

Adı Soyadı / Name Surname: Gökçe Elif Baykal

Araştırmacı ID Bilgileri / Researcher ID

ORCID: [0000-0002-3740-1057](https://orcid.org/0000-0002-3740-1057)

ResearcherID: [AAS-9824-2020](https://www.researcherid.com/rid/AAS-9824-2020)

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Design Interactions Lab: <https://designinteractionslab.com/>

Eğitim / Education

- Doktora / *PhD*: Koç University (2014-2018) > Sosyal Bilimler Enstitüsü > Tasarım, Teknoloji ve Toplum Programı / *Institute of Social Sciences > Design, Technology & Society Program*,
- Yüksek Lisans / *Master's Degree*: Sabancı University (2009-2012) Sosyal Bilimler Enstitüsü > Görsel Sanatlar ve Görsel İletişim Tasarımı (tezli) / *Institute of Social Sciences > Visual Arts and Visual Communication Design* (with thesis)
- Lisans / *Bachelor's Degree*: Mamara University (2001-2006) > Fen Edebiyat Fakültesi > Sosyoloji (İngilizce) / *Faculty of Arts and Sciences > Department of Sociology (English)*

Akademik Görevler / Academic Titles

- Doktor Öğretim Üyesi / Assistant Professor, Özyeğin Üniversitesi (September 2020 - present)
- Doktora sonrası araştırmacı ve öğretim görevlisi / Postdoctoral researcher, Aarhus Üniversitesi (Eylül 2018 - Eylül 2020).
- Araştırma ve öğretim asistanı / Research and teaching assistant, Koç Üniversitesi (Şubat 2014 - Ağustos 2018).
- Araştırma ve öğretim asistanı / Research and teaching assistant, Sabancı Üniversitesi (Eylül 2009 - Şubat 2012).

Yayınlar / Publications

Uluslararası Endeksli Dergide Makale / Articles Published in Indexed International Journals

Eriksson, E., Iversen, O. S., Schaper, M. M., **Baykal, G. E.**, Walsh, G., Hourcade, J. P., & Read, J. (2025). Engaging the next generation of Child-Computer Interaction researchers: Teaching CCI. *International Journal of Child-Computer Interaction*, 100772. <https://doi.org/10.1016/j.ijcci.2025.100772>

Eriksson, E., **Baykal, G.E.**, & Torgersson, O. (2025). Design-based research in human-computer interaction: a scoping review. *Interacting with Computers*, iwaf030. <https://doi.org/10.1093/iwc/iwaf030>

Baykal, G. E. (2024). Teaching child-computer interaction: Critical reflections on a project-based interaction design course. *International Journal of Child-Computer Interaction*, 40, 100654. <https://doi.org/10.1016/j.ijcci.2024.100654>

Baykal, G. E., Torgersson, O., Ruijten-Dodoiu, P., & Eriksson, E. (2023). Teaching Design of Technologies for Collaborative Interaction in Physical, Digital, and Hybrid Spaces. *Interaction Design and Architecture(s)*, (58), 53-71. <https://doi.org/10.55612/s-5002-058-002>

Baykal, G.E., Eriksson, E., & Torgersson, O. (2023). Assessment and Evaluation of Learning in Child-Computer Interaction Research: A Semi-Systematic Literature Review. *International Journal of Child-Computer Interaction*, 100578. <https://doi.org/10.1016/j.ijcci.2023.100578>

Balcı, F., **Baykal, G. E.**, Göksun, T., Kisbu-Sakarya, Y., Yantaç, A.E. (2024). My Creative World (MCW): Improving creative thinking in elementary school children. *Creativity Research Journal*, 36(2), 219-233. <https://doi.org/10.1080/10400419.2023.2234703>

Baykal, G.E., Torgersson, O., & Eriksson, E. (2021). Designing for Children's Reflections in Collaborative Interaction Mediated by Technology: A Systematic Literature Review. *Interaction Design and Architecture(s) Journal (IxD&A)*, N: 49, 111-134. ISSN: 1826-9745, <https://doi.org/10.55612/s-5002-049-007>

Baykal, G.E., Van Mechelen, M., Wagner, M. L., & Eriksson, E. (2021). What FabLearn talks about when talking about reflection-A systematic literature review. *International Journal of Child-Computer Interaction*, Volume 28, 2021, 100256, ISSN 2212-8689, <https://doi.org/10.1016/j.ijcci.2021.100256>

Baykal, G.E., Van Mechelen, M., Göksun, T., & Yantaç, A. E. (2019). Embedded figures in stories (EFiS): A method to observe preschoolers' interactions with spatial manipulatives. *International Journal of Child-Computer Interaction*, 21, 121-129. <https://doi.org/10.1016/j.ijcci.2019.06.004>

Baykal, G.E., Veryeri Alaca, I., Yantaç, A.E., Göksun, T. (2018). A Review on Complementary Natures of Tangible User Interfaces (TUIs) and Early Spatial Learning. In *International Journal of Child-Computer Interaction*, 16 (pp. 104-113). <https://doi.org/10.1016/j.ijcci.2018.01.003>

Obaid, M., **Baykal, G.E.,** Yantaç, A.E., Barendregt, W. (2018). Developing Prototyping Method for Involving Children in the Design of Classroom Robots. *International Journal of Social Robotics*, 10(2), 279-291. <https://doi.org/10.1007/s12369-017-0450-7>

Uluslararası Toplantıda Sunulmuş ve Yayınlanmış Bildiri / International Refereed Congress / Symposium Publications in Proceedings

* danışmanı olduğun lisans ve lisansüstü öğrencilerimi gösterir / * denotes undergraduate and graduate students under my (co)supervision.

Tam Metin Özgün Çalışmalar / Full Papers

Taranu, M., **Baykal, G. E.,** Torgersson, O., & Eriksson, E. (2025). Technology-Mediated Collaboration among Children with Special Educational Needs: Definitions and Measurements. In *Proceedings of the 24th Interaction Design and Children* (pp. 375-394). <https://doi.org/10.1145/3713043.3728846>

Özkaya, M. N.*, & **Baykal, G. E.** (2025, April). Investigating the Motivational Game Elements in Game-based Interventions in School Context: A Literature Review. In *Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems* (pp. 1-16). <https://doi.org/10.1145/3706598.3714247>

Balkaya, M.*, & **Baykal, G. E.** (2025, April). Exploring the Nexus of Technology and Food Practices in Young Adults: A Value-Sensitive Design Perspective towards Human-Food Interaction. In *Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems* (pp. 1-16). <https://doi.org/10.1145/3706598.3713900>

Torgersson, O., **Baykal, G. E.,** & Eriksson, E. (2024, June). Learning from Learning-Design-Based Research Practices in Child-Computer Interaction. In *Proceedings of the 23rd Annual ACM Interaction Design and Children Conference* (pp. 338-354). <https://doi.org/10.1145/3628516.3655754>

Obaid, M., **Baykal, G.E.,** Kırılancı, G., Göksun, T., Yantaç, A.E. (2023). Collective co-design activities to involve children in the design of classroom robots. *Proceedings of the 4th African Human Computer Interaction Conference*. <https://doi.org/10.1145/3628096.3630094>

Baykal, G. E., Eriksson, E., Ruijten-Dodoiu, P., & Torgersson, O. (2023). Teaching Design of Technologies for Mediating Collaborative Interaction - An Emerging Pedagogical Framework. *Connectivity and Creativity in Times of Conflict*, 349-56.

Eriksson, E., **Baykal, G. E.** & Torgersson, O. (2022). The Role of Learning Theory in Child-Computer Interaction - A Semi-Systematic Literature Review, In *Proceedings of 21st Interaction*

Design and Children Conference, (pp. 50-68). Braga, Portugal.
<https://dl.acm.org/doi/abs/10.1145/3501712.3529728>

Eriksson, E., **Baykal, G. E.**, Torgersson, O., & Björk, S. (2021). The CoCe Design Space: Exploring the Design Space for Co-Located Collaborative Games that Use Multi-Display Composition, In *Proceedings of DIS '21: Designing Interactive Systems Conference*, (pp. 718–733).
<https://doi.org/10.1145/3461778.3462023>

Van Mechelen, M., Wagner, M. L., **Baykal, G. E.**, Charlotte Smith, R., & Iversen, O. S. (2021, June). Digital Design Literacy in K-9 Education: Experiences from Pioneer Teachers. In *Proceedings of Interaction Design and Children Conference*, (pp. 32-42). <https://doi.org/10.1145/3459990.3460696>

Baykal, G. E., Eriksson, E., Barendregt, W., Torgersson, O., & Björk, S. (2020). Evaluating Co-located Games as a Mediator of Children's Collaborative Interaction. In *Proceedings of Nordic Conference on Human-Computer Interaction (NordiCHI'20)*. Tallinn, Estonia.
<https://doi.org/10.1145/3419249.3420118>

Van Mechelen, M., **Baykal, G. E.**, Eriksson, E., Dindler, C., Iversen, O. S. (2020, June). 18 Years of Ethics in Child- Computer Interaction Research: A Systematic Literature Review. In *Proceedings ACM Interaction Design and Children (IDC)*. London, UK. <https://doi.org/10.1145/3392063.3394407>

Baykal, G. E., Van Mechelen, M., & Eriksson, E. (2020, May). Collaborative Technologies for Children with Special Needs: A Systematic Literature Review. In *Proceedings ACM CHI Conference on Human Factors in Computing Systems*, (p. 1-13). ACM.
<http://dx.doi.org/10.1145/3313831.3376291>

Eriksson, E., **Baykal, G. E.**, Björk, S., & Torgersson, O. (2019, June). Using Gameplay Design Patterns with Children in the Redesign of a Collaborative Co-located Game. In *Proceedings of the 18th ACM International Conference on Interaction Design and Children* (pp. 15-25). ACM.
<https://doi.org/10.1145/3311927.3323155>

Eriksson, E., Iversen, O. S., **Baykal, G. E.**, Van Mechelen, M., Smith, R., Wagner, M. L., ... & Musaeus, L. H. (2019, May). Widening the scope of FabLearn Research: Integrating Computational Thinking, Design and Making. In *Proceedings of the FabLearn Europe 2019 conference on Creativity and Making in Education* (p. 15). ACM. <https://doi.org/10.1145/3335055.3335070>

Baykal, G. E., Van Mechelen, M., Göksun, T., & Yantaç, A. E. (2018, June). Designing with and for Preschoolers: A Method to Observe Tangible Interactions with Spatial Manipulatives. In *Proceedings of the Conference on Creativity and Making in Education* (pp. 45-54). ACM.
<https://doi.org/10.1145/3213818.3213825>

Baykal, G. E., Göksun, T., Yantaç, A. E. (2018). Customizing Developmentally Situated Design (DSD) Cards: Informing Designers about Preschoolers' Spatial Learning. In *Proceedings ACM CHI Conference on Human Factors in Computing Systems*, (p.592). ACM.
<https://doi.org/10.1145/3173574.3174166>

Posterler / Work-in-Progress Papers

İlbay, E.*, Boga, M., & **Baykal, G. E.** (2025). Exploring the Role of Cross-stitch Craft in Development of Children's Computational Thinking: An Unplugged Approach. In *IDC'25 Proceedings of the 24th Interaction Design and Children* (pp. 923-926).
<https://doi.org/10.1145/3713043.3731507>

Coşkun, G.*, & **Baykal, G. E.** (2025, June). Integrating Design Practices and Digital Fabrication Tools into Culinary Education: Bridging Design and Professional Development in Gastronomy. In *CHIWORK '25 Adjunct Proceedings of the 4th Annual Symposium on Human-Computer Interaction for Work* (pp. 1-5). <https://doi.org/10.1145/3707640.3731925>

Leylekoğlu, A.*, & Baykal, G. E. (2025, June). Towards the Design of a VR-Based Rehearsal Tool: Exploring Amateur Actors' Individual and Collective Needs. In *CHIWORK '25 Adjunct Proceedings of the 4th Annual Symposium on Human-Computer Interaction for Work* (pp. 1-5). <https://doi.org/10.1145/3707640.3731914>

Akverdi, C.*, & Baykal, G. E. (2024, October). Generative AI tools in design fields: opportunities and challenges in the ideation process. In *NordiCHI'24 Adjunct Proceedings of the 2024 Nordic Conference on Human-Computer Interaction* (pp. 1-5). <https://doi.org/10.1145/3677045.3685445>

Balkaya, M.*, & Baykal, G. E. (2024, October). When Human-Food Interaction Meets Value-Sensitive Design: Card-Based Design Tool. In *NordiCHI'24 Adjunct Proceedings of the 2024 Nordic Conference on Human-Computer Interaction* (pp. 1-5). <https://doi.org/10.1145/3677045.3685425>

Leylekoğlu, A.*, & Baykal, G. E. (2024, October). Enhancing Script Work and Memorization for Amateur Actors Using Virtual Reality. In *NordiCHI'24 Adjunct Proceedings of the 2024 Nordic Conference on Human-Computer Interaction* (pp. 1-5). <https://doi.org/10.1145/3677045.3685421>

Ergül, İ.*, Çalış, T.*, Yüçetürk, E.*, Gür, M.*, Bulut, S.*, & Baykal, G. E. (2024, June). Co-Rhythm: Analyzing Children's Performative Gesture-based Interactions in a Music Composition Tool. In *IDC'24 Proceedings of the 23rd Annual ACM Interaction Design and Children Conference* (pp. 686-690). <https://doi.org/10.1145/3628516.3659375>

Çelik, D.*, Albayrak, D.*, Oğuz, A.*, Taylan, B.*, & Baykal, G. E. (2023, June). MotiCards: Developing Designer Cards for Children's Intrinsic Motivation of Daily Tasks. In *IDC'23 Proceedings of the 22nd Annual ACM Interaction Design and Children Conference* (pp. 491-494). <https://doi.org/10.1145/3585088.3593879>

Baykal, G.E., Leylekoğlu, A.*, Arslan, S.*, & Özer, D. (2023). Studying Children's Object Interaction in Virtual Reality: A Manipulative Gesture Taxonomy for VR Hand Tracking. In *Extended Abstracts of the 2023 CHI Conference on Human Factors in Computing Systems (CHI EA '23)*, April 23–28, 2023, Hamburg, Germany. ACM, New York, NY, USA, (pp. 1-7) <https://doi.org/10.1145/3544549.3585865>

Baykal, G. E., Eriksson, E., & Torgersson, O. (2023). Collaboration in Co-located Collaborative Digital Games - Towards a Quadripartite Taxonomy. In *Extended Abstracts of the 2023 CHI Conference on Human Factors in Computing Systems (CHI EA '23)*, April 23–28, 2023, Hamburg, Germany. ACM, New York, NY, USA (pp. 1-4) <https://doi.org/10.1145/3544549.3585760>

Baykal, G. E., Leylekoğlu, A.*, Sezer, C. B., & Oygür, I. (2022, December). Studying Children's Manipulative Gestures in Spatial Puzzle Play with VR Hand Tracking: Analysis of Goal-directed Actions. In *SUI'22 Proceedings of the 2022 ACM Symposium on Spatial User Interaction* (pp. 1-2). <https://dl.acm.org/doi/abs/10.1145/3565970.3567707>

Ağırbaş, S.*, Badem, Ç.I.*, Kiziltan, A.S.*, Baykal, G.E. (2022). Scaffolding Preschool Children's Upcycling Experiences through Free vs. Guided Play Activities. In *Proceedings of FabLearn Europe / MakeEd 2022: 6th International Conference on Computing, Design and Making in Education*. Copenhagen, Denmark. <https://dl.acm.org/doi/10.1145/3535227.3535265>

Buruk, O., Özcan, O., Baykal, G. E., Göksun, T., Acar, S., ... (2020, May). Children in 2077: Designing Children's Technologies in the Age of Transhumanism. In *Proceedings ACM CHI Conference on Human Factors in Computing Systems*, (p. 1-14). ACM. <http://dx.doi.org/10.1145/3334480.3381821>

Baykal, G. E., Eriksson, E., Björk, S., & Torgersson, O. (2019, April). Using Gameplay Design Patterns to Support Children's Collaborative Interactions for Learning. In *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems* (p. LBW0168). ACM. <https://doi.org/10.1145/3290607.3312889>

Baykal, G.E., Veryeri Alaca, I., Yantaç, A.E., Göksun, T. (2016). Developing Transmedia Puzzle Play to Facilitate the Spatial Skills of Preschoolers. In *Proceedings of 15th Interaction Design and Children Conference* (pp. 631-636). ACM. <http://dx.doi.org/10.1145/2930674.2936006>

Demo Çalışmaları / Demo Papers

Eriksson, E., Petersen, J.O., Bagge, R., Kristensen, J.B., Lervig, M., **Baykal, G.E.,** Torgersson, O. (2022). Quadropong - Conditions for Mediating Collaborative Interaction in a Co-located Collaborative Digital Game using Multi-Display Composition. In *Proceedings of Nordic Conference on Human-Computer Interaction (NordCHI'22)*. Aarhus, Denmark. <https://dl.acm.org/doi/abs/10.1145/3547522.3547721>

Ulusal Endeksli Dergide Makale / Articles Published in Indexed National Journals

Baykal, G. E., & Ünlütürk, B. (2025). Intrinsic motivation in child-computer interaction: A scoping review. *Studies in Psychology*, 45(1), 14-37. <https://doi.org/10.26650/SP2023-1406711>

Ulusal Toplantıda Sunulmuş ve Yayınlanmış Bildiri / National Refereed Congress / Symposium Publications in Proceedings

Tektunalı, E. *, Ünal, E. *, Güney, A.Y. *, **Baykal, G.E.** (2022). Çocukların TikTok Kullanımı için Bir Ebeveyn Filtreleme Seçeneği Tasarlama ve Değerlendirme. *UTAK'22: 5. Ulusal Tasarım Araştırmaları Konferansı* (pp. 384-404). Ankara, Türkiye. <https://drive.google.com/file/d/1aVeqRtgoVUPV7qeoNPZGrcZtu4arADuS/view> ISBN: 978-975-429-415-6

Baykal, G. E., Göksun, T., & Yantaç, A. E. (2018). Elinle Kavra, Zihninde Döndür: İki Dört Yaş Arası Çocukların Mekânsal- Uzamsal Becerilerini Anlamaya Yönelik Tasarım Yöntem ve Araçları. *UTAK'18: 3. Ulusal Tasarım Araştırmaları Konferansı*, UTAK 2018-3, 467-482. https://drive.google.com/file/d/1FUZ3Yrxz9zFYju_mtUP7dOIJ5it2YdY3/view ISBN: 978-975-429-382-1

Uluslararası Kitap Yazarlığı ve Editörlüğü ve Kitap İçinde Bölüm Yazarlığı / Author/Editor of International Books & Book Chapters

Oranç, C., **Baykal, G.E.,** Kanero, J., Küntay, A., & Göksun, T. (2020). A look into the future: How digital tools advance language development. In K. Rohlfing & C. Müller-Brauers (eds.), *International Perspectives on Digital Media and Early Literacy: The Impact of Digital Devices on Learning, Language Acquisition and Social Interaction*, pp.122-140. Routledge. ISBN: 10000198499, ISBN: 9781000198492

Baykal, G.E., Veryeri Alaca, I. (2018) Representations of Intergenerational Relationships in Children's Television in Turkey: Inquiries and Propositions. Joosen, Vanessa (ed.). *Connecting Childhood and Old Age: An Intermedial Study*. Jackson, MS: UP of Mississippi. ISBN-10: 1496815165, ISBN-13: 978-1496815163

Ulusal Kitap Yazarlığı ve Editörlüğü ve Kitap İçinde Bölüm Yazarlığı / Author/Editor of National Books & Book Chapters

Baykal, G.E. & Göksun, T. (2025). Çocuk-Nesne Etkileşimi ile Mekânsal Öğrenme Arasındaki İlişki: Oyun, Beden ve Teknoloji Aracılığıyla Nesne Etkileşiminin Zenginleştirilmesine Yönelik Öneriler. In A.B. Ateş (Ed.), *Erken Çocuklukta Okuryazarlık Deneyimi*. İstanbul: Koç University Press (in Turkish). ISBN: 9786256230477

Baykal, G.E., Oranç, C., Göksun, T., Küntay, A. (2017). Okul Öncesi Dönemde Çocukların Dijital Medya Kullanımı ve Öğrenmeye Etkileri. Aydın, Ç., Göksun, T., Küntay, A.C., Tahiroğlu, D. (der.) *Aklın Çocuk Hali: Zihin Gelişimi Araştırmaları* (2. Baskı). İstanbul: Koç Üniversitesi Yayınları.

Diğer Yayınlar / Other Publications

Baykal, G. E. (2024). Cultivating Intrinsic Motivation in Children: Setting Goals for Interaction Design. *Interactions*, 31(5), 38-42. <https://doi.org/10.1145/3688869>

Jennings, N., Gruber, F., Lahusen, S., Hildebrand, E., Koray, S., **Baykal, G.E.**, Paula, G., Toro, Y., Klempin, A., Sirichotchumanarn, P., Termisirikamol, W., Talbot, S., Stein, K., and Götz, M. (2016, May). What shapes my self. In (Ed.) Götz, M. *Identity, Television*, 29/2016/E. Munich: IZI-Publications. 14-19.
https://izi.br.de/english/publication/televizion/29_2016_E/Jennings_Gruber_Lahusen-What_shapes_my_self.pdf

Araştırma Projeleri / Research Projects

Uluslararası Fonlu Projeler / International Funded Projects:

- Proje İsmi / Project Name:** TEDCO: Teaching Technology Design for Collaborative Reflection Practices in Higher Education
Fonlama / Funding Mandate: Avrupa Birliği, Erasmus+ programı, Proje numarası 2020-1-SE01-KA226-HE-092580.
Project Ortakları / Project Partners: Göteborg Üniversitesi (İsveç), Aarhus Üniversitesi (Danimarka), Özyeğin Üniversitesi (Türkiye), Eindhoven Teknik Üniversitesi (Hollanda).
OzU Bütçesi / OzU Budget: 23.880,00 EUR, genel proje bütçesi: 131.725,00 EUR.
Proje tarihleri / Project dates: Mart 2021 – Mart 2023 (tamamlandı / completed)
Proje websitesi: <https://tedco.se/>
- Proje İsmi / Project Name:** CITE – Collaborative Information Technology in Special Education
Fonlama / Funding Mandate: Aarhus University Research Foundation AUFF-E-2017-7-5.
Proje tarihleri / Project dates: Eylül / September 2018 – Eylül / September 2020 (tamamlandı / completed)

Ulusal Fonlu Projeler:

- Proje İsmi / Project Name:** Mekânsal Düşünme Becerilerinin Sanal ve Artırılmış Gerçekliklerdeki Nesne Etkileşimi ile İlişkisi: Düşük SES Çocuklara Yönelik Araştırma Destekli Eğitsel Oyun Tasarım Araştırması / *The Relationship Between Spatial Thinking Skills and Object Interaction in Virtual and Augmented Realities: A Research-Based Educational Game Design Study for Low-SES Children*
Fonlama / Funding Mandate: TÜBİTAK ARDEB 1001 Bilimsel ve Teknolojik Araştırma Projelerini Destekleme Programı / *TÜBİTAK (The Scientific and Technological Research Council of Türkiye), ARDEB 1001 Scientific and Technological Research Projects Funding Program.*
Proje Numarası / Project ID: 124K949
Proje Çalışanları / Project Researchers: Assist Prof. Gökçe Elif Baykal (Yürütücü / *Primary Investigator*), Assist. Prof. Demet Özer (Araştırmacı / *Researcher* - Psychology, Bilgi University)
Proje Bütçesi / Project Budget: 2.014.700,00 TL
Proje tarihleri / Project dates: Aralık / December 2024 – Aralık / December 2027 (devam ediyor / *ongoing*)
- Proje İsmi / Project Name:** Benim Yaratıcı Dünyam
Fonlama / Funding Mandate: İş Gayrimenkul Yatırım Ortaklığı (İŞGYO)
Project Ortakları / Project Partners: İŞGYO, TOÇEV (Tüvana Okuma İstekli Çocuklar Vakfı, Koç Üniversitesi).

Proje tarihleri / Project dates: Kasım / November 2017 – Şubat / February 2019
(tamamlandı / completed)

Eğitim-Öğretim Görevleri / Teaching Experience
Dersler (Lisans) / Undergraduate Courses

Özyeğin Üniversitesi, Turkey

İletişim ve Tasarımı Lisans Programı Dersleri / Communication Design Undergraduate Program Courses

- COD 305A - Interaction Design, Fall term course 2020-present (4 ECTS) - 3rd year, 5th semester BA mandatory course (weekly 3 hours, theory and practice)
- COD 306A - User Experience Evaluation, Spring term course 2021-present (4 ECTS) - 3rd year, 6th semester BA mandatory course (weekly 3 hours, theory and practice)
- COD 106 - Concept Development in Design, Spring term course 2022-present (4 ECTS) – 1st year, 2nd semester BA mandatory course (weekly 3 hours, theory and practice)
- SEC 202/204 – Sorumlu Yurttaşlık ve Etki, Spring 2025 – all grades across departments, BA mandatory course (weekly 3 hours, practice)

Aarhus University, Denmark

- Interaction Design Undergraduate Program, Fall 2019-20 (15 ECTS) – 3rd year, 5th semester BA project course (haftalık 3 saat teori, 4 saat uygulama; toplam 13 öğrenci)

Koç University, Turkey

- MAVA 104 - Basic Design (Media and Visual Arts, TA for Assist. Prof. Asım Evren Yantaç)
- MAVA 205 - Creative Thinking in Design (Media and Visual Arts, TA for Assist. Prof. Asım Evren Yantaç)
- DTS 216 - Children's Picture Books (Design, Technology and Society, TA for Assist. Prof. Ilgım Veryeri Alaca)

Sabancı University, Turkey

- VA 505 - Art, Theory, and Criticism (Visual Arts, TA for Prof. Hasan Bülent Kahraman)
- VA 407 - Art Analysis from Modern to Contemporary (Visual Arts (TA for Prof. Hasan Bülent Kahraman)

Dersler (Lisansüstü) / Postgraduate Courses

Özyeğin Üniversitesi, Turkey

Tasarım, Teknoloji ve Toplum Lisansüstü Programı Dersleri / Design, Technology, & Society Graduate Program Courses

- DIS 505 – Academic Research Methods and Publication Ethics (7,5 ECTS, mandatory Fall'22 – present)
- DIS 576 – Value Sensitive Design (7 ECTS, elective Spring'24)
- DIS 573 – Mediating Collaborative Interaction (7 ECTS, elective Spring'22 – Fall'23)
- DIS 577 – Designing with and for Children (7 ECTS, elective Spring'23)
- DIS 526 – Design Research Practicum (7 ECTS, elective Fall'22 – Spring'23)

Diğer Görevler / Other Tasks and Experiences

İdari Görevler / Administrative roles:

- Sosyal Bilimler Enstitüsü Müdür Yardımcısı (Şubat 2025 – devam ediyor) / *Vice Director - Graduate School of Social Sciences (Feb 2025 – present)*
- Tasarım, Teknoloji ve Toplum Lisansüstü Program Koordinatörü (Şubat 2025 – devam ediyor) / *Coordinator - Design, Technology, & Society Graduate Program (Feb 2025 – present)*
- Mimarlık ve Tasarım Fakültesi Yönetim Kurulu Üyesi (Ocak 2024 – devam ediyor) / *Board Member - Faculty of Architecture and Design (Jan 2024 – present)*

- Tasarım, Teknoloji ve Toplum Lisansüstü Programı Yeterlik Komitesi Üyesi (Ocak 2024 – devam ediyor) / *Qualifications Committee Member - Design, Technology, & Society Graduate Program (Jan 2024 – present)*
- Sosyal Bilimler Enstitüsü Yönetim Kurulu Üyesi (Ekim 2023 / *Board Member - Graduate School of Social Sciences (Oct 2023 – present)*
- İletişim ve Tasarım Bölümü Erasmus Koordinatörü (Ocak 2021 – devam ediyor) / *Erasmus+ Coordinator - Communication Design Department (Jan 2021 – present)*

Sanat ve Tasarım Etkinlikleri / *Arts and Design Events*

- Duyduk Duymadık DeNeyiM!, Studio-X, İstanbul, Turkey (June – July 2016) - Experiential Exhibition with Pınar Çevikayak Yelmi and Sertaç Kaki
- UFAT Photography Days 8, Uludağ University, Bursa, Turkey (April 2011)
- Academy Meets Photokina / Photokina, Cologne, Germany (September 2010)
- Flow/Debi '10, Minervahan (Kasa Gallery), İstanbul, Turkey (June 2010)
- Visiting Artist Studio Project, FASS Gallery, İstanbul, Turkey (February 2010)

Ödül ve Patentler/ *Screenings, Awards and Patent*

- **Araştırmada Üstün Başarı Ödülü** (Özyeğin Üniversitesi, Mimarlık ve Tasarım Fakültesi, Haziran 2025) / **Faculty Research Excellence Award** (Özyeğin University, Faculty of Architecture and Design, June 2025)
- **BAGEP Ödülü** (Bilim Akademisi Genç Bilim İnsanı Programı İletişim Tasarımı & Eğitim kategorisi, Nisan 2022) / **Türkiye Young Scientist Award** (The Science Academy, Communication Design & Education category, April 2022)
- **Honourable Mention Award** (June 2021)

Designing Interactive Systems Conference (DIS'21). – Eriksson, E., Baykal, G. E., Torgersson, O., & Björk, S.(2021). The CoCe Design Space: Exploring the Design Space for Co-Located Collaborative Games that Use Multi- Display Composition, In Proceedings of DIS '21: *Designing Interactive Systems Conference*, (pp. 718–733). <https://doi.org/10.1145/3461778.3462023>

- **Honourable Mention Award** (March 2020)

CHI Conference on Human Factors in Computing Systems. – Baykal, G. E., Van Mechelen, M., & Eriksson, E.(2020). Collaborative Technologies for Children with Special Needs: A Systematic Literature Review. In *Proceedings ACM CHI Conference on Human Factors in Computing Systems*, (p. 1-13). ACM. <http://dx.doi.org/10.1145/3313831.3376291>

- **Graduate Studies Excellence Award** (June 2018)

Koç University, Graduate School of Social Sciences and Humanities

Etkinlik Organizasyonlarındaki Görevler / *Tasks in Event Organizations*

Yaz Okulu Yürütücülükleri / *Summer School Facilitation*

1. Mengi, V., Müezzinoğlu, C., Lekesiz, G., Baykal, G.E. (2025). "Alternatif Evrenlerle Dijital Oyun Tasarımı," Arkhé, 4-8 Ağustos 2025, Nesin Matematik Köyü, Şirince, Türkiye. <https://archeprojesi.com/kamp/alternatif-evrenlerle-dijital-oyun-tasarimi/466>
2. Baykal, G.E., Oranç, C., Çorlu, D., Van Mechelen, M., Child-Centered Design for Public Play Space in an Aegean Village, Yaşliworkshops#42. 15-30 July 2018. Yahşibey Design Workshops, Dikili, Turkey. <https://yahsiworkshops.com/tasarim-calismalari/42>

Atölye Yürütücülükleri / *Workshop Management*

Van Mechelen, M., Gilutz, S., Hourcade, J. P., Baykal, G. E., Gielen, M., Eriksson, E., ... & Iversen, O. S. (2020, June). Teaching the next generation of child-computer interaction researchers and designers. In Proceedings of the 2020 ACM Interaction Design and Children Conference: Extended Abstracts (pp. 69-76). <https://dl.acm.org/doi/10.1145/3397617.3398068>

Baykal, G. E., Kubinyi, E. L., Duyvewaardt, B., Van Mechelen, M., Call for Play: Child-Centered Design for Public Spaces in an Aegean Village, CounterPlay'19. 4 April, 2019. Dokk1, Aarhus, Denmark. http://counterplay.org/files/CP19_Programme.pdf

Van Mechelen, M., Høiseth, M., Baykal, G. E., Van Doorn, F., Vasalou, A., & Schut, A. (2017, June). Analyzing Children's Contributions and Experiences in Co-design Activities: Synthesizing Productive Practices. In *Proceedings of the 2017 Conference on Interaction Design and Children* (pp. 769-772). 27-30 July 2017. Stanford University, CA, USA. <http://dx.doi.org/10.1145/3078072.3081314>

Baykal, G.E., Okul Öncesi Çocuklar İçin Fiziksel-Dijital Oyun Tasarımı (Physical-Digital Game Design for Preschool Children). 9-10 May and 21 June, 2017. Atölye İstanbul, Bomontiada, İstanbul.

KızCode: Güçlü Kadınlar, Umutlu Yarınlar İçin (Powerful Women for Future); organized with M. Esin (University of Westminster, London, UK) and C. Oranç (Koç University, İstanbul Turkey), 4 April, 2016, Koç University, İstanbul, Turkey.

“Shape Myself: Syrian refugee children living in Turkey and their view of identity”; organized by Prix Jeunesse

International Festival 2016, “Identity”; co-organized with S. Koray (former manager of TRT Çocuk) and Mavi Kalem Derneği, 18 November 2015, İstanbul, Turkey.

Sound, Paper, Scissors; organized by Turkish Education Association (TED) “Lend a Hand to Soma Charity” Campaign - Soma'ya El Ver Kampanyası” a reading and storytelling activity for children; co-organized with P. Çevikayak Yelmi and C.Oranç, 1 August 2015, Soma, Turkey.

6 Sounds 1 Story; organized with P. Çevikayak Yelmi and C. Oranç, 27 April 2015, 3rd International Canlandırma Festivali, İstanbul, Turkey.

6 Sounds 1 Story; organized with P. Çevikayak Yelmi and C. Oranç, 25 January 2015, Mixer Art Gallery, İstanbul, Turkey.

Master BUG Game Jam #1: Reinterpreting Turkish Lullabies, co-organized with G. Çatak and I. Veryeri Alaca, Bahçeşehir University Game Lab, 29 November 2014, İstanbul, Turkey.

Parents and Children Making a Picturebook, co-organized with I. Veryeri Alaca, C. Oranç, Sarıyer Municipality, 3rd Literature Days, 26 September 2014, İstanbul, Turkey.

Children's Illustrator and Writer Talk: Behiç Ak, organized with I. Veryeri Alaca, 27 February 2014, Koç University, İstanbul, Turkey.

Konferans Organizasyonundaki Görevler / Task in Conference Organization

- ACM CHI Conference on Human Factors in Computing Systems, **Associate Chair**, *Learning, Education, and Families Subcommittee Member* (CHI'26, Barcelona, Spain) <https://chi2026.acm.org/authors/papers/selecting-a-subcommittee/>
- ACM Interaction Design and Children (IDC) Conference, **Committee Member**
 - Research and Design Competition Chair (IDC'26, Birmingham, U.K.) <https://idc.acm.org/2026/committee/>
 - Research and Design Competition Chair (IDC'25, Reykjavik, Iceland) <https://idc.acm.org/2025/committee/>
 - Communication Chair (IDC'20, London, UK) <https://dl.acm.org/action/showFmPdf?doi=10.1145%2F3392063>

- Demo and Art Chair (IDC'18, Trondheim, Norway)
<https://dl.acm.org/action/showFmPdf?doi=10.1145%2F3202185>
- FabLearn Europe / MakeEd 2022: 6th FabLearn Europe / MakeEd Conference 2022, **Program Chair** (FabLearn'22, Copenhagen, Denmark)
<https://dl.acm.org/action/showFmPdf?doi=10.1145%2F3535227>
- UTAK Ulusal Tasarım Araştırmaları Konferansı, **Oturum Başkanı**
 - Çocuk ve Tasarım: Çocuğu Hedef Alan Tasarımlarda Paydaş ve Etkileşim Çoğulluğu, Tema #4 Oturum Başkanı (UTAK'22, Ankara, Türkiye) <https://utak.metu.edu.tr/utak-2024/temali-oturumlar/#%C3%87ocuk-ve-Tasar%C4%B1m-%C3%87ocu%C4%9Fu-Hedef-Alan-Tasar%C4%B1mlarda-Payda%C5%9F-ve-Etkile%C5%9Fim-%C3%87o%C4%9Fullu%C4%9Fu>
 - Çocuklar ile Çocuklar için Tasarım: Hayalleri Anlamak ve Tasarımla Anlatmak, Tema #6 Oturum Başkanı (UTAK'18, Ankara, Türkiye) <https://utak.metu.edu.tr/utak-2018/>
- Nordic Forum for Human-Computer Interaction (NordiCHI'20, Tallinn, Estonia) 2020, **Programme Committee Associated Chair** <https://www.nordichi.eu/2020/organising-committee.html#/>

Jüri Üyelikleri / Jury Memberships

DTS: Design, Technology, & Society Graduate Program. OzU: Özyeğin University

Doktora Komiteleri / PhD Committees

- *Özyeğin University*: Duygu Beykal İz (DTS, Spring 2025), Pelin Günay (DTS, Fall 2025), Canan Özsoy (DTS, ongoing), Yasemin Yıldırım (DTS, ongoing), Zeynep Güngör (DTS, ongoing), Seda Konan (DTS, ongoing).
- *Other Universities*: Ceylan Beşevli (DTS, Koç University – Spring 2022), Hayati Havlucu (DTS, Koç University – Spring 2022), Çiğdem İrem İleri (Psychology, Koç University - ongoing), Merve Koçoğlu (Learning Sciences, Boğaziçi University - ongoing)

Doktora Yeterlik Jüri Üyeliği / PhD Qualification Exam Committee Membership

- *Other Universities*: Umut Karlıkl (Media and Communication Studies, Galatasaray University)

Yüksek Lisans Jüri Üyeliği / Masters Committees

- *Özyeğin University*: Ayça Odabaşı (DTS, Spring 2022), Sevda Kaya (DTS – Gastronomy Track, Spring 2022)
- *Other Universities*: Simge Çiçek (Educational Technology, Boğaziçi University, Spring 2025), Çağatay Çora (Cognitive Science, Yeditepe University, Spring 2023)

Bilimsel Hakemlikler / Scientific Refereeing

Yayın Kurulu Üyeliği / Editorial

- International Journal of Child-Computer Interaction, **Editorial Board Member** (2021-present)

<https://www.sciencedirect.com/journal/international-journal-of-child-computer-interaction/about/editorial-board>

- International Journal of Child-Computer Interaction Special Issue, **Guest Editor** Special Issue: makerSPACE\SPACEmaking: Making space for bridging computing, design, and making with classrooms and common core subjects.

<https://www.sciencedirect.com/special-issue/10VX3FTH3NN>

Dergilerde Hakemlikler / Ad-hoc Journal Reviewer

- International Journal of Child-Computer Interaction,
- International Journal of Human-Computer Interaction,
- International Journal of Social Robotics,
- Behaviour & Information Technology,
- ACM Transactions on Computer-Human Interaction,
- METU Journal of the Faculty of Architecture.

Konferanslarda Hakemlikler / *Ad-hoc Conference Reviewer*

- ACM Conference on Human Factors in Computing Systems (CHI),
- ACM Interaction Design and Children (IDC),
- ACM Designing Interactive Systems Conference (DIS),
- IEEE International Conference on Robot and Human Interactive Communication (RO-MAN),
- Nordic Forum for Human-Computer Interaction (NordiCHI),
- The ACM International Conference on Tangible, Embedded and Embodied Interaction (TEI),
- Ulusal Tasarım Araştırmaları Konferansı (UTAK).

Araştırma ve Ödül Hakemlikleri / *Grant and Award Reviewer*

- TÜBİTAK ARDEB (The Scientific and Technological Research Council of Turkey),
- Swiss National Science Foundation (2023),
- BAGEP (Science Academy of Turkey Young Scientist Award 2024, 2025).

Üye Olduğu Kurumlar / *Membership in Scientific and Professional Organizations*

- Association for Computing Machinery (ACM)
- Commonsense Media
- Canlandırılar Derneği

Diğer Deneyimler / *Other Experiences*

YOYO Animation Studio, Freelance Screenwriter (March 2013 – Sept 2014)

Bulmaca Kulesi (Riddle Tower) – a 3D animation cartoon, for children 9-12 years of age. 1 season - 12 of 18 episodes, Broadcasted on TRT Çocuk (Turkish Government Radio and Television Broadcasting Channel)

Cordoba Animation Studio, Freelance Screentwriter (Dec 2008 – Dec 2012)

Nane ile Limon (Mint and Lemon) – 3D animation cartoon, for children 6-9 years of age. 5 seasons – 40 of 65 episodes, Broadcasted on TRT Çocuk (Turkish Government Radio and Television Broadcasting Channel)

Turkish Foundation of Advertising (Reklamcılık Vakfı), Project Manager (Aug 2006 – Feb 2009)