Mete Akcaoglu, Ph.D.

Associate Professor & Program Director | Instructional Technology Program
Georgia Southern University | 912.478.0002 | makcaoglu@georgiasouthern.edu

PROFESSIONAL EXPERIENCE

2018 - present	**Associate Professor** Instructional Technology, College of Education Georgia Southern University
August 2018 - present	**Program Director** Instructional Technology M.Ed., Ed.S., Undergraduate Minor, College of Education Georgia Southern University
2014 - 2018	**Assistant Professor** Instructional Technology, College of Education Georgia Southern University
2013 - 2014	**Assistant Professor** Instructional Design and Technology, College of Education and Human Services West Virginia University

EDUCATION

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2013	**Ph.D.**	Educational Psychology and Educational Technology **Michigan State University	East Lansing, Michigan** Dissertation Title: Cognitive and Motivational Impacts of Learning Game Design *Dissertation Director: Dr. Matthew J. Koehler*
2008	**M.A.**	Foreign Language Education **Middle East Technical University	Ankara, Turkey** Thesis Title: Exploring technology integration in English language teaching *Advisor: Dr. Betil Eröz-Tuga*
2003	**B.A.**	Foreign Language Education **Boğaziçi University	Istanbul, Turkey**

I am an Associate Professor in the Instructional Technology program at Georgia Southern University.

My research is focused on the design and evaluation of technology-rich and innovative learning environments for developing critical thinking skills in K-12 children. I am particularly interested in using game-design activities as a means of scaffolding students' problem-solving skills and STEM interests.

Google Scholar Citations:
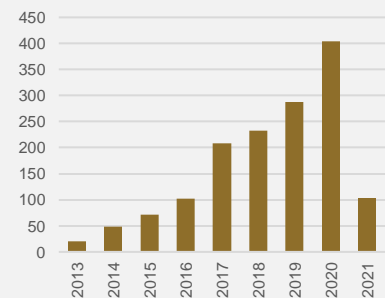
H-index (Since 2015): 18
Google Scholar Profile (Link)

Last name pronunciation:
Ak-cha-oh-loo

ACADEMIC PUBLICATIONS

JOURNAL ARTICLES

1. **Akcaoglu, M.** & Akcaoglu, M. O (Under Review). Understanding the relationship among self-efficacy, utility value, and the Community of Inquiry Framework in preservice teacher education.
2. **Akcaoglu, M.** & Hava, K. (Under Review). Simple but effective: Using reflections to improve pre-service teachers' utility value to teach with game-design.
3. **Akcaoglu, M.** & Hodges, C.B. (Revise and Resubmit). Using Twitter to form professional learning communities: An analysis of Georgia K-12 school personnel discussing educational technology on Twitter.
4. **Akcaoglu, M.,** Rosenberg, J. M., Hodges, C. B., Hilpert, J. (2021). An exploration of factors impacting middle school students' attitudes toward computer programming. *Computers in the Schools. 38*(1). https://doi.org/10.1080/07380569.2021.1882209
5. **Akcaoglu, M.,** Jensen, L. J., Gonzalez, D. (2021). Understanding children's problem-solving strategies in solving game-based logic problems. *International Journal of Technology in Education and Science (IJTES)*, *5*(2), 245-257. https://doi.org/10.46328/ijtes.98
6. Soomro, K. A., Kale, U., Curtis, R., **Akcaoglu, M.**, & Bernstein, M. (2020). An investigation of digital divide among higher education faculty. *International Journal of Educational Technology in Higher Education. 21*(2020*).* https://doi.org/10.1186/s41239-020-00191-5
7. Kale, U. & **Akcaoglu, M.** (2020). Two essential skills for future teachers: Problem-solving and teaching how to solve problems in technology-rich contexts. *Peabody Journal of Education. 95*(2). 127-138. https://doi.org/10.1080/0161956X.2020.1745612
8. Greenhalgh, S. P., Rosenberg, J. M., Willet, K. B. S., Koehler, M. J., **Akcaoglu, M.,** (2020). It's about time! Comparing synchronous and asynchronous activity in a teacher-focused Twitter. *Computers and Education.* https://doi.org/10.1016/j.compedu.2020.103809
9. **Akcaoglu, M.** & Green, L. S. (2019). Teaching systems thinking through game design. *Educational Technology Research & Development. 67*(1). DOI: 10.1007/s11423-018-9596-8.
10. **Akcaoglu, M.** & Lee, E. (2018). Using Facebook groups to support social presence in online learning. *Distance Education*. 39(3). DOI: 10.1080/01587919.2018.1476842.
11. Kale, U., **Akcaoglu, M.,** Cullen, T., Goh, D. (2018) Contextual factors influencing access to teaching computational thinking. *Computers in the Schools.* DOI: 10.1080/07380569.2018.1462630.
12. Kale, U., **Akcaoglu, M.,** Cullen, T., Goh, D., Devine, L., Clavert, N., & Grise, K. (2018) Computational what? Relating computational thinking to teaching. *TechTrends.* DOI: 10.1007/s11528-018-0290-9.
13. Kale U., & **Akcaoglu, M.** (2018). The role of relevance in future teachers' utility value and interest toward technology. *Educational Technology Research & Development. 66*(2), 283-311. DOI 10.1007/s11423-017-9547-9.
14. **Akcaoglu, M.,** Rosenberg, J. M., Ranellucci, J., Schwarz, C. V. (2018). Outcomes from a self-generated utility value intervention on fifth and sixth-grade students' value and interest in science. *International Journal of Educational Research. 87,* 67-77 DOI: 10.1016/j.ijer.2017.12.001.
15. Soomro, K. A., Kale, U., Curtis, R., **Akcaoglu, M.**, & Bernstein, M. (2018). Development of an instrument to measure faculty's information and communication technology access

(FICTA). *Education and Information Technologies, 23*(1), 253-269. DOI: 10.1007/s10639-017-9599-9.

16. Rosenberg, J. M., Greenhalgh, S., Koehler, M. J., Hamilton, E., & **Akcaoglu, M.** (2016). An investigation of state educational Twitter hashtags (SETHs) as affinity spaces. *E-Learning and Digital Media.13*(1), 24-44. doi: 10.1177/2042753016672351

17. Gutierrez, A.P., **Akcaoglu, M.**, & Chambers, W. L. (2016). Supporting metacognitive awareness and strategy use through digital photography in a rural Title-1 school. *National Youth-At-Risk Journal, 2*(1), 20-40. doi:10.20429/nyarj.2016.020103

18. Hamilton, E., Rosenberg, J. M., & **Akcaoglu, M.** (2016). Examining the Substitution Augmentation Modification Redefinition (SAMR) Model for technology integration. *TechTrends. 60*(5), 433-441. doi: 10.1007/s11528-016-0091-y

19. **Akcaoglu, M.** & Bowman, N. D. (2016). Using instructor-led Facebook groups to enhance students' perceptions of course content. *Computers in Human Behavior. 65.* 582-590 doi: 10.1016/j.chb.2016.05.029

20. **Akcaoglu, M.**, & Kale, U. (2016). Teaching to teach (with) game design: Game design and learning workshops for preservice teachers. *Contemporary Issues in Technology and Teacher Education, 16*(1), 60-81.

21. **Akcaoglu, M.** (2016). Design and Implementation of the Game-Design and Learning Program. *TechTrends, 60*(2), 114-123. doi: 10.1007/s11528-016-0022-y

22. **Akcaoglu, M.** & Lee, E. (2016). Increasing social presence in online learning through small group discussions. *The International Review of Research in Open and Distributed Learning (IRRODL), 17*(3). doi: 10.19173/irrodl.v17i3.2293

23. **Akcaoglu, M.**, Gumus, S., Boyer, D. M. & Bellibas, M. S. (2015). Policy, practice, and reality: Exploring a nation-wide technology implementation in Turkish schools. *Technology, Pedagogy and Education, 24*(4). 477-491

24. **Akcaoglu, M.** (2014). Learning problem-solving through making games. *Educational Technology Research & Development. 62*(5), 583-600. doi: 10.1007/s11423-014-9347-4

25. Bowman, N. D. & **Akcaoglu. M.** (2014). "I see smart people!": Using Facebook to supplement the University mass lecture. *The Internet and Higher Education. 23*, 1-8. doi: 10.1016/j.iheduc.2014.05.003.

26. **Akcaoglu, M.** & Koehler, M. J. (2014). Cognitive outcomes from the Game-Design and Learning (GDL) after-school program. *Computers & Education. 75*, 72-81. doi: 10.1016/j.compedu.2014.02.003

27. Roseth C. J., **Akcaoglu, M.** & Zellner, A. (2013). Blending synchronous face-to-face and computer-supported cooperative learning in a hybrid doctoral seminar. *TechTrends, 57* (3), 54-59.

28. Gumus, S., & **Akcaoglu, M.** (2013). Instructional leadership in Turkish primary schools: An analysis of teachers' perceptions and current policy. *Educational Management Administration & Leadership, 41*(3), 289-302.

29. **Akcaoglu, M.** (2006). Review of PodOmatic. *The Journal of the JALT CALL SIG. 2* (2), 67-81.

BOOK CHAPTERS

1. Boyer, D. M., **Akcaoglu, M.**, & Pernsteiner, S. (2017). Connecting game and instructional design through development. In. Y. Baek (Ed.), *Game-based learning: Theory, strategies and performance outcomes* (pp. 67-83)*.* New York: Nova Publishing.

2. Lee, E. & **Akcaoglu, M.** (2017). Sociability of Online Learning Environments: Examining Group Discussion and Social Network Sites. In J. M Spector, B. Locke, & M.

Childress (Eds.), *Learning, design, and technology. An international compendium of theory, research, practice, and policy*. doi: 10.1007/978-3-319-17727-4_39-2

3. **Akcaoglu, M.**, Gutierrez, A. P., Sonnleitner, P., & Hodges, C.B. (2016). Game design as a complex problem solving process. In R. Zheng & M. Gardner (Eds.) *Handbook of research on serious games for educational applications* (pp. 217-233). Hershey, PA: IGN Publishing.
4. Koehler, M.J., Mishra, P., **Akcaoglu, M.**, Rosenberg, J.M. (2013). Technological pedagogical content knowledge for teachers and teacher educators. In N. Bharati and S. Mishra (Eds.), *ICT integrated teacher education models* (pp. 1-8). New Delhi, India: Commonwealth Educational Media Center for Asia.
5. **Akcaoglu, M.** (2013). Using an MMORPG in a language classroom: Stories versus tutors as source of motivation. In Y. Baek & N. Whitton (Eds.) *Cases on digital game-based learning: Methods, models and strategies* (pp. 15-24). IGN Publishing.

EDITORAL WORK

Guest editor: Special Issue: Tinkering in Technology-Rich Design Contexts. *Interdisciplinary Journal of Problem-Based Learning.* Published in Fall 2018. Available at https://docs.lib.purdue.edu/ijpbl/vol12/iss2/

1. Akcaoglu, M., & Kale, U. (2018). Guest Editors' Introduction: Tinkering in Technology-Rich Design Contexts. *Interdisciplinary Journal of Problem-Based Learning*, 12(2). https://doi.org/10.7771/1541-5015.1828

PEER-REVIEWED CONFERENCE PROCEEDINGS

1. Baek, J. H., Jones, E. M., Bulger, S. M., Taliaferro, A., Bernstein, M., **Akcaoglu, M.,** & Keath, A. (2017, January). PE Teachers' Perceptions of Technology-Related Learning Experiences: A Qualitative Investigation. In *Research Quarterly for Exercise and Sport* (Vol. 88, pp. A159-A160). (Published Abstract)
2. Rosenberg, J. M., **Akcaoglu, M.,** Willet, K. B. S., Greenhalgh, S. P., & Koehler, M. J., (2017). A tale of two Twitters: Synchronous and asynchronous use of the same hashtag. In (Eds.). *Proceedings of Society for Information Technology & Teacher Education International Conference*.
3. **Akcaoglu, M.**, & Green, L. S. (2016, March). Using game-design to teach systems thinking skills in a 6th grade school library STEM enrichment program. In *Proceedings of Society for Information Technology & Teacher Education International Conference.*
4. Rosenberg, J. M., Hamilton, E. R., Greenhalgh, S. P., Koehler, M. J., & **Akcaoglu, M.** (2016). State educational Twitter hashtags: An introduction and research agenda. In (Eds.). *Proceedings of Society for Information Technology & Teacher Education International Conference.*
5. Boyer, D.M., **Akcaoglu, M.**, Pernsteiner, S.M., (2015). Connecting game and instructional design through development. In J. Sanchez & K. Zhang (Eds.), *Proceedings of World Conference on Educational Media and Technology.* Chesapeake, VA: AACE
6. **Akcaoglu, M.** (2014). Teaching problem solving through making games: Design and implementation of an innovative and technology-rich intervention. In M. Searson & M. Ochoa (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference* (pp. 597-604). Chesapeake, VA: AACE.
7. **Akcaoglu, M.**, Kereluik, K. & Boyer, D.M. (2012). New media literacy skills of middle school students in Turkey: Students are ready, are the schools?. In P. Resta

(Ed*.), Proceedings of Society for Information Technology & Teacher Education International Conference* (pp. 1621-1625). Chesapeake, VA: AACE.

8. **Akcaoglu, M.**, Boyer, D.M. & Kereluik, K. (2012). Teaching problem solving through game design: Reflections on Game Design and Learning summer camp. In P. Resta (Ed.), *Proceedings of Society for Information Technology & Teacher Education International Conference* (pp. 3-7). Chesapeake, VA: AACE.

9. **Akcaoglu, M.**, Kereluik, K. & Casperson, G. (2011). Refining TPACK rubric through online lesson plans. In M. Koehler & P. Mishra (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference* (pp. 4260-4264). Chesapeake, VA: AACE.

10. **Akcaoglu, M.** (2011). Using games in classroom: All tutors and no stories make a virtual world a dull game. In M. Koehler & P. Mishra (Eds.), *Proceedings of society for information technology &teacher education international conference* (pp. 64-69). Chesapeake, VA: AACE. Retrieved from http://www.editlib.org/p/36235

11. Pernsteiner, S.M., Boyer, D.M. & **Akcaoglu, M.** (2010). Understanding player activity in a game-based virtual learning environment: A case for data-driven instructional design. In J. Sanchez & K. Zhang (Eds.), *Proceedings of World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education* (p. 763). Chesapeake, VA: AACE.

12. Kereluik, K., Casperson, G. & **Akcaoglu, M.** (2010). Coding pre-service teacher lesson plans for TPACK. In D. Gibson & B. Dodge (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference* (pp. 3889-3891). Chesapeake, VA: AACE.

13. Boyer, D.M. & **Akcaoglu, M.** (2009). The Zon Project: Creating a virtual environment for learning Chinese language and culture. In T. Bastiaens et al. (Eds.), *Proceedings of World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education* (pp. 2389-2393). Chesapeake, VA: AACE.

PEER-REVIEWED CONFERENCE PRESENTATIONS

1. **Akcaoglu, M.,** Dogan, S., Hodges, C., & Allen, A. (2021, November) *Design and Development of a Unity 3D based middle school CS curriculum.* Paper presented at the annual conference of the Association for Educational Communications & Technology. Virtual Conference.

2. **Akcaoglu, M., &** Jensen, L.J (2020, November) *How do they solve it? Investigating middle-school students problem-solving approaches in game-based puzzles.* Paper presented at the annual conference of the Association for Educational Communications & Technology. Virtual Conference.

3. Hodges, C.B., **Akcaoglu, M.,** Downs, E., & Jensen, L.J. (2020, November) *If you build it, will they come? The design, development, and delivery of an undergraduate minor in Instructional Design and Technology.* Paper presented at the annual conference of the Association for Educational Communications & Technology. Virtual Conference.

4. **Akcaoglu, M., &** Hodges, C. B. (2019, October*). An Analysis of #TECHtalkGA: A weekly Twitter chat for Educators in Georgia.* Paper presented at the annual Georgia Educational Research Conference (GERA), Macon, GA

5. **Akcaoglu, M.,** Hodges, C. B., Rosenberg, J. M., & Hilpert, J. (2018, October*). Factors impacting middle school students' computer science efficacy, value, and interest.* Paper presented at the annual conference of the Association for Educational Communications & Technology, Kansas City, MO

6. Rosenberg, J. M., Willet, K. B. S., Greenhalgh, S. P., Koehler, M. J., **Akcaoglu, M.,** (2018). *Comparing Synchronous and Asynchronous Modes of Twitter for Teacher Professional Learning.* Paper presented at American Educational Research Association (AERA) Annual Meeting, New York.

7. Jensen, L. J. & **Akcaoglu, M.** (2017, November). *EmpathVR: Teaching empathy for ADHD through virtual reality. Paper* presented at the annual conference of the Association for Educational Communications & Technology, Jacksonville, FL

8. Kale, U., **Akcaoglu, M.,** Cullen, T., & Goh, D. (2017, November*). Readiness for teaching computational thinking in rural schools.* Paper presented at the annual conference of the Association for Educational Communications & Technology, Jacksonville, FL

9. Jin, Y., Schmidt-Crawford, D., Dousay, T. A., Boyer, D. M., **Akcaoglu, M.** & Lee, E. (2017, March). *Makerspaces and Teacher Education.* Panel discussion presented at the annual conference of the Society for Information Technology & Teacher Education International Conference*, Austin, TX.*

10. Gok, A., & **Akcaoglu, M.** (2016, October). *Evaluating gamification projects in Education: A review of the current research.* Paper presented at the annual conference of the Association for Educational Communications & Technology, Las Vegas, NV

11. **Akcaoglu, M.**, & Lee, E. (2016, October). *Making online learning sociable: Examining group size and Facebook groups as social affordances.* Paper presented at the annual conference of the Association for Educational Communications & Technology, Las Vegas, NV.

12. Kale, U. & **Akcaoglu, M.** (2016, June). *Technology Demonstration: KODU-A game design tool to equip future teachers with Kodu Game Lab.* Paper presented at International Communication Association meeting, Fukuoka, Japan.

13. **Akcaoglu, M.**, Sonnleitner, P., Hodges, C.B., & Gutierrez, A. P. (2016, April). *Teaching complex problem solving through digital game design.* Paper presented at American Educational Research Association (AERA) Annual Meeting, Washington, D.C.

14. Kale, U. & **Akcaoglu, M.** (2016, April). *The effects of a self-generated value intervention on fifth and sixth grade students' utility value and interest.* Paper presented at American Educational Research Association (AERA) Annual Meeting, Washington, D.C.

15. **Akcaoglu, M.**, & Bodur, Y. (2016, February). *Increasing sociability of online learning through small group discussions.* Paper presented at the annual conference of the Eastern Educational Research Association, Hilton Head Island, SC.

16. Hamilton, E.R., **Akcaoglu, M.**, & Rosenberg, J.M. (2015, November). *Examining the Substitution Augmentation Modification Redefinition (SAMR) Model for instructional design and technology integration.* Paper presented at the annual conference of the Association for Educational Communications & Technology, Indianapolis, IN.

17. **Akcaoglu, M.** & Kale, U. (2015, November). *Teaching to teach (with) game-design: Game Design and Learning (GDL) workshops for preservice teachers.* Paper presented at the annual conference of the Association for Educational Communications & Technology, Indianapolis, IN.

18. Rosenberg, J. M., **Akcaoglu, M.**, Hamilton, E. R., Greenhalgh, S. P., & Koehler, M. J. (2015, November). *Tweeting U.S.A.: An examination of state educational Twitter hashtags (SETHs).* Paper presented at the annual conference of the Association for Educational Communications & Technology, Indianapolis, IN.

19. **Akcaoglu, M.** & Lee, E. (2015, November). *Impact of group size on social presence in asynchronous learning environments.* Paper presented at the annual conference of the Association for Educational Communications & Technology, Indianapolis, IN.

20. Lee, E., **Akcaoglu, M.**, Dousay, T. A. Boyer, D. M. & Brynteson, K. B. (2015, November). *Makerspaces in higher education: Design, development, implementation, and research for teacher education and beyond.* Panel discussion presented at the annual conference of the Association for Educational Communications & Technology, Indianapolis, IN.

21. Lee, E., **Akcaoglu, M.**, & Jensen, L. J. (2015, September). *The Innovation Studio: A MakerSpace for higher education.* Exhibition at the fifth annual conference of the Design, Development, and Research Conference. Athens, GA.

22. Strahler, D., Bowman, N.D., **Akcaoglu, M.**, Hart, W., Earnheardt, A. (2015, April). *Pedagogy 2.0: The evolving discourse over social media in education.* Paper presented at The Eastern Communication Association, Instructional Communication Division, Philadelphia, PA.

23. **Akcaoglu, M.** (2015, March). *Finding the connection between game-design and problem-solving: Game-Design and Learning programs.* Poster presented at the National Youth-At-Risk Conference Savannah, GA.

24. **Akcaoglu, M.** & Rosenberg, J.M. (2015, March). *Best practices for designing synchronous and asynchronous online teaching for adult learners.* Poster presented at Society for Information Technology and Teacher Education International Conference. Las Vegas, NV.

25. **Akcaoglu, M.** (2015, March). *Teaching problem-solving skills through game-design: Game-Design and Learning (GDL) Courses.* Poster presented at the Georgia Scholarship of STEM Teaching & Learning Conference. Statesboro, GA.

26. Rosenberg, J.M., Schwarz, C.V., **Akcaoglu, M.**, & Lee, S.W-Y. (2015, February). *Comparative longitudinal case studies of two middle school teachers' use of scientific modeling.* Poster presented at the Create4Stem Mini-Conference 2015, East Lansing, MI.

27. Rosenberg, J.M., Schwarz, C.V., Lee, S.W.-Y., & **Akcaoglu, M.** (2015, April). *A comparative longitudinal case study of the use of scientific modeling in the pedagogical practice of two fifth-grade science teachers.* In A. Lo (Chair), Leveraging the epistemic dimensions of scientific practice to support student's meaningful engagement in modeling. Symposium conducted at the National Association for Research on Science Teaching, Chicago, IL.

28. Hamilton, E., Rosenberg, J.M., & **Akcaoglu, M.** (2015, April). *The Substitution - Augmentation - Modification - Redefinition (SAMR) framework for technology integration: Challenges to its use for guiding K-12 teachers' pedagogy and practice*. Paper presented at meeting American Educational Research Association (AERA) Annual Meeting, Chicago, IL.

29. Rosenberg, J.M., Schwarz, C.V., **Akcaoglu, M.**, & Lee, S.W.-Y. (2014, April). *A comparative longitudinal case study of the use of scientific modeling in the pedagogical practice of two fifth-grade science teachers.* Paper presented at meeting of Annual National Association for Research in Science Teaching (NARST), Chicago, IL.

30. Rosenberg, J.M., Schwarz, C.V., **Akcaoglu, M.**, & Wen-Yu Lee, S. (2014, October). Comparative longitudinal case studies of two middle school teachers' use of scientific modeling. Poster presented at the Advances in Educational Psychology Conference. Alexandria, VA.

31. Bellibas, M. S., **Akcaoglu, M.** & Gumus, S. (2013, March). *Understanding the impacts of movement of enhancing opportunities and improving technology initiative (FATIH) on*

Turkish teachers' pedagogical perspectives. Paper presented at the Comparative and International Education Society (CIES) Annual Meeting, New Orleans, Louisiana.

32. Schwarz C. V., Li, Z. & **Akcaoglu, M.** (2013, April). *5th grade students' engagement in modeling practice across content areas: What changes over time and how?* Paper presented at meeting American Educational Research Association (AERA) Annual Meeting, San Francisco, CA.

33. Baek, H., Schwarz C. V., Li, Z. & **Akcaoglu, M.** (2012, March). *Fostering elementary students' productive engagement in scientific modeling.* Paper presented at meeting of Annual National Association for Research in Science Teaching (NARST), Indianapolis, IN.

34. Gumus, S. & **Akcaoglu, M.** (2012, April). *Are Turkish primary school principals ready for the 21st century?* Paper presented at the meeting of Annual American Educational Research Association, Vancouver, WA.

35. Kereliuk, K., **Akcaoglu, M.**, (2011, April*). Reading TPACK between the lines of theory and practice in pre-service teachers.* Poster presented at the American Educational Research Association (AERA) Annual Meeting, New Orleans, LA.

36. Ni, R., **Akcaoglu, M.** & Dirkin, K. (2010, June). *Compromising among gaming, learning and society.* Paper presented at the Annual Games Learning Society (GLS) Conference. Madison, WI.

37. Gungor, R. & **Akcaoglu, M.** (2010, April). *Technology in the Turkish educational system: Analysis of a policy document.* Paper presented at the annual meeting of Comparative and International Education Society (CIES), Chicago, IL.

38. **Akcaoglu, M.** (2006, May*). Assessing writing through direct and indirect tests.* Paper presented at the meeting of the 4th international postgraduate conference in linguistics and language teaching, Adana, Turkey.

INVITED PRESENTATIONS

- **Akcaoglu, M.** (2014). *Game-design with Microsoft Kodu*. Playful Learning Summit. Clemson, SC.
- **Akcaoglu, M.** (2014). *Digital games to support learning*. Michigan State University Bridge Webinar Series. Available at: http://www.youtube.com/watch?v=IMTSfUWXHco

UNPUBLISHED THESES

- **Akcaoglu, M.** (2013). *Cognitive and motivational impacts of learning game design on middle school children*. (Order No. 3587683, Michigan State University). ProQuest Dissertations and Theses, 145. Retrieved from http://search.proquest.com/docview/1427344597?accountid=11225. (1427344597).
- **Akcaoglu, M.** (2008*). Exploring technology integration in English language teaching: Defining the competence, perceived barriers, attitudes, usage frequencies and educational value of technology integration for preservice and in-service ELT teachers*. (Master's Thesis). Middle East Technical University, Ankara, Turkey.

GRANTS AND FELLOWSHIPS

GRANTS (FUNDED OR PENDING)

1. **Akcaoglu, M.**, Dogan, S., Hodges, C.B., & Allen, A. (2020) Project GAME: Developing and Piloting a Game Design-Based Computer Science Curriculum. *National Science Foundation*. Requested: $299,895 – <mark>Funded - #2027948</mark>
2. Cain, E. & Akcaoglu, M. (2020). STEM READY (Rural Education Access and Development of Youth) program. *NYAR Faculty Research Award*. $10,000 – Funded
3. Gutierrez, A., **Akcaoglu, M.** & Chambers, W. *College of Education Seed Grant*, Georgia Southern University. Requested $500 – Funded
4. Gutierrez, A., **Akcaoglu, M.** & Chambers, W. *College of Education Partnership Council,* Georgia Southern University. Requested $450 – Funded
5. **Akcaoglu, M.** & Green, L. S. *College of Education Partnership Council*, Georgia Southern University. Requested $750 - Funded.
6. **Akcaoglu, M.** & Lee, E. (2015). Digital Media and Learning: Design, Make, & Play. Requested $9904 for the *Innovation Incentive Program to the College of Education at Georgia Southern University*. Funded.
7. Lee, E. & **Akcaoglu, M.** (2015). Student Technology Fees. Requested $60,000. *Georgia Southern University*. Funded
8. **Akcaoglu, M.** (2014*). Faculty Service Awards*. Requested $532.80. Georgia Southern University. Funded
9. **Akcaoglu, M.** (2012). Grant to implement Game Design and Learning summer program. Requested from *Fevziye Mektepleri Vakfi* –$20,000. Funded.
10. **Akcaoglu, M.** (2011). Grant to implement Game Design and Learning summer program. Requested from *Fevziye Mektepleri Vakfi* –$20,000. Funded.

GRANTS (NOT FUNDED)

1. Gumus, S. **& Akcaoglu, M.** (2020). Leading Schools from Distance: Practices and Challenges during the Corona Outbreak across Three Distinct Educational Systems. *Independent Research Fund Denmark*. $250,000. Not Funded
2. Hodges, C. B & **Akcaoglu, M.** (2018). *Makerspaces in Schools.* $100,000. ILMS. Not Funded
3. **Akcaoglu, M.** & Kale, U. (2018). *EI: ICU-Computing: A Route to Promote and Integrate Computational Thinking in Teaching.* Requested $1,426,709. National Science Foundation. Not Funded
4. **Akcaoglu, M.** & Jensen, L. J., & Wells, P. (2017). *Empathy VR: A Virtual Reality Experience for Counselor Educators.* Requested $10,000.00. Georgia Southern University Seed Grant. Not Funded
5. Gallard, A. J., **Akcaoglu, M.**, Aslan, A., & Brikich, K. (2016). *Change Makers: Unearthing Water Quality Issues in Rural Communities by Engaging in Place and Problem-based STEM activities*. Requested $1,455,291. National Science Foundation. Not Funded
6. Hodges, C. B., Jensen, L. J., & **Akcaoglu, M.** (2016). *Strive.* Requested $20,000. Cognizant Foundation. Not Funded
7. Yadav, A., **Akcaoglu, M.**, Koehler, M. J., Schmidt, J. A., & Shah, N. (2016). Strategies: *A 2020 Vision for girls in computing: Addressing the gender gap through an innovative after school program*. Requested $1,069,196. National Science Foundation. Not Funded
8. **Akcaoglu, M.** & Kale, U. (2016). *Preservice teachers as game-designers: Teaching game design as pedagogy.* Requested $ 48,000.00. Entertainment Software Association Foundation. Not Funded

9. Hilpert, J., Merchand, G., Haddad, R., **Akcaoglu, M.**, Dillies, J., Stave, K, & Schrader, P.G. (2016) *Complex systems Science of learning – Collaborative network* (NSF SL-CN 16-528). Requested $734,719.12. National Science Foundation. Not Funded.
10. Kale, U., Cullen, T., & **Akcaoglu, M.** (2016). *EI: ICU-Computing: A Route to promote and integrate computational thinking in teaching.* Requested $802,321. National Science Foundation. Not Funded.
11. Yadav, A., Koehler, M. J., & Shah, N., Ratan, R., & **Akcaoglu, M.** (2015). *A 2020 Vision for girls in computing: Addressing the gender gap through an innovative after school program.* Requested $1,027,358. National Science Foundation. Not Funded.
12. Hodges, C.B., **Akcaoglu, M.**, & Haddad, R. (2015). Project LeaPRS: Learning Problem-solving and Programming in Rural Schools. Requested $599,841. National Science Foundation. Not Funded.

HONORS AND AWARDS

- Georgia Southern University Innovation and Discovery Award (Nominated, November, 2020)
- Educator of the Year, Georgia Southern University, College of Education, (August 2018)

FELLOWSHIPS

1. Michigan State University, Dissertation Completion Fellowship, $6,000 (2013)
2. Michigan State University, College of Education, Research Development Fund, $1,000 (2012)
3. Michigan State University, College of Education, Research Development Fund, $1,000 (2010)
4. Michigan State University, College of Education Scholarship, Research Development Fund, $1,175 (2011)
5. Michigan State University, College of Education Scholarship, $4000 (2008)
6. Honor Scholarship Recipient (scholarship included a stipend and coverage of school fees), Bogazici University, Istanbul, Turkey, (1999 – 2003)

PROFESSIONAL EXPERIENCE

TEACHING EXPERIENCE (FACULTY)

	Spring *January - May*			Summer *May - July*			Fall *August - December*		
2013	*Graduate School*						EDP 600*	IDT 735*	
2014	EDP 600	IDT 740*		*Transition to GSU*			FRIT 7236*	ITEC 8134	ITEC 8135
2015	FRIT 7236	ITEC 8133	ITEC 8135	FRIT 7231	FRIT 7530		FRIT 7231	FRIT 7236	ITEC 8134
2016	ITEC 8133	ITEC 7430	ITEC 8135	FRIT 7236	ITEC 7330		ITEC 8133	ITEC 7430	ITEC 7739
2017	ITEC 8134	ITEC 7236	ITEC 7739	FRIT 7330	FRIT 7330	FRIT 7335	FRIT 7231	FRIT 7236	ITEC 8133

Year									
2018	FRIT 7236	FRIT 7231	FRIT 7739	ITEC 8231	FRIT 7335	ITEC 8134	ITEC 8133	FRIT 7236	
2019	ITEC 3131*	ITEC 8839	FRIT 7236	ITEC 8134	ITEC 3132*	ITEC 3131	ITEC 8133	ITEC 3132	
2020	ITEC 8838	ITEC 8839		ITEC 8134	ITEC 8231	ITEC 8231	ITEC 3132	ITEC 8133	ITEC 8135*
2021	ITEC 3132	ITEC 8839	ITEC 8839	ITEC 8134	*Grant Buyout*		*ITEC 3132*	*ITEC 8133*	*FRIT 7236*

* Courses designed or significantly redesigned

TEACHING EXPERIENCE (GRADUATE SCHOOL AND OTHER)

2008 – 2013 Michigan State University, East Lansing, MI
Teaching Assistant – Courses Taught:
  TE 150 - Reflections on Learning- (face-to-face)–
    Fall 2010, Spring 2011
  TE 150 - Reflections on Learning - (Online) –
    Fall 2010, Spring 2011, Fall 2011
  CEP 807 - Proseminar in Educational Technology (Capstone) -
  (Online) Summer 2011

Graduate Assistant:
Provided teaching and technologic support for:
  CEP 900 - Proseminar in Educational Psychology &CEP930
  Educational Inquiry (Online @ mkoehler.educ.msu.edu/summer2012)
  – Summer 2012
  CEP 910 - Current Issues in Motivation and Learning– Fall 2011 &
  2012
  Best Hybrid Course Award – 2012:
  http://attawards.msu.edu/home/cep-910/
  CEP 930 - Educational Inquiry – Fall 2012
  CEP 901b - Proseminar in Educational Technology – Spring 2013

2011 – 2012 Guest Lecturer – Bilkent University, Ankara, Turkey
Joined MA-TEFL program courses at Bilkent University as a guest lecturer
to cover topics related technology integration in language teaching.

TEACHING EXPERIENCE (OTHER)

2005 - 2008 English Language Teacher – Atilim University, Ankara, Turkey
Taught English to undergraduate students
2003 – 2005 English Language Teacher – FMV Ayazaga Isik Primary School, Istanbul,
Turkey - Taught English to 1st through 8th grade students
2002 – 2003 English Language Teacher (preservice teacher) – Robert College,
Istanbul, Turkey - Taught English to high school students

2003 - 2008 English Language Teacher – Various Private Language Courses in
Istanbul and Ankara, Turkey
  - Wall Street Institute (Adult Learners)
  - English Time (Adult Learners)
2010 – current Game Design Summer/Afterschool camp instructor (3rd to 8th grades)

OTHER PROFESSIONAL EXPERIENCE

2007 – 2009   **Dean of Residential Life** – Center for Talented Youth Summer Camp – Johns Hopkins University – Thousand Oaks, CA (2009), Bethlehem, PA (2007) - *Supervised the residential staff and coordinated the residential program in cohort with the academic activities of the summer program.*

2004 - 2007   **Senior Resident Assistant** – Center for Talented Youth Summer Camp – Johns Hopkins University – Bethlehem, PA (2004 & 2006) - *Coordinated the day-to-day operation of the residential program and supervision of the staff of resident assistants and facilitated daily residential staff meetings.*

2001 – 2003   **Resident Assistant** - Center for Talented Youth Summer Camp – Johns Hopkins University – St. Mary's City, MD (2001, 2002 & 2003) - *Planned all-site weekend events and supervised the students at all times when they were not in class. Maintained order in the residence hall.*

SERVICE & AFFILIATIONS

UNIVERSITY SERVICE

2016 – 2019   Georgia Southern University Faculty Senate
2017 – 2019   Georgia Southern University Academic Standards Committee

COLLEGE, DEPARTMENT, PROGRAM SERVICE

2020   College of Education, Dean Search Committee Member
2020 - present   College of Education, Research Committee
2018 - 2020   College of Education, Technology and Instructional Resources Committee *(Co-chair since Fall 2019)*
2017 – 2018   Committee Member, Educator Preparation Committee (EPC)
2016 – 2019   Webmaster: Leadership, Technology, Human Development Department
2016 – Present   Co-Founder: Innovation Studio Events: Faculty Professional Development, Undergraduate 3D printing courses
2015 – 2017   Committee Member – College of Education Research Committee
2014 – 2015   Search Committee Member: Instructional Technology Program
2016 – 2017   Search Committee Member: Educational Leadership Program

PROFESSIONAL SERVICE

2015 – Present   Technology Coordinator, Scholarly Consortium for Innovative Psychology in Education (SCIPIE)

AD-HOC REVIEWER – JOURNAL AND CONFERENCES

2015 - Present   Computers in Human Behavior
2015 - Present   International Review of Research on Distance Learning
2014 - Present   Computers & Education
2012 - Present   Educational Management Administration & Leadership
2014 - Present   TechTrends
2013 - Present   National and International conferences (e.g., SITE, NYAR, AECT)
2016 - Present   Communication Teacher
2016 - Present   E-Learning and Digital Media
2016 - Present   Journal of Educational Computing Research
2015 - Present   International Review of Research on Distance Learning

| Spring 2017 | NSF (National Science Foundation) Panel Reviewer |
| Fall 2018 | NSF (National Science Foundation) Panel Reviewer |

COMMUNITY SERVICE

Fall 2018	Game Design instructor, Portal Elementary School
2015 - 2018	Photography and Digital Learning course instructor, Nevils Elementary
2015 - Present	Game Design Instructor, Nevils Elementary School
Spring 2016	Game Design Instructor, Statesboro Main Street Library
2015 – Present	Game Design Instructor, William James Middle School
2016 – Present	Robotics Instructor, Innovation studio

PROFESSIONAL AFFILIATIONS

- American Educational Research Association (AERA)
- Association for Educational Communications and Technology (AECT)
- Scholarly Consortium for Innovative Psychology in Education (SCIPIE)