

### **Adı Soyadı / Name Surname:**

Doktor Öğretim Üyesi / Assistant Professor Gökçe Elif Baykal

### **Eğitim / Education**

Doktora / *PhD*: Design, Technology & Society Program, Koç University

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

Lisans / *Bachelor's Degree*: Sociology, Mamara University

### **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**

Balcı, F., **Baykal, G. E.**, Göksun, T., Kisbu-Sakarya, Y., Yantaç, A.E. (forthcoming, submitted in December 2019, accepted in May 2021). My Creative World (MCW): Improving creative thinking in elementary school children. *Creativity Research Journal*.

**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.

**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**

**Baykal, G.E.**, Eriksson, E., Torgersson, O. (değerlendirme aşamasında, başvuru tarihi 21 Ocak 2022), The Role of Learning Theory in Child-Computer Interaction - A Semi-Systematic Literature Review. *Proceedings ACM Interaction Design and Children (IDC'22)*. Braga, Portugal.

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, *Proceedings of DIS '21: Designing Interactive Systems Conference*, 718–733. <https://doi.org/10.1145/3461778.3462023>

Van Mechelen, M., Wagner, M. L., **Baykal, G. E.**, Charlotte Smith, R., & Sejer Iversen, O. S. (2021). Digital Design Literacy in K-9 Education: Experiences from Pioneer Teachers. *Proceedings of Interaction Design and Children Conference*, 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 Me-diator of Children's Collaborative Interaction. *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). 18 Years of Ethics in Child-Computer Interaction Research: A Systematic Literature Review. *Proceedings ACM Interaction Design and Children (IDC'20)*. London, UK. <https://doi.org/10.1145/3392063.3394407>

Van Mechelen, M., **Baykal, G. E.**, Eriksson, E., Iversen, O. S., Gilutz, S., Hourcade, J. P., Gielen, M., Walsh, G., Read, J. (2020). Teaching the Next Generation of Child-Computer Interaction Researchers and Designers. *Proceedings ACM Interaction Design and Children (IDC'20)*. London, UK.

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

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

Eriksson, E., **Baykal, G. E.**, Björk, S., & Torgersson, O. (2019). Using Gameplay Design Patterns with Children in the Redesign of a Collaborative Co-located Game. *Proceedings of the 18th ACM International Conference on Interaction Design and Children*, 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. *Proceedings of the FabLearn Europe 2019 conference on Creativity and Making in Education*, 15-24. ACM. <https://doi.org/10.1145/3335055.3335070>

**Baykal, G. E.**, Van Mechelen, M., Göksun, T., & Yantaç, A. E. (2018). Designing with and for Preschoolers: A Method to Observe Tangible Interactions with Spatial Manipulatives. *Proceedings of the Conference on Creativity and Making in Education*, 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. *Proceedings ACM CHI Conference on Human Factors in Computing Systems*, 592. ACM. <https://doi.org/10.1145/3173574.3174166>

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

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

**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. *Ulusal Tasarım Araştırmaları Konferansı, UTAK 2018-3*, 467-482. 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. (under review, invited chapter). Çocuk-nesne etkileşimi ile mekânsal öğrenme arasındaki ilişki: Oyun, beden ve teknoloji aracılığıyla nesne etkileşiminin zenginleştirilmesine yönelik öneriler. In B. Ateş (Ed.), *Erken/İlk Okur-yazarlık Üzerine Araştırmalar*. İstanbul: Koç University Press (in Turkish).

**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.) *Akıl Çocuk Hali: Zihin Gelişimi Araştırmaları* (2. Baskı). İstanbul: Koç Üniversitesi Yayınları. ISBN: 6059389341

### **Diğer Yayınlar / Other Publications**

Jennings, N., Gruber, F., Lahusen, S., Hildebrand, E., Koray, S., **Baykal, G.E.**, Paula, G., Toro, Y., Klempin, A., Sirichotchanan, 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.

### **Araştırmacı ID Bilgileri / Researcher ID**

Researcher ID (Web of Science): AAS-9824-2020  
Author ID (Scopus): 57191035106  
ORCID: 0000-0002-3740-1057  
Google Scholar ID: ZCxpY88AAAAJ

### **Araştırma Projeleri / Research Projects**

#### **Uluslararası Fonlu Projeler / International Funded Projects:**

**1.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

**2.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

#### **Ulusal Fonlu Projeler/ National Funded Project**

**1.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

## **Eğitim-Öğretim Görevleri / Teaching Experience**

### **Dersler (Lisans) / Undergraduate Courses**

Özyeğin Üniversitesi, Turkey

- Interaction Design, Fall 2020-2021, 2021-22 (4 ECTS) - 3<sup>rd</sup> year, 5<sup>th</sup> semester BA mandatory course (weekly 3 hours, theory and practice)
- User Experience Evaluation, Spring 2020-2021, 2021-22 (4 ECTS) - 3<sup>rd</sup> year, 6<sup>th</sup> semester BA mandatory course (weekly 3 hours, theory and practice)
- Concept Development in Design, Spring 2021-2022 (4 ECTS) – 1<sup>st</sup> year, 2<sup>nd</sup> semester BA mandatory course (weekly 3 hours, theory and practice)

Aarhus University, Denmark

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

Koç University, Turkey

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

Sabancı University, Turkey

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

### **Dersler (Lisansüstü) / Postgraduate Courses**

- Design Research Practicum, Güz 2020-2021 (7,5 ECTS) - Tasarım, Teknoloji, Toplum Doktora Programı dersi
- Mediating Collaborative Interaction Design, Bahar 2021-2022 (7,5 ECTS) - Tasarım, Teknoloji, Toplum Doktora Programı dersi

## **Diğer Görevler / Other Tasks and Experiences**

Özyeğin University, Communication Design Department, Erasmus Program Coordinator

Özyeğin University, Design Interactions Lab, Codirector

## **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**

- **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

Özyeğin Üniversitesi Mimarlık ve Tasarım Fakültesi / Özyeğin Üniversitesi Faculty of Architecture and Design

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***

### **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).

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.

Baykal, G.E., Oranç, C., Çorlu, D., Van Mechelen, M., Child-Centered Design for Public Play Space in an Aegean Village, Yahşiworkshops#42. 15-30 July 2018. Yahşibey Design Workshops, Dikili, Turkey.

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.

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, 3<sup>rd</sup> International Canlandırınlar Festival, 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, 3<sup>rd</sup> 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***

- FabLearn Europe'22 / MakeEd – an international conference on Computing, Design and Making in Education, **Technical Chair** (FabLearn'22, Copenhagen, Denmark)
- UTAK Ulusal Tasarım Araştırmaları Konferansı **Associate Chair** (UTAK'22, Ankara, Turkey)
- ACM Interaction Design and Children (IDC) Conference, **Committee Member Publicity Chair** (IDC'20, London, UK) Demos and Arts Chair (IDC'18, Trondheim, Norway)
- ACM NordiCHI Conference, **Associate Chair** (NordiCHI'20, Tallinn, Estonia)
- UTAK Ulusal Tasarım Araştırmaları Konferansı **Associate Chair** (UTAK'18, Ankara, Turkey)

### **Jüri Üyelikleri / Jury Memberships**

- Ceylan Beşevli, Design, Technology and Society Graduate Program, Koç Univesity
- Seda Konan, Design, Technology and Society Graduate Program, Özyeğin University
- Hayati Havlucu, Design, Technology and Society Graduate Program, Koç University
- Yasemin Yıldırım, Design, Technology and Society Graduate Program, Özyeğin University

### **Bilimsel Hakemlikler / Scientific Refereeing**

- International Journal of Child-Computer Interaction
- Journal of Learning and Instruction
- METU Journal of the Faculty of Architecture

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

- Association for Computing Machinery (ACM)
- Commonsense Media
- Canlandırınlar 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 Screenshotter (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)

SALON2 Architecture, Freelance Communications Consultant (Oct 2012 – Dec 2012) Augmented Structures v2.0 – selected for 1. Istanbul Design Biennial, Soundcloud – collaboration with NOHLab, performed by Ankara State Polyphonic Choir

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