

Asst. Prof. Çiğdem UZ BİLGİN

Personal Information

Email: cigdemuz@yildiz.edu.tr

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

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 (Journal Indexed in 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 (Journal Indexed in 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 (Journal Indexed in SSCI)
- 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 (Journal Indexed in 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 (Journal Indexed in 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 (Journal Indexed in SSCI)

- VII. **Immersive Technology and the Elderly: A Mini-Review**
Shelton B. E. , Uz C.
GERONTOLOGY, vol.61, no.2, pp.175-185, 2015 (Peer-Reviewed Journal)
- 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 (Journal Indexed in 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 (National Refreed University 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 (Journal Indexed in ESCI)
- 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 (National Refreed University 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 (Journal Indexed in 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 (Other Refereed National Journals)
- VI. **Social Interactions and Games**
Uz Ç., Çağiltay K.
Digital Education Review, vol.27, pp.1-12, 2015 (Refereed Journals of Other Institutions)
- 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 (Refereed Journals of Other Institutions)

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 Tozmaç 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.
SAGE Publications, Inc, pp., 2015

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 - 2022

Uz Bilgin Ç., Schoenfeld I., Other Supported Projects, Reach Every Reader, 2018 - 2022

Uz Bilgin Ç., Thompson M., Other Supported Projects, 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): 36

Citation (Scopus): 31

H-Index (WoS): 5

H-Index (Scopus): 4