

Asst. Prof. GÖKNUR KAPLAN

Personal Information

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Education Information

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

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

Under Graduate, Hacettepe Üniversitesi, Eğitim Fakültesi, Matematik Ve Fen Bilimleri Eğitimi Bölümü, Turkey 1996 - 2001

Foreign Languages

English, C1 Advanced

Dissertations

Doctorate, KNOWLEDGE EXCHANGE PATTERNS IN ESPN'S FASTBREAK COMMUNITY, Pennsylvania State University, Instructional Systems, 2010

Post Graduate, 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

Professional Experience

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

Advising Theses

- KAPLAN G., Examining effects of a technology-enhanced extracurriculum on special education students with intellectual disability, Post Graduate, S.DOĞAN(Student), 2015
- KAPLAN G., A PROPOSAL OF AN INSTRUCTIONAL DESIGN MODEL FOR GAMIFIED LEARNING ENVIRONMENTS: GELD MODEL, Post Graduate, T.ALDEMİR(Student), 2015
- KAPLAN G., Pre-service teachers' beliefs, experiences and perceptions on mobile games, Post Graduate, 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, Post Graduate, O.ASLAN(Student), 2015
- KAPLAN G., Effects of web 2.0 enhanced learning environment on higher order thinking: Experiences and opinions of sophomore CEIT students, Post Graduate, S.CANER(Student), 2015

Research Infrastructure Information

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

Articles Published in Other Journals

- **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), pp.51-69, 2016 (Other Refereed National Journals)
- **Investigation of High School Students' Internet Addiction inThe Light of Various Variables**
GEZGİN D. M. , KAPLAN AKILLI G.
Mersin Üniversitesi Eğitim Fakültesi Dergisi, vol.12, pp.917-931, 2016 (Refereed Journals of Other Institutions)
- **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, pp.439-459, 2016 (Refereed Journals of Other Institutions)
- **Working with multicultural virtual teams critical factors for facilitation satisfaction and success**
ÇAĞILTAY K., Bichelmeyer B., Akıllı G.
Smart Learning Environments, vol.2, pp.1-16, 2015 (Refereed Journals of Other Institutions)
- **User Satisfaction Evaluation of an Educational Website**
KAPLAN AKILLI G.
The Turkish Online Journal of Educational Technology, vol.4, pp.85-92, 2005 (Refereed Journals of Other Institutions)

Books & Book Chapters

- **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
- **Bringing Affect to Human Computer Interaction**
AKGÜN M., ÇAĞILTAY K., KAPLAN AKILLI G.
in: Affective Computing and Interaction Psychological Cognitive and Neuroscientific Perspectives, Didem Gökçay,

● YILDIRIM Gülsen, Editor, INFORMATION SCIENCE REFERENCE, pp.308-324, 2011

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

● **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

● **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

● **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

● **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

● **Gameful Design**

KAPLAN G.

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

● **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

● **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

● **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

● **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

● **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

● **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
Students Opinions and Perceptions About a Gamified Online Course A Qualitative Study
TUĞÇE A., KAPLAN AKILLI G.
- AECT 2015, 3 - 07 November 2015
Accelerating Learning of Special Education Students with Intellectual Disability via Technology Enhanced Extracurriculum
KAPLAN AKILLI G., DOĞAN S.
- AECT 2015, 3 - 07 November 2015
Accelerate Learning with Social Media Use in Education
KAPLAN AKILLI G., ÇELİK İ.
- AECT 2015, 3 - 07 November 2015
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
- **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
- **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
- **A PHENOMENOLOGICAL INVESTIGATION OF PRESCHOOLERS' EXPERIENCES IN READING AN E-BOOK**
KAPLAN G., Sevim N., Yildirim C., Islim O. F., DUMAN M.
4th International Conference on Education and New Learning Technologies (EDULEARN), Barcelona, Spain, 2 - 04 July 2012, pp.6785-6790
- **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
- **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
- **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

Şahin E., Koku A. B., Turgut A. E., Saranlı U., Kalkan S., Keysan O., Cinbiş R. G., Akbaş E., Ankaralı M. M., Saranlı A., et al, CB Strateji ve Bütçe Başkanlığı (Kalkınma Bakanlığı) Projesi, ROBOTİK TEKNOLOJİLERİ ARAŞTIRMA, GELİŞTİRME ve EĞİTİM MERKEZİ (ROMER), 2019 - 2022

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

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

Kullanımı Arařtırması, 2015 - 2015

KAPLAN G., YILDIRIM ., DOĐAN S., CANER S., Project Supported by Higher Education Institutions, İeriĐi Teknoloji İle Zenginleřtirilmiř Oyuna Dayalı (itod) Mobil Öğrenme Uygulamaları, 2012 - 2014

Citations

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