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Personal Information

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International Researcher IDs

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Education Information

Doctorate, Istanbul University, Institute Of Social Sciences, Radyo, Tv Ve Sinema Anabilim Dalı, Turkey 2009 - 2014

Postgraduate, Marmara University, Institute Of Fine Arts, Sinema-Tv Anasanat Dalı, Turkey 2006 - 2009

Undergraduate, Marmara University, Faculty Of Fine Arts, Sinema-Tv Bölümü, Turkey 2004 - 2006

Undergraduate, Mimar Sinan Fine Arts University, Faculty Of Fine Arts, Sinema-Tv Bölümü, Turkey 2000 - 2004

Foreign Languages

English, C1 Advanced

French, C1 Advanced

Certificates, Courses and Trainings

IT, Adobe Master Collection, Adobe Türkiye, 2010

IT, Autodesk 3D Max Sertifikası, Bilişim Eğitim Merkezi, 2006

Dissertations

Doctorate, Etkileşimli Drama Olarak Dijital Oyun ve 'Etkileşimliliğin İdeolojisi' Bağlamında Oyuncu Alımlama Pratikleri, İstanbul Üniversitesi, Sosyal Bilimler Enstitüsü, Radyo, Tv Ve Sinema Anabilim Dalı, 2014

Postgraduate, Dramatizme Bir Karşı Duruş: Sinemada Lirizm "SOKAK", Marmara Üniversitesi, Sinema-Tv Anasanat Dalı, Sinema-Tv, 2009

Research Areas

Social Sciences and Humanities, Art, Art and Design

Academic Titles / Tasks

Assistant Professor, Istanbul Medeniyet University, Faculty Of Art, Design And Architecture, Department of Visual

Communication Design , 2018 - Continues

Assistant Professor, Istanbul Bilgi University, Faculty Of Communication, Dijital Oyun Tasarımı Bölümü / Görsel İletişim Tasarımı Bölümü, 2017 - 2019

Research Assistant, Sakarya University, Faculty Of Fine Arts, Department Of Visual Communication Design, 2012 - 2016

Lecturer, Istanbul Okan University, Faculty Of Fine Arts, Sinema-Tv Bölümü, 2010 - 2012

Lecturer, Maltepe University, Faculty Of Communication, Department Of Visual Communication Design, 2009 - 2010

Research Assistant, Maltepe University, Faculty Of Communication, Department Of Visual Communication Design, 2007 - 2009

Articles Published in Other Journals

- I. **A Narratological Approach to Digital Artgame: Lyricism, Poem-Game and Creative Interactivity in the Night Journey**
Sayılğan Ö.
Art-e Sanat Dergisi, vol.12, no.24, pp.372-404, 2019 (Peer-Reviewed Journal)
- II. **Digital Game as an Art Form**
Sayılğan Ö.
Anadolu Üniversitesi Sanat & Tasarım Dergisi , vol.9, no.2, pp.322-339, 2019 (Peer-Reviewed Journal)
- III. **A Project-based Learning Process in Art and Design Education: "Tell Your Fairytale, Let It Become A Book"**
Sayılğan Ö., Baydar Ş. N.
İDİL Sanat ve Dil Dergisi, vol.7, no.42, pp.145-150, 2018 (Peer-Reviewed Journal)
- IV. **War Narrative in Digital Games and 'Playing the Victim' as the Construction of an Opposing Subjectivity: This War of Mine**
Sayılğan Ö.
Moment Dergi Hacettepe Üniversitesi İletişim Fakültesi Kültürel Çalışmalar Dergisi, vol.4, no.2, pp.374-395, 2017 (Peer-Reviewed Journal)
- V. **From Balkanization to Europeanization: An Analysis of Subjectivity in Croatian Cinema**
Sayılğan Ö.
Sinecine: Sinema Araştırmaları Dergisi , vol.8, no.2, pp.63-92, 2017 (Peer-Reviewed Journal)
- VI. **Digital Game as Syberdrama: Alice In Wonderland**
Sayılğan Ö.
Folklor/Edebiyat Uluslararası Kıbrıs Üniversitesi Dergisi , vol.18, no.72, pp.113-134, 2012 (Peer-Reviewed Journal)

Books & Book Chapters

- I. **Rethinking Digital Communications: Social Media & Visual Culture**
Sayılğan Ö. (Editor), İğit A. (Editor)
Nobel Yayınevi, Ankara, 2020
- II. **DİJİTAL İLETİŞİM - Kuram ve Araştırmaları**
Sayılğan Ö. (Editor), İğit A. (Editor)
Nobel Yayınevi, Ankara, 2020
- III. **From Pop-Up to AR: Constructed Agency in Interactive Picture Books for Children and Playful Reading in a Digital Age**
Sayılğan Ö.
in: Rethinking Digital Communications: Social Media & Visual Culture, Özge Sayılğan, Aslı İğit, Editor, Nobel Yayınevi, Ankara, pp.74-104, 2020
- IV. **The Problem of Subjectivity in Netflix Interactive Drama Experience: Alienation from Puss in Book to Black Mirror**

Sayılğan Ö.

in: DIGITAL COMMUNICATION - Theory and Research, Özge Sayılğan,Aslı İgit, Editor, Nobel Yayınevi, Ankara, pp.161-180, 2020

V. Artgame as an Open Work: A Progressive Kaleidoscope

Sayılğan Ö., Sayılğan Y.

in: Gri/s Artwork Texts, Kevser Akıl,Juan Bernardo Pinela, Editor, Akademisyen Yayınevi , Ankara, pp.65-71, 2018

VI. Etkileşimli Drama Olarak Dijital Oyun

Sayılğan Ö.

in: Dijital: Kavramlar, Olanaklar, Deneyimler, Nilüfer Timisi, Editor, Kalkedon Yayınevi, İstanbul, pp.179-214, 2016

VII. Independent Digital Game: Dependencies of Indie Games in Value Production Chain

Sayılğan Ö.

in: Media and Design, Süreyya Çakır, Editor, Urzeni Yayınevi, İstanbul, pp.331-362, 2014

VIII. Gündelik Yaşamda Devrim Ve Modern Konutun Eleştirisi

Sayılğan Ö.

in: Medya ve Gündelik Yaşamda Çevre Gerçeği, Serkan Kırılı,Ümit Sarı, Editor, Aya Yayınevi, İstanbul, pp.111-149, 2012

IX. Etkileşimliliğin İdeolojisi: Dijital Oyun

Sayılğan Ö.

in: Medya: İdeolojik Arena, Burcu Kaya Erdem, Editor, Beta Basım Yayım Dağıtım, İstanbul, pp.43-66, 2012

Refereed Congress / Symposium Publications in Proceedings

I. Perpetuation Forms of Orientalist Othering Concept on New Media:"Ahmed & Salim"

Sayılğan Ö., Kaya Erdem B.

Marmara University Faculty of Communication International Conference of New Media and Interactivity, İstanbul, Turkey, 28 - 30 April 2010, vol.1, no.1, pp.300-306

Metrics

Publication: 18