

## Personal Information

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## International Researcher IDs

ScholarID: 4caPtewAAAAJ

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Publons / Web Of Science ResearcherID: A-5767-2016

ScopusID: 57196257282

Yoksis Researcher ID: 165222

## Education Information

Doctorate, Pennsylvania State University, College of Education, Learning and Performance Sciences, United States Of America 2005 - 2010

Postgraduate, Middle East Technical University, Graduate School of Natural and Applied Sciences, Bilgisayar Eğitimi Ve Teknolojileri Öğretimi (YI) (Tezli), Turkey 2001 - 2004

Undergraduate, Hacettepe University, Eğitim Fakültesi, Matematik Ve Fen Bilimleri Eğitimi Bölümü, Turkey 1996 - 2001

## Foreign Languages

English, C1 Advanced

## Dissertations

Doctorate, ESPN FastBreak Topluluğundaki Bilgi Alışverişi Desenleri, Pennsylvania State University, School of Education, Learning and Performance Sciences, 2010

Postgraduate, A proposal of instructional design/development model for game-like learning environments: The FID2GE model, Middle East Technical University, Graduate School of Natural and Applied Sciences, Bilgisayar Eğitimi Ve Teknolojileri Öğretimi (YI) (Tezli), 2004

## Research Areas

Social Sciences and Humanities, Education, Computer Education and Instructional Technology, Teacher Training

## Academic Titles / Tasks

Assistant Professor, Middle East Technical University, Faculty of Education, Department of Computer Education and Instructional Technology, 2018 - Continues

Research Assistant, Middle East Technical University, Faculty of Education, Department of Computer Education and Instructional Technology, 2001 - 2011

## Academic and Administrative Experience

Manager of Research and Application Center, Middle East Technical University, Faculty of Education, Department of Computer Education and Instructional Technology, 2023 - Continues

Deputy Director of the Center, Middle East Technical University, Faculty of Education, Department of Computer Education and Instructional Technology, 2018 - 2023

Middle East Technical University, Faculty of Education, Department of Computer Education and Instructional Technology, 2012 - 2014

## Courses

Teaching Methods in Computer Education II , Undergraduate

## Advising Theses

Kaplan G., Çelik B., TURKISH TEACHERS' GAMIFICATION USER TYPES AND PREFERENCES OF GAME ELEMENTS FOR THEIR INSTRUCTION, Postgraduate, M.ÖZDEMİR(Student), 2023

Kaplan G., Çağıltay K., A Kirkpatrick model perspective on the transformative power of the digital teachers project, Postgraduate, S.ORHAK(Student), 2023

Kaplan G., Instructors' gaze distribution in higher education classrooms: A multi case study, Doctorate, Y.TUNGA(Student), 2023

Kaplan G., Çağıltay K., Design and development of e-textile supported STEAM-based activities for the professional development of middle school science teachers, Doctorate, M.ŞAT(Student), 2023

Kaplan G., Measuring and improving mental rotation ability in three dimensions: A holistic investigation, Doctorate, Z.İRİ(Student), 2023

Kaplan G., Kara Aydemir A. G., Measuring digital literacy: Development and validation of an instrument for teachers, Postgraduate, Y.PAŞALI(Student), 2023

KAPLAN G., Effects of web 2.0 enhanced learning environment on higher order thinking: Experiences and opinions of sophomore CEIT students, Postgraduate, S.CANER(Student), 2015

KAPLAN G., Pre-service teachers' beliefs, experiences and perceptions on mobile games, Postgraduate, M.GÜLEROĞLU(Student), 2015

Kaplan G., An investigation of the predictors of pre-service teachers' behavioral intentions and perceived enablers and barriers pertaining the use of interactive whiteboard in education, Postgraduate, O.ASLAN(Student), 2015

KAPLAN G., Examining effects of a technology-enhanced extracurriculum on special education students with intellectual disability, Postgraduate, S.DOĞAN(Student), 2015

KAPLAN G., A PROPOSAL OF AN INSTRUCTIONAL DESIGN MODEL FOR GAMIFIED LEARNING ENVIRONMENTS: GELD MODEL, Postgraduate, T.ALDEMİR(Student), 2015

## Research Infrastructure Information

Çakroğlu E., Kaplan G., BİLTEM Inovasyon Lab kurulması , June 2019

## Published journal articles indexed by SCI, SSCI, and AHCI

- I. **Enhancing Cognitive Fit: Exploring the Potential of Mixed Reality for Developing Mental Rotation Skills**  
Piri Z., KAPLAN G., ÇAĞILTAY K.  
International Journal of Human-Computer Interaction, 2024 (SCI-Expanded)
- II. **A qualitative investigation of student perceptions of game elements in a gamified course**  
Aldemir T., ÇELİK B., KAPLAN G.  
COMPUTERS IN HUMAN BEHAVIOR, vol.78, pp.235-254, 2018 (SSCI)
- III. **Games and Simulations: A New Approach in Education?**  
Akilli G.  
GAMES AND SIMULATIONS IN ONLINE LEARNING: RESEARCH AND DEVELOPMENT FRAMEWORKS, pp.1-20, 2007 (SCI-Expanded)

## Articles Published in Other Journals

- I. **Üniversite Öğrencilerinin Nomofobi Düzeyleri ile Farklı Davranış Örüntülerinin Arasındaki İlişkilerin İncelenmesi**  
KAPLAN AKILLI G., GEZGİN D. M.  
Mehmet Akif Ersoy Üniversitesi Eğitim Fakültesi Dergisi (MAKÜ) (elektronik), no.40, pp.51-69, 2016 (Peer-Reviewed Journal)
- II. **Investigation of High School Students' Internet Addiction in The Light of Various Variables**  
GEZGİN D. M., KAPLAN AKILLI G.  
Mersin Üniversitesi Eğitim Fakültesi Dergisi, vol.12, no.3, pp.917-931, 2016 (Peer-Reviewed Journal)
- III. **Bilişim Teknolojileri Öğretmen Adaylarının Bölümlerine Yönelik Algısı ODTÜ BÖTE Örneği**  
SEVİM N., İSLİM Ö. F., KAPLAN AKILLI G.  
Ahi Evran Üniversitesi Kırşehir Eğitim Fakültesi Dergisi, vol.17, no.1, pp.439-459, 2016 (Peer-Reviewed Journal)
- IV. **Working with multicultural virtual teams critical factors for facilitation satisfaction and success**  
ÇAĞILTAY K., Bichelmeyer B., Akıllı G.  
Smart Learning Environments, vol.2, no.1, pp.1-16, 2015 (Scopus)
- V. **User Satisfaction Evaluation of an Educational Website**  
KAPLAN AKILLI G.  
The Turkish Online Journal of Educational Technology, vol.4, no.1, pp.85-92, 2005 (Peer-Reviewed Journal)

## Books & Book Chapters

- I. **Nörobilimin Kiramen Kâtibini: Nöroetik ve Eğitime Yansımaları**  
Kaplan G.  
in: Eğitimsel Sinirbilim, KELEŞ, Esra, Editor, Nobel, Ankara, pp.177-205, 2022
- II. **Use of Large Multi-Touch Interfaces: A Research on Usability and Design Aspects**  
DÖNMEZ M., ÇAĞILTAY K., ALKAN S., BÖLÜKBAŞ F., KAPLAN AKILLI G.  
in: Optimizing Human-Computer Interaction With Emerging Technologies, Cipolla-Ficarra Francisco, Editor, IGI Global, pp.332-342, 2017
- III. **Bringing Affect to Human Computer Interaction**  
AKGÜN M., KAPLAN AKILLI G., ÇAĞILTAY K.  
in: Affective Computing and Interaction Psychological Cognitive and Neuroscientific Perspectives, Didem Gökçay, YILDIRIM Gülsen, Editor, INFORMATION SCIENCE REFERENCE, pp.308-324, 2011
- IV. **Finding meaning in online, very-large scale conversations.**  
SMITH B., Sharma P., Lim K. Y., KAPLAN G., Kim K., Fujimoto T., Hooper P.

in: Handbook of research on web log analysis, , Editor, IGI Global, Hershey, pp.305-325, 2009

**V. Games and Simulations: A New Approach in Education?**

KAPLAN AKILLI G.

in: Games and Simulations in Online Learning Research and Development Frameworks, Gibson David, Aldrich Clark, Prensky Marc, Editor, Information Science Publishing, pp.1-20, 2007

**VI. An instructional design/development model for the creation of game-like learning environments: The FIDGE model.**

KAPLAN AKILLI G., ÇAĞILTAY K.

in: Affective and Emotional Aspects of Human Computer Interaction Game Based and Innovative Learning, PIVEC MAYA, Editor, IOS Press , pp.93-112, 2006

## **Refereed Congress / Symposium Publications in Proceedings**

**I. Holomental: Improving Mental Rotation Ability with Mixed Reality**

Piri Z., KAPLAN G., Cagiltay B., ÇAĞILTAY K.

2024 International Conference on Advanced Visual Interfaces, AVI 2024, Arenzano, Genoa, Italy, 3 - 07 June 2024

**II. Immersive technologies in STEAM: A Metaverse User Experience**

Kaplan G.

INTERNATIONAL EASTERN CONFERENCE ON HUMAN-COMPUTER INTERACTION, Nakhchivan, Azerbaijan, 9 - 11 September 2022

**III. The Digital Teachers Project: A Step towards Empowering Teachers for More Equitable Education.**

Kaplan G., Çağiltay K., Kara Aydemir A. G., Çelik B., Tunga Y.

AERA (American Educational Research Association) 2022 , California, United States Of America, 21 April - 26 September 2022

**IV. Dijital Öğretmenler Projesi**

TUNGA Y., KAPLAN G., ÇAĞILTAY K., KARA AYDEMİR A. G., ÇELİK B.

18. Eğitimde İyi Örnekler Konferansı, İstanbul, Turkey, 01 October 2021, pp.36

**V. Dijital Öğretmenler Projesi: Öğretmenler için Eşitlikçi Dijital Eğitime Doğru Bir Adım**

ÇAĞILTAY K., KAPLAN G., KARA AYDEMİR A. G., TUNGA Y., ÇELİK B.

VIII th International Eurasian Educational Research Congress, Aksaray, Turkey, 7 - 10 July 2021

**VI. Öğretmen Adaylarına Öğretim Yöntem ve Tekniklerini Öğrettik Ama Öğretmen Olduktan Sonra Durum Nedir?**

TUNGA Y., KARA AYDEMİR A. G., KAPLAN G., ÇELİK B., ÇAĞILTAY K.

VIII th International Eurasian Educational Research Congress, Aksaray, Turkey, 7 - 10 July 2021

**VII. Pre-Service Teachers' Opinions About Educational Robotics Sets and Their Use in Class**

Kaplan G., Erbasan E.

2. Uluslararası Fen, Matematik, Girişimcilik ve Teknoloji Eğitimi Kongresi (FMGTEK 2020), Bursa, Turkey, 19 - 22 November 2020, pp.473-474

**VIII. Innovative educational technology for special education and usability issues. In: Proceedings of Design, User Experience, and Usability**

ÇAĞILTAY K., ÇİÇEK F., KARASU N., ÇAKIR H., KAPLAN G.

Design, User Experience, and Usability, 22 - 27 June 2018

**IX. Öğretmen Adaylarının Davranışsal Tutumlarının Yordayıcılarının ve Akıllı Tahta Kullanımına Yönelik Sağlayıcıların ve Engelleyicilerin Belirlenmesi**

ASLAN O., KAPLAN G.

12th International Computer Instructional Technologies Symposium, İzmir, Turkey, 2 - 04 May 2018

**X. How Web 2.0 Tools Can Be Integrated in Early Childhood Education?**

TUNGA Y., AYTEKİN M., KAPLAN G.

ICITS'18, İzmir, Turkey, 2 - 04 May 2018

**XI. Gameful Design**

KAPLAN G.

017 AECT International Convention LEADING LEARNING for CHANGE, 6 - 11 November 2017

- XII. **The Effects Of Pair-Programming On Performance In A Game Programming Course**  
GENÇ Z., KAPLAN G.  
5th International Instructional Technologies Teacher Education Symposium, İzmir, Turkey, 11 - 13 October 2017, pp.397
- XIII. **Personalization of a Theoretical Course in Extracurricular Activities**  
CANER S., KAPLAN G.  
SITE–Society for Information Technology and Teacher Education, Austin, United States Of America, 5 - 09 March 2017, pp.1467-1472
- XIV. **Use of Large Multi Touch Interfaces A Research on Usability and Design Aspects**  
DÖNMEZ M., ÇAĞILTAY K., ALKAN S., BÖLÜKBAŞ F., KAPLAN AKILLI G.  
Software and Emerging Technologies for Education, Culture, Entertainment, and Commerce ( SETECEC 2016 ):New Directions in Multimedia Mobile Computing, Social Networks, Human-Computer Interaction and Communicability, 29 - 31 March 2016
- XV. **An Evaluation Study of a Classroom Management System Usability and Teacher Experiences and Evaluations**  
ALDEMİR T., ÇELİK B., KAPLAN AKILLI G.  
Society for Information Technology & Teacher Education International Conference, Savannakhét, Laos, 21 March 2016
- XVI. **Investigation of the Emotions Pre service Teachers Feel with regard to Web 2 0 Tools**  
ÇELİK B., KAPLAN AKILLI G., SEVİM N.  
10th International Computer and Instructional Technologies Symposium (ICITS), 16 - 18 May 2016
- XVII. **Accelerating Learning of Special Education Students with Intellectual Disability via Technology Enhanced Extracurriculum**  
KAPLAN AKILLI G., DOĞAN S.  
AECT 2015, 3 - 07 November 2015
- XVIII. **Use of Technology in Teaching Daily Living Skills to Individuals with Intellectual Disabilities**  
ÇAĞILTAY K., KARASU N., ÖZKUBAT U., DEMİRKAYA M., ÇAKIR H., KAPLAN AKILLI G., İSLİM Ö. F., ÇİÇEK F., KARA E.  
AECT 2015, 3 - 07 November 2015
- XIX. **Students Opinions and Perceptions About a Gamified Online Course A Qualitative Study**  
TUĞÇE A., KAPLAN AKILLI G.  
AECT 2015, 3 - 07 November 2015
- XX. **Accelerate Learning with Social Media Use in Education**  
KAPLAN AKILLI G., ÇELİK İ.  
AECT 2015, 3 - 07 November 2015
- XXI. **Social Media for academics: motivation killer or booster?**  
Celik I., KAPLAN G., Onuk T. C.  
14th IEEE International Conference on Advanced Learning Technologies (ICALT) - Advanced Technologies for Supporting Open Access to Formal and Informal Learning, Athens, Greece, 7 - 10 July 2014, pp.480-481
- XXII. **Innovative Educational Technology for Special Education and Usability Issues**  
ÇAĞILTAY K., Cicek F., KARASU N., ÇAKIR H., KAPLAN G.  
3rd International Conference on Design, User Experience, and Usability (DUXU), Heraklion, Greece, 22 - 27 June 2014, vol.8519, pp.155-163
- XXIII. **How visualization types affect learning processes in multimedia learning?**  
CANER S., Akilli G.  
International Conferences on Interfaces and Human Computer Interaction 2014, Game and Entertainment Technologies 2014 and Computer Graphics, Visualization, Computer Vision and Image Processing 2014, Lisbon, Portugal, 15 - 19 July 2014, pp.99-106
- XXIV. **A PHENOMENOLOGICAL INVESTIGATION OF PRESCHOOLERS' EXPERIENCES IN READING AN E-BOOK**  
KAPLAN G., Sevim N., Yildirim C., İslim O. F., DUMAN M.

4th International Conference on Education and New Learning Technologies (EDULEARN), Barcelona, Spain, 2 - 04 July 2012, pp.6785-6790

**XXV. THE PERCEPTION OF PRESERVICE ICT TEACHERS ABOUT USING DIGITAL GAMES IN EDUCATIONAL SETTINGS**

Sevim N., KAPLAN G., Islim O. F.

4th International Conference on Education and New Learning Technologies (EDULEARN), Barcelona, Spain, 2 - 04 July 2012, pp.6768-6773

**XXVI. IT TEACHERS' PERCEPTION ABOUT USING GAMES IN EDUCATION**

KAPLAN G., Islim O. F., Sevim N.

4th International Conference of Education, Research and Innovation (ICERI), Madrid, Spain, 14 - 16 November 2011, pp.6390-6393

**XXVII. Development of an Interactive Web-Based Diabetes Self-Management and Social Networking Tool**

Stuckey H., Mincemoyer S., Akilli G., Smith B., Gabbay R.

70th Annual Meeting of the American-Diabetes-Association, Florida, United States Of America, 25 - 29 June 2010, vol.59

## Supported Projects

ÇAĞILTAY K., KAPLAN G., DÖNMEZ M., Project Supported by Higher Education Institutions, Eğitsel Neurobilim deney uygulaması geliştirilmesi ve öğretmenlerin Nöromit alguları Araştırma Projesi, 2017 - 2017

KAPLAN G., Industrial Thesis Project, Büyük Boyutlu Çoklu Dokunmatik Arayüzler, 2014 - 2016

KAPLAN G., KARA E., Project Supported by Higher Education Institutions, Giyilebilir Bilgisayar Teknolojisinin Eğitimde Kullanımı Araştırması, 2015 - 2015

KAPLAN G., YILDIRIM Ç., DOĞAN S., CANER S., Project Supported by Higher Education Institutions, İçeriği Teknoloji İle Zenginleştirilmiş Oyuna Dayalı (itod) Mobil Öğrenme Uygulamaları., 2012 - 2014

## Metrics

Publication: 41

Citation (WoS): 148

Citation (Scopus): 155

H-Index (WoS): 4

H-Index (Scopus): 3

## Congress and Symposium Activities

Association for Educational Communications and Technology, Invited Speaker, Florida, United States Of America, 2017

## Invited Talks

9th International Future-Learning and Informatics Conference, Conference, Türkiye Bilişim Derneği (TBD), Turkey, November 2022

## Awards

Aldemir T., Çelik B., Kaplan G., AECT Distance Education Journal Article (Qualitative) Award, The Association For Educational Communications And Technology (Aect) Division Of Distance Learning , October 2019

## **Representation and Promotion Activities**

Institutional Representation, European Comission, Turkey, Ankara, 2022 - 2022

## **Non Academic Experience**

Ubiquitous Learning Laboratory, Information Sciencs and Technology, PSU, State College, PA, USA