



PUDCAD UNIVERSAL DESIGN PRACTICE CONFERENCE

GAME + DESIGN EDUCATION

24-26 JUNE 2020 | ISTANBUL TECHNICAL UNIVERSITY | TASKISLA CAMPUS | ISTANBUL-TURKEY

24 JUNE 2020 - Conference Day 1 - Programme

<div>WELCOME & OPENING SPEECHES</div> <div>09:30 10:00</div>	<div>Özge Cordan & Demet Arslan Dinçay</div> <div>PUDCAD Project Co-Coordiators, Istanbul Technical University</div>	<div>Ervin Garip</div> <div>Head of Interior Architecture Department Istanbul Technical University</div>	<div>Mehmet Murat Gül</div> <div>Dean of Faculty of Architecture Istanbul Technical University</div>	<div>Alper Ünal</div> <div>Deputy Rector of Istanbul Technical University</div>
<div>ABOUT PUDCAD PROJECT</div> <div>10:00 10:30</div>	<div>Çağıl Yurdakul Toker</div> <div>PUDCAD Project Member Conference Secretariat</div>			
<div>KEYNOTE SPEECH</div> <div>10:30 11:30</div>	<div>The Principles of Universal Design in PUDCAD Project Development</div> <div>Fiammetta Costa</div>			
<div>SESSION 1</div>				<div>Chair: Hülya Kayıhan</div>
<div>UNIVERSAL DESIGN & EDUCATION</div> <div>11:30 12:45</div>	<div>Giorgio Buratti Fiammetta Costa Michela Rossi</div> <div>Realizing an Educational Path on Universal Design: Video Games as Learning Tools</div>	<div>Eda Paykoç Gülnur Ballice Gizem Güler</div> <div>Evaluation of Playgrounds in terms of Universal Design: İzmir, Karşıyaka Coast After İzmir Deniz Project</div>	<div>Simge Gülbahar Özge Cordan</div> <div>Effects of educational policies on design of inclusive schools: SERCEV Case in Turkey</div>	<div>Elif Belkıs Öksüz Demet Arslan Dinçay Özge Cordan Çağıl Yurdakul Toker Sena Semizoğlu</div> <div>A Transdisciplinary Approach to Universal Accessibility in Designer's Education</div>
<div>SESSION 2</div>				<div>Chair: Gonca Bumin</div>
<div>UNIVERSAL DESIGN & USER EXPERIENCE</div> <div>14:00 15:15</div>	<div>Ulrich Nether Johanna Julia Dorf</div> <div>Handicap as a Design Catalyst</div>	<div>Gökcen Akyürek Esra Alan Öztürk Gonca Bumin</div> <div>Relationship Between Quality of Life with Physical Fitness and Home Environmental Factor among Elderly Individuals</div>	<div>Gökcen Akyürek Gonca Bumin Meral Huri Hülya Kayıhan Süheyla Gürkan</div> <div>Investigation of The Relationship Between Activity Performance in The School Settings and Occupational Performance of High School Students With Cerebral Palsy</div>	<div>Mirja Kalviainen</div> <div>Heuristics in design for sustainable behavior change</div>
<div>KEYNOTE SPEECH</div> <div>15:30 16:30</div>	<div>Developing a CAD-Enriched Empathy Experience for Universal Design Principles: Journey of the PUDCAD Game</div> <div>Güven Çatak Çetin Tüker</div>			
<div>SESSION 3</div>				<div>Chair: Güven Çatak</div>
<div>GAMES FOR CHANGE</div> <div>16:30 17:45</div>	<div>Çetin Tüker Güven Çatak</div> <div>Improving Awareness and Empathy with Video Games: Qualitative Analysis Study of PUDCAD Game</div>	<div>Poyraz Özer Güven Çatak</div> <div>Using Board Games as a method for Improving Awareness and Empathy in Inclusive Design: PUDCAD Case Study</div>	<div>Ülkü Nur Nar</div> <div>Video Games For Action: Can We Design Games that Increase Awareness Towards Inclusive Interiors?</div>	<div>Gökçe Komaç Kürşat Çağıltay</div> <div>Raising Awareness Through Games: The Influence of a Trolling Game on Perception of Toxic Behavior in the Gaming Context</div>



2017-1-TR01- KA203-046577

Practicing Universal Design Principles in Design Education through a CAD-Based Game

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25 JUNE 2020 - Conference Day 2 - Programme

KEYNOTE
SPEECH10:00
11:00AI Personas for Designing, Testing, and
Optimizing Games

Dr. Christopher Holmgård

SESSION 4

Chair: Birgül Çolakoğlu

GAME
DESIGN
EXPERIMENT11:15
12:15Kutay Tinç
Reyhan Eren
Ida GjergjiUsing Mathematical Models
in Game Design: A Survival
Mechanics CaseGina Al Halabi
Kutay Tinç
Ertuğrul SüngüThe Impact of Human-Centered
Design of Game Mechanics on
Feelings of Belonging

Antonella Serra

Design a Game Tutorial Involving
Users: the Educational Game
"PUDCAD" Case studyKEYNOTE
SPEECH14:00
15:00

Children and VR

Dylan Yamada-Rice

SESSION 5

Chair: Çetin Tüker

VIRTUAL
REALITY
EXPERIMENT - I15:15
16:30Semih Bertuğ Benim
Mehmet İlker Berkman
Güven ÇatakVR4Inclusion: Design and Evalua-
tion of VR Sports Games for
Players with Physical ImpairmentZ. Burcu Kaya Alpan
Güven ÇatakUse of Virtual Reality In
Participatory Urban DesignFatma Betül Güreş
Gökhan İnceVirtual Reality Application for
Relieving the Pain of Child
Dental PatientsEce Naz Sefercioğlu
Hatice KöseAudio Centered Game Develop-
ment in Mobile VR

SESSION 6

Chair: Barbaros Bostan

VIRTUAL
REALITY
EXPERIMENT - II16:45
18:00Çağlayan Karagözler
Didem D. KaragözlerVr And Ar in Teaching
3DEnvironment Design For Video
GamesHakan Anay
Ülkü Özten
Merve ÜnalA New Environment:
Augmented RealityTuğba Çelikten
Gökhan İnceA Novel Approach in High
School Design Education Using
Virtual RealityMehmet Sonat Karan
Mehmet İlker Berkman
Güven ÇatakSmartphone As A Paired Game
Input Device: An Application on
HoloLens Head Mounted
Augmented Reality System



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26 JUNE 2020 - Conference Day 3 - Programme

SESSION 7

Chair: Çakır Aker

PLAYFUL EXPERIENCE DESIGN

10:00
11:15Sevde Karahan
Leman Figen GülMapping Current Trends on
Gamification of Cultural
Heritage

Barış Atiker

Exploring The Future of Spatial
Typography in Immersive
Design ApplicationsSerefraz Akyaman
Ekrem Cem AlppayA Critical Review of Video Game
Controller DesignsLuiza Grazziotin Selau Júlio
Carlos de Souza van der Linden
Carlos Alberto Miranda Duarte
Teemu LenoinenProposal and Requirements for a
Platform that Assists Teaching-Learning
in one Stage of Design Projects

SESSION 8

Chair: Veli-Pekka Rätty

GAME DESIGN EXPERIMENT

11:30
12:30Sabrina Parenza
Luiza Grazziotin SelauThe Development of a Proposal
for an Interactive Space for
Design of Educational Experienceİpek Kay
Mine ÖzkarAn Exploration of Interactivity and
Tangibles in Blended Play EnvironmentsBurçak Demircioğlu Kam
Hatice KöseA New Data Collection Interface for
Dynamic Gesture and Sign Recognition
with Leap Motion Sensor

KEYNOTE SPEECH

13:30
14:30Asking Users: Questionnaires and Inter-
views as Indirect Observation Tools in
Human-Centred Design Approach

Francesca Tossi

SESSION 9

Chair: Aslıhan Ünlü Tavil

GAMIFICATION & E-LEARNING IN DESIGN

14:30
16:00Duygu Koca
Ebru YücesanUser-Centered Gamified
Interior Design GuideErtuğrul Süngü
Burçin Gürbüz
Barış Atiker
Kutay TinçAsset Based Distance Learning
Using Extended RealityAtakan Çoşkun
Elif Büyükkeçeci
Gülşen Töre YargınExploring Success Criteria of
Instructional Video Design in
Online Learning PlatformsMeriç Altıntaş
Ecem Edis
Aslıhan Ünlü TavilChallenges in Synchronous e-Learning
in Architectural Education

Alessia Brischetto

Inclusive e-Learning Platform,
Adaptive Design for Students
with Learning Disabilities

CLOSING SPEECH

16:00
16:30

PUDCAD TEAM