



# 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 &amp; OPENING SPEECHES</div> <div>09:30 10:00</div>	<div>Özge Cordan &amp; Demet Arslan Dinçay</div> <div>PUDCAD Project Co-Coordinator, 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 11:15</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 &amp; EDUCATION</div> <div>11:30 12:30</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 &amp; USER EXPERIENCE</div> <div>14:00 15:00</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 16:15</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 17:30</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>



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## 25 JUNE 2020 - Conference Day 2 - Programme

KEYNOTE  
SPEECHAI Personas for Designing, Testing, and  
Optimizing Games10:00  
10:45

Dr. Christopher Holmgård

## SESSION 4

Chair: Birgül Çolakoğlu

GAME  
DESIGN  
EXPERIMENTKutay Tinç  
Reyhan Eren  
İda GjergjiUğur Önal  
Kutay TinçGina Al Halabi  
Kutay Tinç  
Ertuğrul Süngü

Antonella Serra

11:15  
12:15Using Mathematical Models  
in Game Design: A Survival  
Mechanics CaseGame Design and How to  
Approach It in an Educational  
AspectThe Impact of Human-Centered  
Design of Game Mechanics on  
Feelings of BelongingDesign a Game Tutorial Involving  
Users: the Educational Game  
"PUDCAD" Case studyKEYNOTE  
SPEECH

Children and VR

14:00  
14:45

Dylan Yamada-Rice

## SESSION 5

Chair: Çetin Tüker

VIRTUAL  
REALITY  
EXPERIMENT - ISemih Bertuğ Benim  
Mehmet İlker Berkman  
Güven ÇatakZ. Burcu Kaya Alpan  
Güven ÇatakFatma Betül Güreş  
Gökhan İnceEce Naz Sefercioğlu  
Hatice Köse15:15  
16:15VR4Inclusion: Design and Evalua-  
tion of VR Sports Games for  
Players with Physical ImpairmentUse of Virtual Reality In  
Participatory Urban DesignVirtual Reality Application for  
Relieving the Pain of Child  
Dental PatientsAudio Centered Game Develop-  
ment in Mobile VR

## SESSION 6

Chair: Barbaros Bostan

VIRTUAL  
REALITY  
EXPERIMENT - IIÇağlayan Karagözler  
Didem D. KaragözlerHakan Anay  
Ülkü Özten  
Merve ÜnalTuğba Çelikten  
Gökhan İnceMehmet Sonat Karan  
Mehmet İlker Berkman  
Güven Çatak16:45  
17:45Vr And Ar in Teaching  
3DEnvironment Design For Video  
GamesA New Environment:  
Augmented RealityA Novel Approach in High  
School Design Education Using  
Virtual RealitySmartphone 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  
11:00Sevde 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  
12:15Sabrina 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  
14:15Asking 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  
15:45Duygu 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