

Adı Soyadı / Name Surname

Atanur Andıç / Atanur Andıç, PhD.
Dr. Öğretim Üyesi / Assistant Professor

Eğitim / Education

Doktora / PhD:

University of Texas at Dallas, Tasarım, Teknoloji ve Toplum - 2023

University of Texas at Dallas, Arts, Technology and Emerging Communication – 2023

Yüksek Lisans / Master's Degree:

Kadir Has Üniversitesi, İletişim Bilimleri – 2016

Kadir Has University, Communication Studies - 2016

Lisans / Bachelor's Degree:

Yeni Yüzyıl University, Görsel İletişim Tasarımı - 2014

Yeni Yüzyıl University, Visual Communication Design - 2014

Akademik Görevler / Academic Titles:

Dr. Öğretim Üyesi, İletişim Tasarımı Bölümü, Mimarlık ve Tasarım Fakültesi, Özyeğin Üniversitesi, 2023 – Günümüz.

Assistant Professor, Communication Design, Faculty of Architecture and Design, Özyeğin University, 2023 – Present.

Öğretim Görevlisi, Tasarım, Teknoloji ve Toplum, University of Texas at Dallas, 2022 – 2023.

Teaching Associate, School of Arts, Technology, and Emerging Communication, University of Texas at Dallas, 2022 - 2023.

Yayımlar / Publications

Simsek, C. N., and A. Andic. "Listening to Passengers, Listening to Stories: Interactive Storytelling Workshop." Interactive Film & Media Journal, vol. 2, no. 2, May 2022.

Sunulmuş ve Yayınlanmış Bildiri / Refereed Congress / Symposium Publications in Proceedings**a. Uluslararası Bilimsel Toplantılarda Sunulmuş ve Yayınlanmış bildiriler**

Andıç, A., and C. Cengiz. "When Everyday Life Becomes Horror: Critical Play and Shared Player Experiences in the Case Study of The Closing Shift." In HCI in Games – Part I, edited by Xiaowen Fang, Lecture Notes in Computer Science, vol. 16739. Springer, 2026.

Mujeeb, H., A. Andıç., and Z. Karapars. When Ideas Meet AI: Exploring Human-AI Interactions of Design Students Through the Lens of TAM and HCAI, Conference Proceedings, HCII 2025 Late Breaking Work Proceedings, 2026.

Andic, A., and C. Cengiz. "A Base that Refuses to be Home: Exploring Spatial Narratives of Cozy Horror in Voices of the Void," Conference Proceedings, Videogame Cultures 2025: Gaming Landscapes, 2026.

Kitap Yazarlığı ve Editörlüğü ve Kitap İçinde Bölüm Yazarlığı / Author/Editor of Books & Book Chapters**a. Uluslararası Kitap ve Kitap Bölümü**

Andic, Atanur. Fans Between Categories: Convergence of 3D Model Making Practices of Fan Objects in the 3D Model Sharing Platform Sketchfab. Bridging Design and Fandom: Fan Studies and Design Research in Conversation, Emerald Publishing, 2026.

Andic, Atanur. Making Imagination of Pasts with the Case Study "Reconstructing the Neighborhood." Artifacts: Material & Digital - Studies in (In)tangible Heritage, edited by Dr. Maciej Stasiowski, Intellect Books, 2023.

Araştırma Projeleri / Research Projects

Tohumlama Araştırma Fonu, Özyeğin Üniversitesi. 2025-26.

Seed Research Grant, Özyeğin University. 2025-26.

Eğitim-Öğretim Görevleri / Teaching Experience

Dersler (Lisans) / Undergraduate Courses:

Design Visualization. Özyeğin University. Fall 2023, Fall 2024, Fall 2025.

Design Studio III. Özyeğin University. Fall 2024, Fall 2025.

3D Modelling. Instructor. Özyeğin University. Spring 2024, Spring 2026.

Senior Project. Instructor. Özyeğin University. Spring 2024, Spring 2025, Spring 2026.

Introduction to Interactive Programming. Instructor. Özyeğin University. Fall 2023.

Design Visualization. Instructor. Özyeğin University. Fall 2023.

Critical Making. Teaching Associate. University of Texas at Dallas. Spring 2023.

Writing for ATEC. Teaching Associate. University of Texas at Dallas. Fall 2022.

Danışmanlık (Lisansüstü) / Postgraduate Thesis Supervision:

Tez Danışmanı, Haleema Mujeeb, “Designer-AI Interaction: A Mixed-Methods Study of Acceptance and UX of LLM Chatbots,” Özyeğin Üniversitesi, 2025

Mesleki Çalışmalar / Non-academic Experience

“Migrant Steps.” In collaboration with Fashioning Circuits. Technical Specialist. Present.

“Handwashing Karaoke.” In collaboration with Fashioning Circuits. Project Coordinator, Technical Specialist. Spring 2022.

“Stitch n’ Glitch.” In collaboration with Fashioning Circuits, SP&CE Media, Feminist MakerSpace, and Studio for Mediating Play. Project Designer. Exhibited at ATEC Celebration. October 2018.

“The Review: A Chance-Based Journal Publishing Simulator.” Project Designer. Spring 2019.

“Wrong.” Award Winner at Tagore International Film Festival. Designer. Spring 2019.

“Digitizing Care.” Technical Specialist. In collaboration with Dr. Hong-And Wu. Invited art installation in the exhibition *Womensemble: Creating Female Subjectivity in Art*, curated by Ming Turner. Taipei, Taiwan: National Taiwan Craft R&D Institute Taipei Branch, 2019.

“Dis-orienting Fortune.” Project Designer. In the collaborative project “Words Matter.” Exhibited at HASTAC Conference. Vancouver. May 2019.

“Closed System.” In collaboration with Cansu Nur Simsek, Emre Tunçel, and 3Dörtgen. Invited art installation in the electronic arts and music festival Sonar Istanbul 2019. “Excavating WebSites.” Invited art installation. Exhibited at ATEC. 2018.

“How the Other Half Invades.” Collaborative art installation. Exhibited at ATEC. 2018.

“Preserving Apprehension.” In collaboration with Cansu Nur Simsek, Emre Tunçel, and 3Dörtgen.

Invited art installation in the electronic arts and music festival Sonar Istanbul 2018. “Competences, Credentials, Actions: Blueprints for Designers’ Lifelong Learning.” Organizer and Technical Specialist. Bilgi University. 2018.

“Rethinking Heritage: A 3D Workshop & Exhibition Series.” In collaboration with Cansu Nur Simsek, Emre Tunçel, 3Dörtgen, Bilgi University, Blokart Space. Project Director. April 2017.

“Rethinking Heritage.” In collaboration with Cansu Nur Simsek, Emre Tunçel. Invited art installation at Athens Digital Arts Festival. 2017.

Etkinlik Organizasyonlarındaki Görevler / Tasks in Event Organizations

Jüri Üyelikleri / Jury Memberships

Scientific and Art Committee Member, 4th International Short Film, Video and Photography Symposium (Apart Symposium), 2026-Present.

Bilimsel Hakemlikler / Scientific Refereeing

a. Bilimsel Dergilerde Bilim Kurulu Üyeliği ve Hakemlik

Reviewer, Intermedia International E-Journal, 2026.

Reviewer, Kent Akademisi, 2025.

Üye Olduğu Kurumlar / Membership in Scientific and Professional Organizations

Games Research Lab Fashioning Circuits Lab.

Studio for Mediating Play.

Humanities, Arts, Science, and Technology Alliance and Collaboratory.

Diğer Deneyimler / Other Experience

a. Konferans Sunum ve Seminerler

“How Ideas Meet AI: Exploring Human–AI Interactions of Design Students Through the Lens of TAM and HCAI.” Presented at the AI in Architecture and Design Symposium, Faculty of Architecture and Design, Özyeğin University, Istanbul, Türkiye, April 2026.

“The Political Economy of Fandom in the Digital Media Industry,” Guest Lecturer in Media Management and Economics Course, School of Media and Communication, The University of Southern Mississippi, Nov 2025.

“Politics of Making in the Field of Digital Humanities,” Guest Lecturer in Social Theory of Science and Technology, Design, Technology and Society Graduate Program, Özyeğin University, July 2025.

“A Base that Refuses to be Home: Exploring Spatial Narratives of Cozy Horror in Voices of the Void,” Videogame Cultures 2025: Gaming Landscapes, July 2025.

When Ideas Meet AI: Exploring Human-AI Interactions of Design Students Through the Lens of TAM and HCAI, HCII 2025 Late Breaking Work, June 2025.

- “Games Beyond Violence: Using Critical Play Strategies to Counter Dominant Communicative Practices in First-Person Shooter Games.” *Beyond Play: The Transformative Power of Digital Gaming in a Deeply Mediatized Society*. University of Bremen. October 2024.
- “The Migrant Steps Project: Using Wearable Technologies to Encounter Migrant Narratives.” *Digital Shorts*. American Studies Association. New Orleans. November 2022.
- “Blurring Frames in the Boundary Space of Safe Rooms.” *Console-ing Passions*. University of Central Florida. June 2022.
- “Heritage as a Form of Digital Assemblage: An Analysis of Cultural Heritage Lab.” (En)coding Heritage Seminar Series, TORCH. The Oxford Research Centre in the Humanities Division, University of Oxford. May 2021.
- “Does This Count as Cultural Heritage? A Critical Analysis on Users’ Categorization of Heritage Objects in the 3D Model Sharing Platform ‘Sketchfab’.” *Digital Futures in and for Heritage Panel*, Association of Critical Heritage Studies 5th Biennial Conference. University College London. August 2020.
- “Can Inventive Methods of Critical Making Re-conceptualize the Notion of Digitized Heritage Objects?” *The Concept(s) of Heritage*, The Thirteenth International Conference of Young Researchers in Heritage. Australia. December 2019.
- “The Analysis of Game Environments in Exploration of Spaces.” 10th Vienna Games Conference, FROG Public. September 2016.
- “Spatial Visuality: An Exploration of the Evolution of Screen Devices.” 7th Annual Postgraduate Symposium; Exploring hyperreality, imagination and metafiction in the Creative and Visual Arts. University of York. May 2016.
- “Intersections of Art, Science and Geo-Politics with Atif Akın.” *Creative Disturbance*. Podcast. Fall 2020. <https://creativedisturbance.org>.

İdari Görevler

- Bölüm Başkanı, İletişim ve Tasarım Bölümü, Mimarlık ve Tasarım Fakültesi, Özyeğin Üniversitesi, 2025 – Günümüz.
- Chair, Communication Design, Faculty of Architecture and Design, Özyeğin University, 2023 – Present.
- Lise Yaz Okulu Komisyonu Üyesi, Mimarlık ve Tasarım Fakültesi, Özyeğin Üniversitesi, 2023 – Günümüz.
- Summer High School Committee Member, Faculty of Architecture and Design, Özyeğin University, 2023 – Present.
- İletişim ve Tasarım Bölümü Staj Komisyonu Üyesi, Mimarlık ve Tasarım Fakültesi, Özyeğin Üniversitesi, 2023–2025.
- Communication Design Department Internship Committee Member, Faculty of Architecture and Design, Özyeğin University, 2023–2025.
- Tasarım, Teknoloji ve Toplum Lisansüstü Programı Kabul Komisyonu Üyesi, Sosyal Bilimler Enstitüsü, 2023 – Günümüz.
- Admission Committee Member, Design, Technology and Society Graduate Program, Graduate School of Social Sciences, Özyeğin University, 2023–Present.