

Assoc. Prof. Çiğdem UZ BİLGİN

Personal Information

Office Phone: [+90 212 383 4848](tel:+902123834848)

Fax Phone: [+90 212 383 4848](tel:+902123834848)

Email: cigdemuz@yildiz.edu.tr

Web: <https://avesis.yildiz.edu.tr/cigdemuz>

International Researcher IDs

ORCID: 0000-0001-6997-344X

Publons / Web Of Science ResearcherID: AAI-7871-2021

Yoksis Researcher ID: 174636

Education Information

Post Doctorate, Massachusetts Institute of Technology, United States Of America 2019 - Continues

Doctorate, Middle East Technical University, Faculty Of Education, Department Of Computer Education And Instructional Technology, Turkey 2011 - 2016

Postgraduate, Hacettepe University, Eğitim Fakültesi, Bilgisayar Ve Öğretim Teknolojileri Eğitimi Bölümü, Turkey 2009 - 2011

Undergraduate, Yildiz Technical University, Faculty Of Education, Bilgisayar Ve Öğretim Teknolojileri Eğitimi Bölümü, Turkey 2004 - 2008

Academic Titles / Tasks

Research Assistant PhD, Yildiz Technical University, Faculty Of Education, Computer And Instructional Technologies Education, 2009 - Continues

Published journal articles indexed by SCI, SSCI, and AHCI

- I. **Stereoscopic Views Improve Spatial Presence but not Spatial Learning in VR Games**
Uz Bilgin Ç., Thompson M., Klopfer E.
PRESENCE : TELEOPERATORS & VIRTUAL ENVIRONMENTS, vol.28, pp.227-245, 2022 (SCI-Expanded)
- II. **Processing presence: how users develop spatial presence through an immersive virtual reality game**
Uz Bilgin Ç., Thompson M.
VIRTUAL REALITY, vol.26, pp.649-658, 2021 (SCI-Expanded)
- III. **Exploring How Role and Background Influences through Analysis of Spatial Dialogue in Collaborative Problem Solving Games**
Uz Bilgin Ç., Thompson M., Anteneh M.
Journal Of Science Education And Technology, vol.29, no.6, pp.813-826, 2020 (SCI-Expanded)
- IV. **Influence of Virtual Reality on High School Students' Conceptions of Cells**
Thompson M., Wang A., Uz Bilgin Ç., Anteneh M., Roy D., Eberhart R., Klopfer E.
Journal Of Universal Computer Science, vol.26, no.8, pp.929-946, 2020 (SCI-Expanded)
- V. **Facilitating Contextual Vocabulary Learning in a Mobile-Supported Situated Learning Environment**
Bilgin C. U., Tokel S. T.

- JOURNAL OF EDUCATIONAL COMPUTING RESEARCH, vol.57, pp.930-953, 2019 (SSCI)
- VI. **How Debriefing Strategies Can Improve Student Motivation and Self-Efficacy in Game-Based Learning**
Bilgin C. U., Baek Y., PARK H.
JOURNAL OF EDUCATIONAL COMPUTING RESEARCH, vol.53, no.2, pp.155-182, 2015 (SSCI)
- VII. **Immersive Technology and the Elderly: A Mini-Review**
Shelton B. E., Uz C.
GERONTOLOGY, vol.61, no.2, pp.175-185, 2015 (SCI-Expanded)
- VIII. **Effectiveness of an Electronic Performance Support System on Computer Ethics and Ethical Decision-Making Education**
Kert S. B., Uz C., Gecii Z.
EDUCATIONAL TECHNOLOGY & SOCIETY, vol.17, pp.320-331, 2014 (SSCI)

Articles Published in Other Journals

- I. **Elektrik enerjisinin dönüşümü ve geri dönüşüm konusunda eğitsel mobil oyun tasarlanması, geliştirilmesi ve uygulanması**
Kırmızıyüz E., Ercan D., Uz Bilgin Ç.
Yıldız Eğitim Araştırmaları Dergisi, vol.6, no.1, pp.48-60, 2021 (Peer-Reviewed Journal)
- II. **Immersion positively effects learning in virtual reality games compared to equally interactive 2d games**
Thompson M., Uz-Bilgin Ç., Tutwiler M. S., Anteneh M., Meija J. C., Wang A., Tan P., Eberhardt R., Roy D., Perry J., et al.
INFORMATION AND LEARNING SCIENCES, vol.122, no.7-8, pp.442-463, 2021 (Peer-Reviewed Journal)
- III. **Öğrenme Analitiklerine Dayalı Oyunlaştırılmış Gösterge Paneli Kullanımının Öğrencilerin Çevrimiçi Öğrenme Ortamındaki Bağlılıklarına Etkisi**
Akçapınar G., Uz Bilgin Ç.
Kastamonu Eğitim Dergisi, vol.28, no.4, pp.1892-1901, 2020 (Peer-Reviewed Journal)
- IV. **Investigating the Effectiveness of Gamification on Group Cohesion, Attitude, and Academic Achievement in Collaborative Learning Environments**
Uz Bilgin Ç., Gul A.
TechTrends, vol.64, pp.124-136, 2019 (ESCI)
- V. **BÖTE Bölümlerine 2017 Yılında Yerleşen Öğrencilerin Tercihlerini Etkileyen Faktörler**
UZ BİLGİN Ç., KAVUK KALENDER M., YILMAZ M. B., ORHAN Ş. F., ERDEM M., Yıldırım S.
Ege Eğitim Dergisi, vol.20, no.1, pp.279-290, 2019 (Peer-Reviewed Journal)
- VI. **Social Interactions and Games**
Uz Ç., Çağiltay K.
Digital Education Review, vol.27, pp.1-12, 2015 (ESCI)
- VII. **Object Location Memory and Sex Difference Implications on Static vs Dynamic Navigation Environments**
UZ Ç., ALTUN A.
Journal of Cognitive Science, vol.15, pp.27-56, 2014 (ESCI)

Books & Book Chapters

- I. **Cellverse: Learning Biology from the Inside Out**
Thompson M., Uz Bilgin Ç., Angelli C., Webster R.
in: Teaching in the Game-Based Classroom Practical Strategies for Grades 6-12, David Seelow, Editor, Routledge, London/New York, New York, pp.1, 2022
- II. **What's So Special About Spatial?: A Review Study Joining Virtual Reality and Spatial Ability**

Uz Bilgin Ç., Anteneh M., Thompson M.

in: Implementing Augmented Reality Into Immersive Virtual Learning Environments , Donna Russell, Editor, IGI Global, Pennsylvania, pp.56-73, 2021

III. Gamification in Adult Learning

Gül A., Uz Bilgin Ç.

in: Handbook of Research on Adult Learning in Higher Education, Mabel C.P.O. Okojie, Tinukwa C. Boulder, Editor, IGI Global, Pennsylvania, pp.570-597, 2020

Refereed Congress / Symposium Publications in Proceedings

- I. Visualizing the Collaborative Problem Solving Process in an Immersive Cross Platform Game**
Uz Bilgin Ç., Thompson M., Eberhart R., Chao L., Anteneh M., Klopfer E.
7th International Conference of the Immersive Learning Research Network, Massachusetts, United States Of America, 17 May - 10 June 2021
- II. The Effect of Virtual Stereoscopic Displays on Learning**
Thompson M., Uz Bilgin Ç., Tutwiler S., Anteneh M., Meija J., Eberhart R., Tan P., Perry J., Klopfer E.
Connected Learning Summit, Pennsylvania, United States Of America, 29 - 31 July 2020, pp.192-198
- III. 2017'de BÖTE'lere Yerleşen Öğrencilerin Tercihlerini Etkileyen Faktörler**
Uz Bilgin Ç., Kavuk M., Yılmaz M. B., Orhan Ş. F., Erdem M., Yıldırım İ. S.
12. Uluslararası Bilgisayar ve Öğretim Teknolojileri Sempozyumu, İzmir, Turkey, 1 - 05 May 2018, pp.157-158
- IV. Ortaokul Öğrencilerinin Sosyal Bilgiler Dersinde Kullanılan PowerPoint Sunu Materyalleri ile ilgili Görüşlerinin Çeşitli Değişkenlere göre Analizi**
UZ BİLGİN Ç., Şensoy Ö., ORHAN Ş. F.
International Computer and Instructional Technologies Symposium, İzmir, Turkey, 02 May 2018, pp.1
- V. Durumlu Öğrenme Ortamını Desteklemek Amacıyla Geliştirilen Mobil Kelime Öğrenme Sisteminin İngilizce Öğrenenler Tarafından Değerlendirilmesine Yönelik Nitel Bir Çalışma**
UZ BİLGİN Ç., Tokel T., Yalçın Ş.
International Computer and Instructional Technologies Symposium, Rize, Turkey, 16 May 2016, pp.80
- VI. Using an Online Scaffolding Tool in Order to Create Scientific Discourses in Computer Ethics Education**
KERT S. B., UZ BİLGİN Ç., GECÜ PARMAKSIZ Z.
The Twentieth International Conference on Learning, 11 - 13 July 2013
- VII. Object Location Memory a new test for Spatial Location**
UZ Ç., ALTUN A.
8. International Elsin Conference, 18 - 20 June 2013
- VIII. Developing an Online Decision Making System In Order To Use In Computer Ethics Lectures**
KERT S. B., UZ BİLGİN Ç., GECÜ PARMAKSIZ Z.
4th International Conference on Education and New Learning Technologies, 2 - 04 July 2012
- IX. Scenarios For Computer Ethics Education**
KERT S. B., UZ Ç., GECÜ Z.
4th World Conference on Educational Sciences, 2 - 05 February 2012
- X. Prospective teachers' opinions on the value of PowerPoint presentations in lecturing**
Uz Bilgin Ç., Orhan Ş. F., Bilgiç Tozmaz G.
WCES, İstanbul, Turkey, 4 - 08 February 2010, pp.2051-2059

Episodes in the Encyclopedia

- I. Encyclopedia of Educational Technology**
SHELTON B. E., UZ BİLGİN Ç.

Supported Projects

Ertemsir E., Uz Bilgin Ç., Orhan Ş. F., Kaplan Ö., Erasmus Project, Developing The Competences of Educators to Promote Social Entrepreneurship of Adults with Migrant Backgrounds” başlıklı stratejik ortaklıklar yetişkin eğitimi projesi, 2019 - 2023

Uz Bilgin Ç., Schoenfeld I., Other International Funding Programs, Reach Every Reader, 2018 - 2022

Uz Bilgin Ç., Thompson M., Other International Funding Programs, Collaborative Learning Environments in Virtual Reality , 2017 - 2021

TUBITAK Project, Bilgisayar Etiği Eğitimi ve Etik Karar Verme Süreçlerine Yönelik Elektronik Performans Destek Sistemi Geliştirilmesi, 2011 - 2013

Scientific Refereeing

Journal of Educational Computing Research, Journal Indexed in SSCI, June 2018

Yıldız Eğitim Araştırmaları Dergisi , National Scientific Refreed Journal, February 2018

Metrics

Publication: 30

Citation (WoS): 37

Citation (Scopus): 31

H-Index (WoS): 5

H-Index (Scopus): 4