

YAVUZ SAMUR

Assistant Professor

[Bahçeşehir University](http://Bahcesehir University)

Faculty of Educational Sciences

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Education

Ph.D., Instructional Design and Technology, GPA 3.84/4.00

2009-2012 Virginia Tech,

Department of Learning Sciences and Technologies,

School of Education,

Blacksburg, Virginia, USA

M.Sc., Curriculum and Instruction, GPA 3.79/4.00

2007-2009. Mugla University,

Department of Educational Sciences,

Faculty of Education,

Mugla, Turkey

B.S., English Language Teaching, GPA 3.73/4.00

2003-2007. Mugla University,

Department of Foreign Languages Education,

Faculty of Education,

Mugla, Turkey

High School, Foreign Language, GPA 3.92/4.00

2000-2003. Bartın Davut Fıncıoğlu Anatolian High School,

Bartın, Turkey.

Professional Experiences

Teacher, English Teacher, Primary and Middle School, Inegol, Bursa - Turkey. [August, 2007 – August 2009]

Taught English as a foreign language to the primary and middle school students for four semesters (two academic years). My academic appointment and teaching duties were in the English as a foreign language course where I directed and served on primary and middle school students by using different instructional technologies, eLearning, Computer-assisted instruction etc.

Graduate Research Assistant in the School of Education at Virginia Tech, part-time temporary faculty employment (July 6, 2010- August 13, 2010) to assist Michael Evans in writing research proposals for NSF and IES.

The activities for the Summer II work session (July 6- August 13, 2010) included: (1) conducting an extensive literature review of targeted reports (e.g., Pockets of Potential, Fostering Learning in the Networked World), national surveys, (e.g., Teens and Mobile Phones), and journal articles in the areas of situated learning, digital game-based learning, mobile learning, and mathematics education; (2) constructing 3-4 storyboards of iPod game designs that draw from sound cognitive psychology, game design, and mathematics pedagogy principles; (3) conducting a focus group session with local middle and elementary school mathematics teachers to identify needs and recruit members for a Steering Committee; and (4) conducting at least one (1) site visit to Blacksburg Middle School and Eastern Montgomery Elementary School. Each of the identified activities speaks directly to shortcomings noted by reviewers of a previous pre-proposal to the NSF, DR-K12 program submitted by Evans and Deater-Deckard in Fall, 2009, and submitted by Deater-Deckard to the Institute of Education Sciences CaSL Program in Summer 2009. I reported to Dr. Michael A. Evans, Principal Investigator on the project.

Research Assistant in the School of Education at Virginia Tech, effective July 10, 2011. The end date of the appointment was August 9, 2011. My assignment was to assist Dr. Michael Evans to:

(1) conduct extensive literature review of targeted reports and journal articles in the areas of digital game-based learning, pre-algebra mathematics education, and engagement as related to games and algebra readiness; (2) conduct usability and playability inspections of 5-10 off-the-shelf educational math apps designed for the Apple iOS platform (i.e., iPod Touch and iPad); (3) conduct usability test and report of in-house developed prototype app, the Candy Factory Game; (4) draft

professional development workshop brief for middle school mathematics teachers; and (5) prepare an approximately 20-page report of findings from literature review, usability tests, and playability inspections.

Graduate Research Assistant in Office of Educational Research and Outreach, effective from August 16, 2011 to May 15, 2012. I worked for the National Science Foundation (NSF) project titled as "Gateways to Algebraic Motivation, Engagement and Success (GAMES): Supporting and Assessing Fraction Proficiency with Game-Based, Mobile Applications and Devices" (Project number #1118571 and the granted amount \$1,373,038). For more information, please go to: ltrg.centers.vt.edu. My assignments were to:

(1) design at least three educational & instructional games that can be played in iOS platforms mainly iPads; (2) conduct research on the games designed by the team in the classroom settings; (3) develop instruments to assess students' achievement and engagement; (4) conduct extensive literature review of targeted reports and journal articles in the areas of digital game-based learning, pre-algebra mathematics education, and engagement as related to games and algebra readiness; (5) conduct usability and playability inspections of off-the-shelf educational math apps designed for the Apple iOS platform (i.e., iPod Touch and iPad); (6) write articles based on the research done to publish in highly cited journals.

8.3.1. Candy Factory Educational Game for iPad, is an educational game focusing on mathematics (fractions). It was the outcome product based on my work in this Project. My part was to design the whole game in terms of game mechanics and game design principles relying on the educational and engaging aspect of the game. It is available in iTunes AppStore and can be downloadable for free of charge. Some screenshots from the game are attached to the dossier within the file #8.3. For more information, please go to:

<https://itunes.apple.com/us/app/candyfactory-educational-game/id533213891?mt=8>

8.3.2. Candy Span, is an educational game focuses on the executive functioning of the working memory. My part was to design the game in terms of game mechanics and game design principles. CandySpan is a simple, fun puzzle game that challenges "working memory". It also can be used by researchers and educators, to measure the current skill level. "Try out your skills" to see how well the working memory functions. You can go through the four levels of the game to

stretch yourself and improve your skills. For more information, please go to:
<https://itunes.apple.com/us/app/candyspan/id591466448?mt=8>

Graduate Laboratory Assistant in Faculty Development Institute, effective from May 16, 2012 to July 12, 2012. I worked for the Department of Learning Sciences as a lab assistant for Ed Schwartz. My assignments were to:

- (1) assist faculty members and presenters during workshops;
- (2) provide workshop feedback;
- (3) assist workshop participants;
- (4) provide administrative and logistical support;
- (5) set up sessions.

Head of Department, at Bahçeşehir University, Faculty of Educational Sciences, Department of Computer Education and Instructional Technology, effective from May 1st, 2017.

Program Coordinator, at Bahçeşehir University, Institute of Educational Sciences, Educational Technology Master Programme (Turkish and English, Thesis and Non-Thesis), effective from December 1st, 2014.

Assist. Prof. at Bahçeşehir University, Faculty of Educational Sciences, Department of Computer Education and Instructional Technology, effective from September 1st, 2012 and teaching/taught following courses in English/Turkish in last years:

Academic Year	Semester	Course Title	Hours		Number of Students
			Theory	Practice	
2012-2013	Fall	Distance Education CET3035 (BA)	2	2	17
		Information and Communication Technologies in Education CET1001 (BA)	3	2	37
		Game-based Learning CET3054 (BA)	3		35
	Spring	Instructional Design CET2026 (BA)	2	2	36
		Multimedia Design in Education CET3028 (BA)	2	2	13
		Game-based Learning EDT5014 (MA)	3		11

	Summer	New Media and Media Literacy in Education EDS4010 (BA)	2	2	11
2013-2014	Fall	Distance Education CET3035 (BA)	2	2	26
		Information and Communication Technologies in Education CET1001 (BA)	2	2	18
		Instructional Design CET2026 (BA)	2	2	24
		Oyun Temelli Öğrenme EDT5114 (MA)	3		9
2013-2014	Spring	Multimedia Design in Education CET3028 (BA)	2	2	25
		Project Development (BA) CET4004	3		11
		Eğitimde Çoklu Ortam Tasarımı (MA) EDT5104	3		9
		Designing Integrated Media Environments (DR) EDT6104	3		8
2014-2015	Fall	Educational Technology, Field, Theory, and Profession (MA) EDT 5001	3		11
		Eğitim Teknolojisinin Temelleri (MA) EDT 5101	3		11
		Instructional Design CET2026 (BA)	2	2	24
2014-2015	Spring	Game Based Learning (MA)	3		21
		Multimedia Design in Education CET3028 (BA)	2	2	24
2014-2015	Summer	Selected Topics in Educational Technology (MA)	3		11
2015-2016	Fall	Educational Technology, Field, Theory, and Profession (MA) EDT 5001	3		13
		Instructional Design EDT5003 (MA)	3		20
	Spring	Game based Learning EDT5014 (MA)	3		24

		Digital Game Based Learning, Theories, Applications, Research EDT6012 (DR)	3		6
2016-2017	Fall	Eğitim Teknolojisinin Temelleri (MA) EDT 5101	3		8
		Educational Technology, Field, Theory, and Profession (MA) EDT 5001	3		20
	Spring	Multimedia Design in Education CET3028 (BA)	2	2	20
		Multimedia Design in Education EDT 5004 (MA)	3		12
		Eğitimde Çoklu Ortam Tasarımı (MA) EDT5104	3		21
2017	Summer	Advanced Instructional Design (MA)	3		11

DR: Doctoral Level Course

MA: Master of Arts Level Course

BA: Bachelor Level Course

Dissertation

Samur, Y. (2012). Measuring engagement effects of educational games and virtual manipulatives on mathematics, (Doctoral Dissertation). Virginia Polytechnic Institute and State University, Department of Learning Sciences and Technologies, School of Education, Blacksburg, Virginia, USA. ([Click for the dissertation](#))

Thesis

Samur, Y. (2009). The effect of brain-based e-learning on 7th grade primary school students' academic achievement and attitudes towards English course. Mugla University, Social Sciences Institute, Mugla, Turkey.

Thesis Supervised

Yalavaç, G. (2015). Students', teachers' and parents' perceptions in after school online course in a middle school– a case study. Bahcesehir University, Department of Educational Technology, Institute of Educational Sciences, Istanbul, Turkey.

Şahin, M. (2015). Oyun Temelli Öğrenmenin 5. Sınıf Öğrencilerinin Fen Bilimleri Dersindeki Başarılarına ve Tutumlarına Etkisi (The effect of game based learning on 5th grade students' academic achievement and attitudes towards science). Bahcesehir University, Department of Educational Technology, Institute of Educational Sciences, Istanbul, Turkey.

Bulut, D. (2015). Eğitsel oyun tasarlama sürecinin öğrencilerin yaratıcılıklarına etkisi (The process of educational game design on students' creativity). Bahcesehir University, Department of Educational Technology, Institute of Educational Sciences, Istanbul, Turkey.

Karagöz, N. B. (2015). Öğrencilerin fen bilimleri dersi deneylerini animasyonlaştırmasının akademik başarı, tutum ve motivasyonlarına etkisi (The effect of animating the science experiments on students' academic achievement, motivation and attitudes). Bahcesehir University, Department of Educational Technology, Institute of Educational Sciences, Istanbul, Turkey.

Gençer, M. S. (2016). Educational leadership and change management: A case study on one to one laptop program implementation. Bahcesehir University, Department of Educational Technology, Institute of Educational Sciences, Istanbul, Turkey.

Demir, D. (2016). The effects of immediate feedback interventions with different contexts through computer assisted formative assessment on transfer of learning. Bahcesehir University, Department of Educational Technology, Institute of Educational Sciences, Istanbul, Turkey.

Kal, O. (2016). Designing a virtual reality educational game for cinematic storytelling education, Bahcesehir University, Department of Game Design, Institute of Social Sciences, Istanbul, Turkey.

Journal Articles (by date)

Samur, Y. (2009). Can we use Second Life for language learning and instruction? *Language Journal*, 145, 86-94.

- Samur, Y.** (2011). Using wikis as a support and assessment tool in collaborative digital game-based learning environments. *Turkish Online Journal of Distance Education*, 12 (2), 71-76.
- Samur, Y.** & Duman, B. (2011). How an awareness of the biology of learning may have an effect on performance. *Education as Change*, 15 (2), 83-97.
- Samur, Y.** (2011). Second Life as a language learning tool (EFL). *Turkish Online Journal of Distance Education*, 12 (3/2), 23-30.
- Samur, Y.** (2011). Learning vocabulary with Facebook games: Is it possible? *Ohio TESOL Journal*, 4 (1), 19-23.
- Samur, Y.** (2012). Redundancy effect on retention of vocabulary words using multimedia presentation. *British Journal of Educational Technology*, 43 (6), 166-170. doi: 10.1111/j.1467-8535.2012.01320.x
- Chang, M., Evans, M., Kim, S., Norton, A., & **Samur, Y.** (2015). Differential effects of learning games on mathematics proficiency. *Educational Media International*. 52 (1), 1-11. DOI:10.1080/09523987.2015.1005427
- Chang, M., Evans, M., Kim, S., Norton, A., Deater-Deckard, K., & **Samur, Y.** (2015). The effects of an educational video game on mathematical engagement. *Education and Information Technologies*. 1-15. DOI: 10.1007/s10639-015-9382-8
- Yalavaç, G., & **Samur, Y.** (2016). Students' and teachers' perceptions of after school online course. *European Journal of Contemporary Education*, 15 (1), 147-162. DOI: 10.13187/ejced.2016.15.147
- Gencer, M. S. & **Samur, Y.** (2016). Leadership styles and technology: Leadership competency level of educational leaders. *Procedia - Social and Behavioral Sciences*, 229 (2016), 226-233.

Book Reviews (by date)

- Samur, Y.** & Evans, M. A. (2011). [Review of the book *Learning Science through Computer Games and Simulations*, by M. A. Honey & M. Hilton]. *British Journal of Educational Technology*, 42 (6), E171-E172. doi: 10.1111/j.1467-8535.2011.01247_6.x

Samur, Y. (2012). [Review of the book *How to do things with videogames*, by I. Bogost]. *British Journal of Educational Technology*, 43 (2), E67. doi: 10.1111/j.1467-8535.2012.01297.x

Samur, Y. (2013). [Review of the book *Computer games and instruction*, by Fletcher, J D & Tobias, S.]. *British Journal of Educational Technology*, 44 (3), E101. doi:10.1111/bjet.12045

Conference Papers and Presentations (by date)

Duman B., **Samur Y.**, & Akgün E. (2008, September). *Ve öğrenme-öğretme kalitesi sorgulanmalı (And the quality of learning-instruction should be questioned)*. Paper session presented at the annual meeting of 17. Ulusal Eğitim Bilimleri Kongresi, Sakarya Üniversitesi, Türkiye.

Duman B., Akgün E., & **Samur Y.** (2009, May). *Öğretmen adaylarının tercih ettikleri eğitim felsefelerine göre demokratik teamülleri (Democratic inclinations of teacher candidates according to their preferred educational philosophies)*, Paper session presented at the I. Uluslararası Avrupa Birliği, Demokrasi, Vatandaşlık ve Vatandaşlık Eğitimi Sempozyumu, Uşak Üniversitesi, Türkiye.

Duman B., Akgün E., & **Samur Y.** (2009, May). *Öğretmen adaylarının eleştirel düşünme becerileri ile demokratik tutumları arasındaki ilişki (The relationship between critical skills and democratic attitudes of pre-service teachers)*, Paper session presented at the I. Uluslararası Avrupa Birliği, Demokrasi, Vatandaşlık ve Vatandaşlık Eğitimi Sempozyumu, Uşak Üniversitesi, Türkiye.

Moseley B. & **Samur Y.** (2010, April). *Using Twitter as a substitute for smart technologies in K-12 classrooms*. Roundtable discussion presented at the annual meeting of the Eastern Educational Research Association Annual Conference, Savannah, GA, USA.

Cruz, E., Moseley, B., & **Samur, Y.** (2010, February). *Using everyday tools, such as Microsoft Word 2010, screen capturing and e-mail, to foster interactivity and personalize feedback in distance education*. Poster session presented at the annual meeting of the Conference on Higher Education Pedagogy Conference, Centre for Instructional Development and Educational Research (CIDER), Virginia Polytechnic Institute and State University, Blacksburg, VA, USA.

- Cruz, E., **Samur, Y.**, & Moseley, B. (2010, October). *Mitigating distance learner's isolation through personalized feedback (DDL)*. Poster session presented at the annual meeting of the American Educational Communications and Technology International Convention (AECT), Anaheim, CA, USA.
- Samur, Y.**, Dannenberg, D., & Evans, M. A. (2010, October). *Using Second Life as a language learning tool*. Paper session presented at the annual meeting of Association of Educational Communications and Technology International Convention (AECT), Anaheim, CA, USA.
- Samur, Y.** (2011, February). *Learning vocabulary with Facebook games: Is it possible?* Poster session presented at the Conference on Higher Education Pedagogy, Centre for Instructional Development and Educational Research (CIDER), Virginia Polytechnic Institute and State University, Blacksburg, VA, USA.
- Samur, Y.** (2011, February). *Brain and game-based learning*. Roundtable discussion at the Eastern Educational Research Association (EERA) Annual Conference, Sarasota, FL, USA.
- Samur, Y.**, Akgun, E., & Duman, B. (2011, May). *Distance education in Turkey: Past-present-future*. Paper session presented at the International Higher Education Congress: New Trends and Issues (UYK-2011), Istanbul, Turkey.
- Samur, Y.** & Duman, B. (2011, November). *Using wikis as a support and assessment tool in collaborative digital game-based learning environments*. Poster session presented at the annual meeting of Association of Educational Communications and Technology International Convention (AECT), Jacksonville, FL, USA.
- Samur, Y.** & Duman, B. (2011, November). *The effects of brain-based e-learning (BBEL) on students' achievement and attitudes towards English*. Poster session presented at the annual meeting of Association of Educational Communications and Technology International Convention (AECT), Jacksonville, FL, USA.
- Samur, Y.** & Evans, M. A. (2012, April). *The effects of serious games on performance and engagement: A review of the literature (2001-2011)*. Poster session presented at the annual meeting of American Educational Research Association (AERA), Vancouver, British Columbia, Canada.
- Samur, Y.** (2013, June). *Engaging attributes of educational games*. Paper session presented at the 7th International Computer and Instructional Technologies Symposium (ICITS), Erzurum, Ataturk University, Turkey.

Samur, Y. (2013, June). *Will teachers use digital educational games in future?* Paper session presented at the 7th International Computer and Instructional Technologies Symposium (ICITS), Erzurum, Ataturk University, Turkey.

Karadeniz, Ş., Özden, M. Y., & **Samur, Y.** (2014, April). *Fostering Algorithmic Thinking through Gamified Activities in Kindergarten.* Paper session presented at the International Conference on New Trends in Educational Technology INTET 2014, Famagusus, Turkish Republic of Northern Cyprus.

Samur, Y. (2014, April). *Gamifying Distance Education.* Paper session presented at the International Conference on New Trends in Educational Technology INTET 2014, Famagusus, Turkish Republic of Northern Cyprus.

Samur, Y. (2014, August). *Gamifying preschool students' activities.* Paper session presented at the International Conference on New Trends in Education, Bahcesehir University, İstanbul, Turkey.

Samur, Y. & Sarsar, F. (2014, August). *Digital games and kids: What is good/bad?* Paper session presented at the International Conference on New Trends in Education, Bahcesehir University, İstanbul, Turkey.

Karagöz, B., Tecen, B., Yahyaoğlu, Y. & **Samur, Y.** (2014, August). *The impact of Mayer's sound principle on learning attainment levels of pre-schoolers.* Paper session presented at the International Conference on New Trends in Education, Bahcesehir University, İstanbul, Turkey.

Samur, Y. & Gençay, B. (2014, September). *iPad in Education: Views of Private School Students, Teachers, and Parents.* Paper session presented at the 8th International Computer and Instructional Technologies Symposium (ICITS), Edirne, Trakya University, Turkey.

Karagöz, B., Şengül, Ö. & **Samur, Y.** (2014, September). *Eğitsel matematik oyununun I. dereceden denklemler ve eşitsizlikler konusuna ilişkin lise 9. sınıf öğrencilerinin akademik başarısına etkisi.* Paper session presented at the 8th International Computer and Instructional Technologies Symposium (ICITS), Edirne, Trakya University, Turkey.

Onat, E. C. & **Samur, Y.** (2014, September). *Does personalization always work in multimedia integrated environments? An example from English for Academic*

Purposes Course. Paper session presented at the 8th International Computer and Instructional Technologies Symposium (ICITS), Edirne, Trakya University, Turkey.

Talayhan, H. Z. & **Samur, Y.** (2014, September). *Does music hurt multimedia presentations?* Paper session presented at the 8th International Computer and Instructional Technologies Symposium (ICITS), Edirne, Trakya University, Turkey.

Metem, S. E., Merter, K., & **Samur, Y.** (2014, September). *Should there be a limitation for segmenting principle in multimedia presentations?* Paper session presented at the 8th International Computer and Instructional Technologies Symposium (ICITS), Edirne, Trakya University, Turkey.

Kaya, S. & **Samur, Y.** (2014, September). *Alman dili eğitiminde dijital oyun kullanımı*. Poster session presented at the 8th International Computer and Instructional Technologies Symposium (ICITS), Edirne, Trakya University, Turkey.

Samur, Y., Garipağaoğlu, B. Ç., & Karadeniz, Ş. (2014, October). *Development of a tablet computer use scale: Student perceptions*. Paper session presented at the International Society of Educational Research (ISER) World Conference, Cappadocia, Turkey.

Samur, Y. (2015, April). *Gamifying a hybrid graduate course*. Paper session presented at the Global Learn Conference, FernUniversität in Hagen, Berlin, Germany.

Samur, Y., Garipağaoğlu, B. Ç., & Karadeniz, Ş. (2015, May). *Student perceptions of tablet computer use*. Paper session presented at the Digital Life Environments, Istanbul University, Turkey.

Bulut, D. & **Samur, Y.** (2015, September). *Oyun tasarlama sürecinin öğrencilerin yaratıcılıklarına etkisi*. Paper presented at the 3rd Instructional Technology and Teacher Education Symposium (ITTES), Trabzon, KTU University, Turkey.

Özer, A. & **Samur, Y.** (2015, September). *Uzaktan eğitimde oyunlaştırma*. Paper presented at the 3rd Instructional Technology and Teacher Education Symposium (ITTES), Trabzon, KTU University, Turkey.

Gençer, M. S. & **Samur, Y.** (2015, December). *Leadership styles and technology: Leadership competency level of educational leaders*. Paper presented at the 5th International Conference on Leadership, Technology, Innovation and Business Management (ICLTIB), Istanbul, YTU University, Turkey.

Bulut, D. & **Samur, Y.** (2016, April). *Dijital Eğitsel oyun tasarımının öğrencilerin yaratıcılıklarına etkisi*. Paper presented at the Conference of Good Examples in Education (Eğitimde İyi Örnekler EIOK), Istanbul, Sabancı University, Turkey.

Bahadır, A. & **Samur, Y.** (2016, April). *Eğitimde sosyal medya: Facebook ve uygulamaları*. Paper session presented at the 3rd International Conference on New Trends in Education, Ege University, İzmir, Turkey.

Kaya, F. B. & **Samur, Y.** (2016, April). *Robotik destekli uygulamaların öğrencilerin bilimsel süreç becerileri, akademik başarıları ve motivasyonları üzerindeki etkisi: Bir içerik analizi çalışması*. Paper session presented at the 3rd International Conference on New Trends in Education, Ege University, İzmir, Turkey.

Samur, Y., Garipağaoğlu, B. Ç., & Karadeniz, Ş. (2016, April). *Developing a scale for student perceptions on the use of educational apps in tablet computers*. Paper session presented at the 3rd International Conference on New Trends in Education, Ege University, İzmir, Turkey.

Books/Book Chapters

Samur, Y. (2014). Research in Education. *Introduction to Educational Sciences*, B. Aybek (Editör), (s. 49-79), Ankara: Anı Yayıncılık.

Samur, Y. (2015). Focusing on Collecting Data and Limiting the Data: Later Design Issues (Çeviri). *Qualitative Data Analysis*, S. Akbaba Altun, A. Ersoy (Editör), (s. 40-50), Ankara: Pegem Akademi.

Samur, Y. (2015). Game Design and Game Thinking. *Gamification*, E. A. Yılmaz, (s. 11-15), İstanbul: Abaküs.

Arkün Kocadere, S. & **Samur, Y.** (2016). From Games to Gamification, *Educational Technology Readings*, A. İşman, H. F. Odabaşı, B. Akkoyunlu (Editör), (s. 397-416), TOJET Sakarya Üniversitesi. ISBN: 978-605-318-448-5

Samur, Y. (2016). *Digital Game Design*. İstanbul: Pusula Yayıncılık.

Samur, Y. (2016). *Digital Game Design: Activity Book for Kids Grade 1*. İstanbul: Pusula Yayıncılık.

Samur, Y. (2016). *Digital Game Design: Activity Book for Kids Grade 2*. İstanbul: Pusula Yayıncılık.

Samur, Y. (2016). *Digital Game Design: Activity Book for Kids Grade 3*. İstanbul: Pusula Yayıncılık.

Samur, Y. (2016). *Digital Game Design: Activity Book for Kids Grade 4*. İstanbul: Pusula Yayıncılık.

Work in Progress

Samur, Y. (in progress). Measuring engagement effects of educational games and virtual manipulatives on mathematics.

Samur, Y. & Evans, M. A. (in progress). The literature review on the effects of educational games on performance and engagement between the years 2001 and 2011.

Non-Peer Reviewed Presentations & Seminars & Short Courses & Workshops

Samur, Y. (2012, May). *The educational games and how to use them and their specific features in classroom settings*. Presented at the workshop on Exploration of Emerging Technologies for Active and Engaged Learning, Faculty Development Institute (FDI), Blacksburg, Virginia, USA.

Samur, Y. (2013, March). *Seminar on Digital Games and Children (for parents)*. BJK Collage, İstanbul, Turkey.

Samur, Y. (2013, March). *Seminar on Digital Games and Learning (for students)*. BJK Collage, İstanbul, Turkey.

Samur, Y. (2013, March). *Seminar on Digital Games and Instruction (for teachers)*. BJK Collage, İstanbul, Turkey.

Samur, Y. (2013, March). *Gamification Workshop*. Bahçeşehir University Gaming Lab (BUG) and İşte Oyun, İstanbul, Turkey.

Samur, Y. (2013, May). *Seminar on Media Literacy and Social Media Use (for students)*. Bahçeşehir Collage - Florya, İstanbul, Turkey.

Samur, Y. (2013, -). *Seminar on Effective and Entertaining Course Instruction (for teachers)*. Various Collages in İstanbul, Turkey.

Samur, Y. (June, 7, 2013), *Panel, Games: Expectations, Opportunities, Concerns*, 7th International Computer and Instructional Technologies Symposium (ICITS), Erzurum, Ataturk University, Turkey.

Samur, Y. (2013, -). *Seminar, 21st Century Skills, ICT Skills*, March 15 2014, Hilton Convention Center, Bursa, Türkiye.

Samur, Y. (2014, -). *Seminar, Media Literacy, Social Media Use and Digital Games*, Bahçeşehir Collage- Bahçeşehir, April 2014, İstanbul, Türkiye.

Samur, Y. (2014, April). *Gamification, Educational Technology Summit*, Yıldız Technical University, April 31 2014, İstanbul, Türkiye.

Samur, Y. (2014, April). *University within School: Theory to Practice*, Educational Technology Summit, Yıldız Technical University, April 31 2014, İstanbul, Türkiye.

Karadeniz, Ş. & **Samur, Y.** (2014, August). *Developing algorithmic thinking through games*, Workshop session presented at the International Conference on New Trends in Education, Bahcesehir University, İstanbul, Turkey.

Samur, Y. (2014, -). *Training, Self-regulation Skills, MSLQ, Critical Thinking, Problem Solving, Creativity, Communication Skills*, Various Collages, İstanbul, Türkiye (Teacher Evaluations 9/10).

Samur, Y. (2014, -). *Seminar, Yurtlarda Bilgi Teknolojileri Kullanımı, Politikalar, Sorunlar ve Çözümler, Online İşbirliği Araçları, Dijital Oyunlar ve Sosyal Medya*, MEB Hizmetiçi Eğitim Dairesi Başkanlığı ve Aydın Doğan Vakfı Baba Beni Okula Gönder Projesi, 21 Kasım 2014, İstanbul, Türkiye.

Samur, Y. (2014, -). *Seminar, Digital Games in Digital Age, Being a Parent in Digital Age*, II. Parental Congress, VKV Koç Özeli İlkokulu, Ortaokulu ve Lisesi, 22-23 Kasım 2014, İstanbul, Türkiye.

Samur, Y. (2014, -). *Seminar*, Digital Education and Individualized Education, Bahçeşehir University, Parents, December 2014, İstanbul Türkiye.

Awards, Honors, and Scholarships

2003 Fall – 2004 Spring – 2004 Fall – 2005 Spring – 2005 Fall – 2006 Spring – 2006 Fall – 2007 Spring – 2007 Fall – 2008 Spring – 2008 Fall – 2009 Spring – **Honor Student**

2005-2006 **Erasmus Exchange Student Scholarship** (Hogeschool van Arnhem en Nijmegen - The Netherlands) – European Union – Turkish National Agency

2009, 2010, 2011 **Travel Award**, Virginia Tech, Department of Learning Sciences and Technologies, School of Education, for presenting research at the various conferences.

2009-2011 Fulbright Scholarship – **Fulbright Doctoral Student Scholarship**

2015 April **Erasmus Faculty Exchange Scholarship** (The University of Twente - The Netherlands) – European Union – Turkish National Agency

Professional Memberships

- Fulbright Association
- Institute of International Education (IIE)
- Association for Educational Communications and Technology (AECT)
- American Educational Research Association (AERA)

Service

September, 2008 - June, 2009, *President*, Body of English Teachers in Inegol, Inegol Directorate of National Education, Bursa, Turkey.

August, 2010 – June, 2011, *President*, Turkish Student Association (Graduate Level Organization), Virginia Tech.

October 26-31, 2010, Anaheim, CA, USA; *Volunteer*, American Educational Communications and Technology Conference (AECT).

March, 2011, *Division of Distance Learning, Reviewer* for 2011 American Educational Communications and Technology Conference (AECT).

May, 2011 – May, 2012, *President*, Instructional Technology Student Association (Graduate Level Organization), Virginia Tech.

August, 2011 – June, 2012, *President*, Turkish Student Association (Graduate Level Organization), Virginia Tech.

March, 17, 2012, *Panel Member*, Getting Through the Exams, from Pre-Prelim Through Dissertation Defense, Instructional Technology Student Association, Virginia Tech.

2011, - *Book Reviewer* for the British Journal of Educational Technology.

February, 2013 – Present, *Manuscript Reviewer*, Educational Sciences: Theory & Practice.

September, 2012 – Present, *Advisor*, Computer Education and Instructional Technologies Student Association, Bahcesehir University.

September, 2013 - Conference Organisation, The European Conference on Educational Research ECER 2013, European Educational Research Association EERA, Bahçeşehir University, 9-13 Sept 2013, İstanbul.

December, 2013 – Master Programme Coordinator, Institute of Educational Sciences, Educational Technology Master Programme (Turkish & English), Bahcesehir University.

December, 2013, Seminer Organizasyonu, Prof. Dr. Steve Harmon, College of Education, Georgia State University, ABD, Changing minds: How Technology is Transforming the Landscape of Learning, 10 Dec 2013.

August, 2014 - Conference Organisation, International Conference on New Trends in Education, Bahcesehir University, İstanbul, Turkey, 18-20 August 2014, nteconf.bahcesehir.edu.tr

2014 – *Reviewer*, The Scientific and Technological Research Council of Turkey.

2014 - *Reviewer*, European Educational Research Association (EERA) – Annual European Conference on Educational Research (ECER).

Yavuz Samur, PhD.

2014 - *Reviewer*, International Journal of Human Sciences (IJHS) / Uluslararası İnsan Bilimleri Dergisi (UIBD) (ISSN:1303-5134)

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