

Adı Soyadı / Name Surname: Alp Tuğan

Eğitim / Education

Doktora/ *PhD*: Design, Technology, and Society Program, Özyeğin University (2025)

Yüksek Lisans / *Master's Degree*: Visual Arts and Visual Communication Design Program, Sabancı University (2009)

Lisans / *Bachelor's Degree*: Geophysics Engineering, Ankara University (2006)

Akademik Görevler / Academic Titles: (en yakın tarihli 3 pozisyon)

Instructor, PhD, Communication Design Department, Özyeğin University

Yayımlar / Publications

Endeksli Dergide Makale / Articles Published in Indexed Journals

Tuğan, A., & Köksal, A. H. (2025). Algorithmic Art Praxis: A Framework for Contextualized Programming Education. *Journal of Design Studio*, 7(1), 5-29. <https://doi.org/10.46474/jds.1613349>

Sunulmuş ve Yayımlanmış Bildiri / Refereed Congress / Symposium Publications in Proceedings

a. Uluslararası Bilimsel Toplantılarda Sunulmuş ve Yayımlanmış bildiriler

Liberation of The Medium: Decentralization of Dynamic Generative Art Creations by NFT Marketplaces^[1] (2021, Proceedings of the XXIV Generative Art Conference (ISBN 978-88-96610-43-5))

b. Ulusal Bilimsel Toplantılarda Sunulmuş ve Yayımlanmış bildiriler

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

a. Uluslararası Kitap ve Kitap Bölümü

The Processing Foundation. (2023). Generative Art “Erewhonian”, 20th Anniversary Processing Community Catalog.

b. Ulusal Kitap ve Kitap Bölümü

Artut, S., Karaman, O. S., & Yılmaz, C. (Eds.). (2021). Technological Arts Preservation. Sabancı University Sakıp Sabancı Museum.

Diğer Yayınlar / Other Publications:

(2026) “Obduracy – Remix w/Akkor” [Audio], Single Remix Release with RAW.

(2023) Tuğan, A. “Incognita”. *Consilience Journal*, Issue 13 - Symbiosis.

(2023) “W.A.R” [Audio], Album Release with RAW.

(2023) The Processing Foundation. Generative Art “Erewhonian”, 20th Anniversary Processing Community Catalog.

(2022) “B-Sides” [Audio], Album Release with RAW.

(2021) Tuğan, A. The Entity? (Varlık?) [Audiovisual installation]. In *Distopya* (1st ed., pp. 10–13).

(2021) “Gate” [Audio], EP Album Release with RAW.

(2020) “Ephemeral” [Audio], EP Release with RAW.

(2018) “Striate” [Audio], EP Release with RAW.

(2018) Tuğan, A. Röportaj, Sanatın Geleceği coder'lar mı? Istanbul ArtNews.

(2006-2008) Tuğan, A. Cubase Sayısal Ses İşleme İstasyonu ile Kayıt ve Miks, Volume Müzik Teknolojileri Dergisi, Aylık Yayın.

Ulusal Dergilerde yayımlanan makaleler

Araştırma Projeleri / Research Projects

Eğitim-Öğretim Görevleri / Teaching Experience

Dersler (Lisans) / Undergraduate Courses:

COD 207 Programming

COD 208 Advanced Programming

COD 301 Design Studio III

COD 323 Sound Design

COD 412 Sound Projects & Media

COD 426 Creative Electronics and Prototyping

VA 335 Sound & Image, Sabancı University

UNI 174 Digital Game Design, İstinye University

Dersler (Lisansüstü) / Postgraduate Courses:

Danışmanlık (Lisansüstü) / Postgraduate Thesis Supervision:

Mesleki Çalışmalar / Non-academic Experience

Art & Design Events & Exhibitions

(2026) Audiovisual Live Coding Performance, *RAW*, **Arter**, **Karbon Space**, New and Newest Music Festival, İstanbul, TÜRKİYE.

(2025) Algorithmic Video Installation, "Roots", Key Art Gallery, Group Exhibition, Eskişehir, TÜRKİYE.

(2025) AudioVisual Live coding Performance, *RAW* (Selçuk Artut, Alp Tuğan), *SONICA* - Audiovisual Sonic Arts Festiva, Babylon, İstanbul, TÜRKİYE.

(2025) Artistic Research and Performance on Acoustic Ecology, "ImrosTone", Göç Araştırmaları Derneği, Gökçeada, TÜRKİYE.

(2025) Album Release, "Eastanbul", Accidental Records, Composed With Sound PT.1 Compilation, London, ENGLAND.

(2024) Algorithmic Art Print, "A.lie.ns", Computer Arts Society Members' Exhibition, Computer Arts Society, London, ENGLAND.

(2024) Sound Design Award, "Eastanbul," Sound of the Year Awards.

(2023) Audiovisual Generative Installation, "Nexus Machine," Eskizden Piksele Dijital Sanatlar Sergisi - Troya, T.C Kültür Bakanlığı, Çanakkale, TÜRKİYE.

(2023) Audiovisual Installation, "Dasein of Others II," Eskizden Piksele Dijital Sanatlar Sergisi - Mitler ve Kapadokya, T.C Kültür Bakanlığı, Nevşehir, TÜRKİYE.

(2023) Audiovisual Installation, "4th Floor" Istanbul Sound Scape Project, CCA Berlin – Center for Contemporary Arts, Berlin, GERMANY.

- (2023) Audiovisual Live Coding Performance, Purgegazing II: Live Performance A Solidarity Event, RAW (Alp Tuğan, Selçuk Artut), Saint Benoit Church, Istanbul, TURKEY.
- (2023) Audiovisual Performance, “Linger”, “Istanbul Soundscape Project: Biophony”, Arkaoda, Istanbul, TURKEY.
- (2023) Audiovisual Live Coding Performance, RAW (Alp Tuğan, Selçuk Artut), Yarat Contemporary Art Space, Baku, AZERBAIJAN.
- (2023) Audiovisual Performance, “Untitled”, “Istanbul Soundscape Project: Geophony”, KargaArt, Istanbul, TURKEY.
- (2023) AudioVisual Live coding Performance, RAW (Selçuk Artut, Alp Tuğan), Sonar 2023, Istanbul Zorlu Center, TURKEY.
- (2022) Kinectic Sculpture: Audiovisual installation, “Down to Earth”, “Türkiye İnovasyon Haftası Sergisi”, Haliç Kongre Merkezi, İstanbul, TURKEY.
- (2022) Kinectic Sculpture: Audiovisual installation, “Down to Earth”, “Yeni Medya: Eskizden Piksele Dijital Sanat Sergisi”, T.C Kültür Bakanlığı, SİĞİNAK, Ankara, TURKEY.
- (2022) “De-Scripted Shades”, Audiovisual interactive installation, Akbank Sanat, Istanbul, Turkey.
- (2021) “Ataxia”, Audiovisual installation, 35 Seconds Museum, NEO Shibuya, Tokyo, Japan.
- (2021) “Dasein of Others” [Audiovisual installation], Piksel Media Art Festival, Bergen, Norway.
- (2021) “Down to Earth” with RAW [Kinectic Sculpture] Mapping, Akbank Sanat, Istanbul, Taksim, Turkey.
- (2021) The Entity? [Audiovisual Installation]. Akbank Sanat, Istanbul, Taksim, Turkey.
- (2021) AudioVisual Live coding Performance with RAW, Sonar 2021, Istanbul Zorlu Center, Turkey.
- (2020) “Millions of Breath” [Generative art video installation], Istanbul Lights Festival, Istanbul, Turkey.
- (2020) “Breath” [Generative art video installation], De.Artium Exhibition, Step Istanbul, Istanbul, Turkey.
- (2020) “Dasein of Others” [AudioVisual Installation], Generative Art Festival & Symposium, Telaviv, Israel.
- (2020) “Incognita” [3D Animated FBX file], xTopia: VR Exhibition during COVID-19.
- (2020) “Coronal Loops” [Audiovisual Interactive Installation], An Online Pop-up Exhibition Connecting People Through The Arts During COVID-19, online.
- (2019) Audiovisual Live coding Performance with RAW, Distopie Sound Art Festival, Berlin, Germany.
- (2019) “4th Floor” [Audiovisual performance], Istanbul Sound Scape Project, SALT Galata, Istanbul, Turkey.
- (2018) AudioVisual Live coding Performance with RAW, Sonar 2018, Istanbul Zorlu Center, Turkey.
- (2017) AudioVisual Live coding Performance with RAW, Hack’n Break Açık Kampüs Etkinlikleri, Açık Sahne, İzmir, Turkey.
- (2016) “Sonic Loops” [Interactive installation], Group exhibition, Artist On Board Exhibition, Greenpeace, SUPA Han, Istanbul, Turkey.
- (2016) AudioVisual Live coding Performance with RAW, University of Richmond, Brighton, UK.

- (2016) AudioVisual Live coding Performance with RAW, Akbank Sanat, Istanbul, Turkey.
- (2014) “Mon-key” [Illustration], Group exhibition: Paper Girl Istanbul, Caferağa Squat House, Kadikoy, Istanbul, Turkey.
- (2011) “FLAUSINA ABRE AS PORTAS” [Sound installation], Paraferalia Exhibition, Lisbon, Portugal.
- (2011) “Khaaoosse” [Music Concrete Composition], Istanbul à facettes – Pique nique sonore, Radio Grenouille, l’Estaque, Marseilles, France.
- (2010) “Mr. Dağacı & The Golden Tectonics of Trash” [Sound Design & Performance], GarajIstanbul & Rimini Protokoll, Istanbul, Turkey.
- (2009) “Knot Theory” [Sound Design & Performance], Knot Theory Dance Performance, Paris, France.
- (2008) “Belly Dancing Kit” with Osman Koç and Mustafa Bağdatlı [Physical Computing], Amber: Arts & Technology Festival, Istanbul, Turkey.
- (2008) Sound art performance with FIN collective, Galata Perform: Visibility Project 4, Galata Tower Square, İstanbul, Turkey.

Projects

- (2023) “Atomic Apps” [Open Source Atomic Applications], Set of Atomic Applications for Mac OS ([link](#)).
- (2023) “icns-creator” [Open Source Application], Creates .icns files for Mac OS ([link](#)).
- (2022) “p5.Utils” [Open Source Framework], A set creative coding utilities for art & design students for p5Js ([link](#)).
- (2021) “Gate” [Audio], EP Album Release with RAW ([Spotify](#)).
- (2020) “AURE” [Open source software], Audiovisual software for non-coders ([link](#)).
- (2020) “ofxPostProcessing” [Open source software], Extended version of GPU-based post production video effects library ([Github](#)).
- (2020) “Processing Snippets for Students” [Open source software], Code repository for art and design students ([Github](#)).
- (2020) “Experimental Digital Drawing Application” [Open source software], Digital drawing application in virtual 3D environment ([Github](#)).
- (2019) Algorave Istanbul Community, co-founding member of Turkish live-coding performers ([link](#)).
- (2019) “RE-Viser” [Open source software], Live video manipulation tool. RE-Viser is a software implementation of the Rutt-Etra analog video animation synthesizer from 70s ([Github](#)).
- (2019) “Digital Word Clock” [Software & Hardware], Unconventional digital clock project that shows time using words. The Project consists of an 8x8 dot led matrix, micro-controller and an embedded software.
- (2017) “3D Studies with openFrameworks” [Open source software], Github Repository, Research on algorithmic practices to create 3D forms using openFrameworks.
- (2016) RAW, live coding duo co-founding member.
- (2016) "3D Studies with openFrameworks" [Open source repository], Research for 3D space using openFrameworks and OpenGL ([link](#))

Etkinlik Organizasyonlarındaki Görevler / *Tasks in Event Organizations*

Jüri Üyelikleri / *Jury Memberships*

Bilimsel Hakemlikler / *Scientific Refereeing*

a. Bilimsel Dergilerde Bilim Kurulu Üyeliği ve Hakemlik

b. Konferanslarda Bilim Kurulu Üyeliği ve Hakemlik

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

Diğer Deneimler / *Other Experience*

a. Oturum Başkanlığı/ Moderatörlük

b. Konferans Sunum ve Seminerler

Tuğan, A., Artut, S. (2026). Canlı Kodlamayla Müzik Prodüksiyonu Atölyesi, ODTÜ Sanat Etkinlikleri, Ankara, Türkiye.

Tuğan, A. (2026). Görülebilir Sesler, Duyulabilir Kodlar Çalıştayı (Sonar İstanbul Festivali), İstanbul, Türkiye.

Tuğan, A. (2025). Ses ve Görüntü Etkileşimleri Oluşturma (Sonar İstanbul Festivali), İstanbul, Türkiye.

Tuğan, A. (2023). Exploring the Possibilities of Creative Coding with Arduino For Art and Design, OMM Ortak Mekik Mimar Sinan University Fine Arts Faculty, İstanbul, Türkiye.

Tuğan, A. (2022). Creative Coding using P5JS, Gazhane Museum, İstanbul, Türkiye.

Tuğan, A. (2022). Audio Reactive Textual Programming Workshop, Gazhane Museum, İstanbul, Türkiye.

Tuğan, A. (2019). Musical Live Coding Workshop, Hack'n Break Açık Kampüs Etkinlikleri, İzmir, Türkiye.

Tuğan, A. (2018). Creative Coding Workshop, Digi.logue OpenSpace, İstanbul, Türkiye.

Tuğan, A. (2017). Introduction to audiovisual art using Processing: Sound Interactive Visual Production, MultiRAID Cruising on the Limits, İzmir, Türkiye.

Tuğan, A. (2017). Sound Production Using Live Coding Practices, Hack'n Break Açık Kampüs Etkinlikleri, İzmir, Türkiye.

Tuğan, A. (2016). Creative Coding Workshop, Atölye İstanbul, İstanbul, *Türkiye*.

Tuğan, A. (2015). Creative Coding Workshop, Yeditepe University, İstanbul, *Türkiye*.

c. Medya-Konuşma

(2026) Interview, Rast Magazine with RAW, "New and Newest Music Festival," [link](#).

d. Görev ve Görevlendirme:

İdari Görevler

Mimarlık ve Tasarım Fakültesi, İletişim ve Tasarımı Bölümü Staj Komisyonu Üyesi

Diğer Görevlendirmeler: