2023

**Full Honor Roll Scholarship**, Bahçeşehir University – 2013–2017

- Awarded during undergraduate studies at Bahçeşehir University.
- Graduated first in department, leading to a 100% scholarship for both Master's and PhD studies.