



PANEL 14

DİJİTAL OYUNLAR ALANINDA ULUSLARARASI VE ULUSAL DÜZENLEME VE POLİTİKALAR (OYUNLARIN DERECELENDİRMESİ)

Panel başkanları: Prof. Dr. Haşmet Gürçay
Yrd. Doç. Dr. Murat Yılmaz

“Oyunların Ulusal ve Uluslararası Araştırma Projelerindeki Yeri ve Önemi(NATA; TÜBİTAK ve AB çalışmalarımız)”

Panel sunumu – I

Merve Yıldız (*Mobil Oyunların Sınıflandırılmasına Yönelik Bir Öneri*)

Panel sunumu – II

Aras Şenyüz (*Oyunların Derecelendirilmesi ile İlgili Global Deneyimler ve Uygulama Önerileri*)



Panel Başkanının Sunumu

The place and importance of games in national and international project: Our NATO, TÜBİTAK AND EU Projects in a nutshell

Yrd. Doç. Dr. Murat YILMAZ

This talk emphasizes the place and importance of games in national and international software development projects. It starts with the theory of games from a scientific perspective and continues with potential usage of games in data collecting, training and education. In later part of this talk, I will show the usage of games in computer science projects. Firstly, I will share experiences for Erasmus+ (EU) project and discuss about the usage of game for improving skills of engineers. Secondly, I will argue about the benefits of games and show results of a TÜBİTAK project for haptic and locomotion feedback system design. Thirdly, I will briefly summarize a NATO project regarding modular game architectures that aims to build a cloud-based modular service-on-demand game framework. In addition, I will share three graduation projects that my students conducted and ultimately awarded by TÜBİTAK 2209-B. Finally, I will show the impression of a Masters thesis study, i.e. a game-based learning project that was on the traditional media titled as “Educational Game-Based Learning Framework About Laws Of The Game For Football Referees.