

newmedia

Yeni Medya Uygulama ve Arařtırma Merkezi E-Bülteni



VRlab

2018 Haziran

2018 Haziran

Yayın Kurulu

T.C.
İstanbul Aydın Üniversitesi
Adına Sahibi
Dr. Mustafa AYDIN
Mütevelli Heyet Başkanı

Prof.Dr. Yadigar İZMİRLİ (Rektör)
Prof.Dr. Hülya YENGİN (Dekan)
Prof.Dr. Özden CANKAYA (Öğretim Üyesi)
Doç.Dr. Deniz YENGİN (Müdür)

YAYINA HAZIRLAYAN

Arş.Gör. Tamer BAYRAK



Faaliyetlerimiz

Doç.Dr. Deniz Yengin ve Arş.Gör. Tamer Bayrak'ın birlikte hazırladığı Film Çalışmaları adlı kitap Der Yayınları'ndan çıktı.

FİLM ÇALIŞMALARI

DENİZ YENGİN
TAMER BAYRAK



DER
YAYINLARI

Faaliyetlerimiz

Yeni Medya Uygulama ve Araştırma Merkezi bünyesinde gerçekleştirilen **Sanal Gerçekliğin Tetiklediği Semptomlar** araştırması tamamlanmıştır.

Yazarlar: And Algül, Deniz Yengin, Gökmen H. Karadağ, Ayten Övür, Tamer Bayrak



SANAL GERÇEKLİĞİN TETİKLEDİĞİ SEMPTOMLAR

**IAÜ Yeni Medya Uygulama ve Araştırma Merkezi
2018**

Faaliyetlerimiz

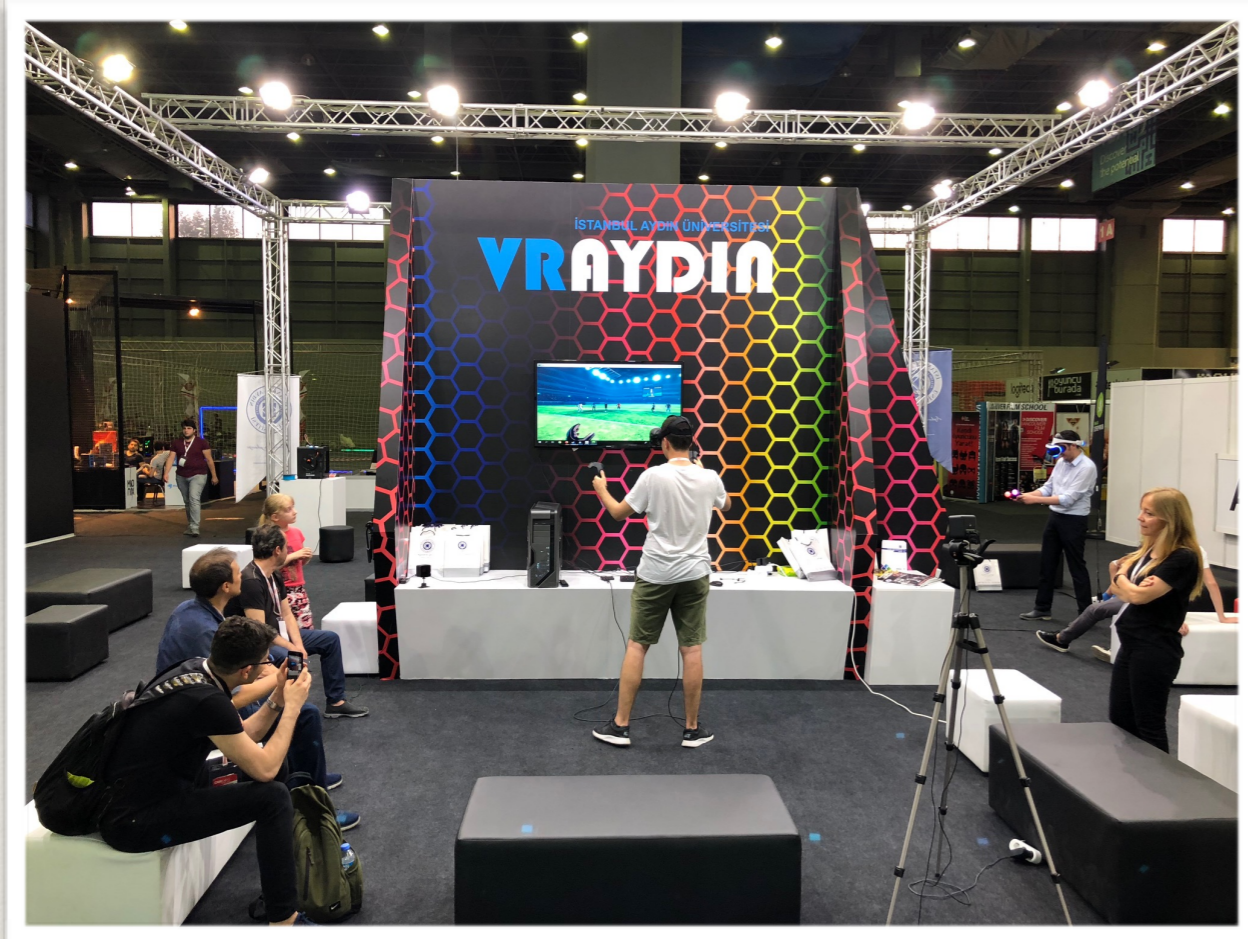
Yeni Medya Uygulama ve Araştırma Merkezi olarak Games Week İstanbul etkinliğinde yer aldık.



Faaliyetlerimiz

Games Week

İstanbul etkinliĐin sanal gereklik sistemlerimizle katılımcılara sanal gereklik deneyimi yaŐatıldı.



Faaliyetlerimiz

GamesWeek etkinliğindeki katılımımız Hürriyet gazetesinde haber oldu.

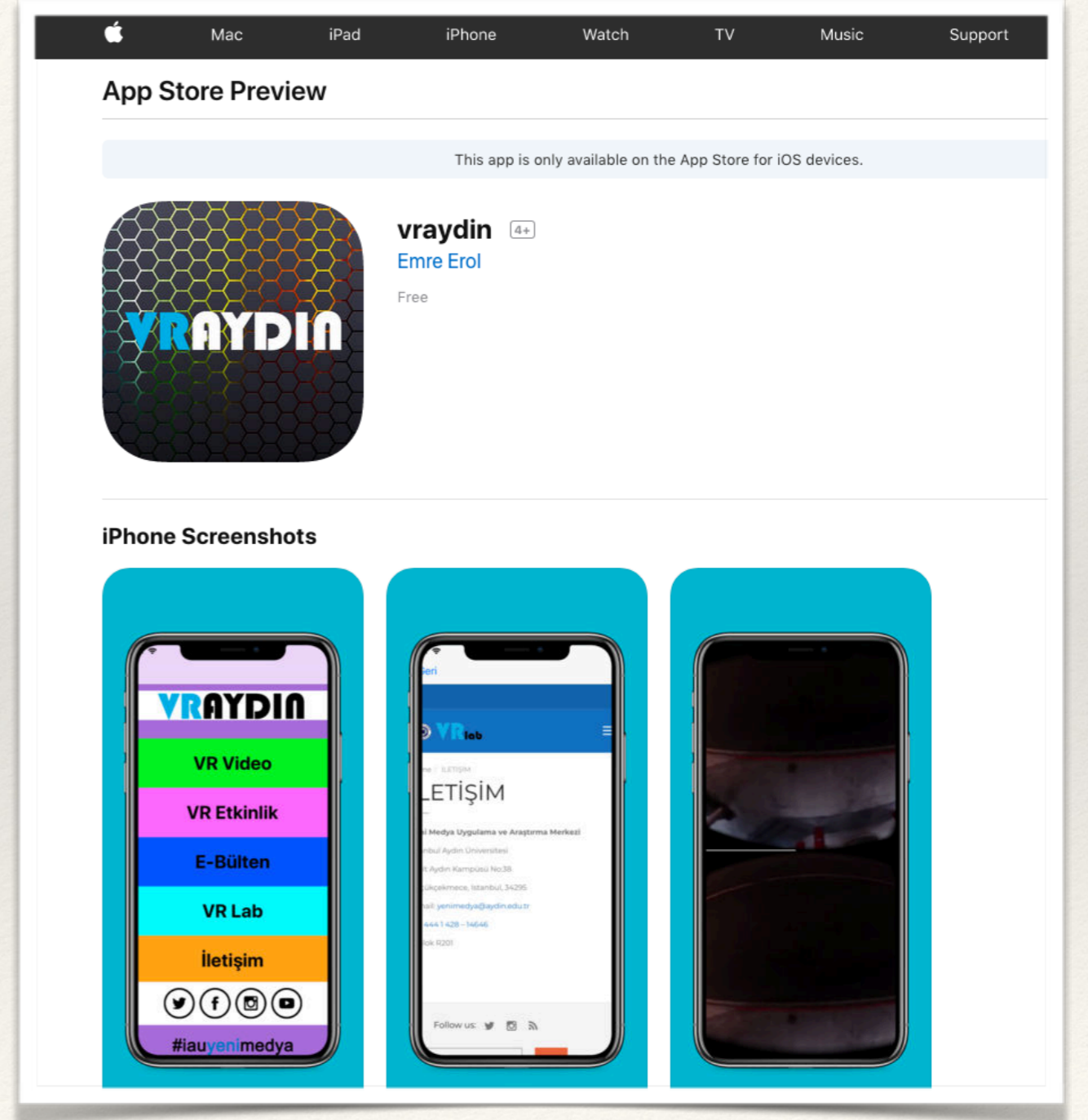
“Fuarda İstanbul Aydın Üniversitesi, Yeni Medya Merkezi tarafından geliştirilen VR Aydın Projesi ile sanal gerçeklik platformları HTC Vive ve Playstation VR öne çıktı. VR Aydın Projesi ile üniversitenin önemli derslerinin videoları İOS uygulaması aracılığıyla 360 derecede izlenebiliyor. Bunun için gerekli olan Cardboard da yine üniversite tarafından üretildi.”



Faaliyetlerimiz

VRAYDIN artık AppStore'da

Yeni Medya Uygulama ve Araştırma Merkezi tarafından hazırlanan "İAU VR Aplikasyon VR 360" isimli proje tamamlanmıştır. Tamamlanan VRAYDIN projesi Apple İOS aplikasyon veritabanına yüklenmiştir. Kullanıcıların kullanımına sunulan aplikasyon için de VRAYDIN cardboardlar hazırlanmış ve tanıtımlarda kullanılmak üzere öğrenci adaylarına sunulacaktır.



Faaliyetlerimiz

COMMUNICATION AND TECHNOLOGY CONGRESS (CTC 2017) bildiri kitapçığında yayınlanan Doç.Dr. Deniz YENGİN'in "Virtual Reality as Technology" başlıklı makalesi "Conference Proceedings Citation Index- Social Science & Humanities" olarak Web of Science'da taranmaktadır. [#CTC2017](#)

Virtual Reality as Technology

By: Yengin, D (Yengin, D.)^[1]

COMMUNICATION AND TECHNOLOGY CONGRESS (CTC 2017)

Edited by: Cankaya, O; Yengin, H; Yengin, D

Pages: 57-68

DOI: 10.7456/ctc_2017_05

Published: 2017

Document Type: Proceedings Paper

Conference

Conference: Communication and Technology Congress (CTC)

Location: Istanbul, TURKEY

Date: NOV 22-23, 2017

Sponsor(s): T C Istanbul Aydin Univ; Media New

Abstract

While technology is transforming itself from tool to aim, machines started to use individuals. The machines that are being developed to facilitate human life have become indispensable for individuals' lives because of the advantages they offer. This approach, which is the mile stone of technological determinism, is changing the relation between the technology and the machine, and the relation between humans and machines. In this study, through the questions "Is technology a machine or are humans machines?" human's and technology's future is reviewed with a critical approach and discussed with a recommended model. According to this approach, human develops the machine that facilitates his/her life and then depends on that machine emotionally and continues his/her life with it. This emotional commitment helps the human produce continuously. Behaving so, the human tries to improve the life by enabling the machine to serve more advantageous features. With today's technology, human's approach to virtual reality, and hence to technological determinism has changed and at this point it turned out to be the cause of the virtual determinism's occurrence. Now the human, who has adopted a lifestyle interpenetrated with virtual reality, has demanded technology to improve this way and with the user-base for virtual reality goggles spreading he/she has had the chance to live different experiences. In a virtual world, individuals who have experienced the data which have been coded and designed beforehand like it was real, are able to play games, design, communicate, and do shopping, watch news in places where they cannot be in real life. If it is briefly stated they do most of the activities they can and can't do in their real lives. This situation increases human's demand towards virtual reality, canalizes technology's development in this direction, and with this developing technology, human's evolution accelerates. As a result of this, technology's benefits increases thanks to virtual reality glasses. In this context, throughout the study, virtual reality technology is observed. With a group of twelve children aged 9 to12, an experiential study is conducted with virtual reality glasses. A chosen Playstation4 Pro VR themed game was played by the children who participated in the study, and their reactions are recorded then their attitudes towards virtual reality were analyzed by measuring the game's real-time image and the child's reactions to it.

Keywords

Author Keywords: technology; virtual reality; virtuality

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COMMUNICATION AND TECHNOLOGY CONGRESS-CTC 2017 bildiri kitapçığında yayınlanan Dr.Ayten Övür'ün Diseases and The Possible Effects that The New Media Brought into The Digitalizing World başlıklı makalesi Conference Proceedings Citation Index-Social Science Humanities taranmaktadır.

Diseases and The Possible Effects that The New Media Brought into The Digitalizing World

By: Ovur, A (Ovur, A.)^[1]

COMMUNICATION AND TECHNOLOGY CONGRESS (CTC 2017)

Edited by: Cankaya, O; Yengin, H; Yengin, D

Pages: 20-36

DOI: 10.7456/ctc_2017_02

Published: 2017

Document Type: Proceedings Paper

Conference

Conference: Communication and Technology Congress (CTC)

Location: Istanbul, TURKEY

Date: NOV 22-23, 2017

Sponsor(s): T C Istanbul Aydin Univ; Media New

Abstract

In this day and age where it is impossible to run away or stay away from technology and digitalization, every invention and progress bring along possible danger. Possible issues that the people who are always on their phone or the people who work sitting on computer all day long and the connection between diseases of our age and those technologies has reached unignorable sizes. The objective in this study which is prepared with a critical approach is to research those possible problems and evaluate on magnitudes they can reach in the future.

Keywords

Author Keywords: New media; digitalization; disease

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COMMUNICATION AND TECHNOLOGY CONGRESS-CTC 2017 bildiri kitapçığında yayınlanan Arş. Gör. Tamer Bayrak'ın Relationship Between Augmented Reality Technology and Full Participation Environment başlıklı makalesi Conference Proceedings Citation Index-Social Science Humanities taranmaktadır

Relationship Between Augmented Reality Technology and Full Participation Environment

By: Bayrak, T (Bayrak, T.)^[1]

COMMUNICATION AND TECHNOLOGY CONGRESS (CTC 2017)

Edited by: Cankaya, O; Yengin, H; Yengin, D

Pages: 164-176

DOI: 10.7456/ctc_2017_13

Published: 2017

Document Type: Proceedings Paper

Conference

Conference: Communication and Technology Congress (CTC)

Location: Istanbul, TURKEY

Date: NOV 22-23, 2017

Sponsor(s): T C Istanbul Aydin Univ; Media New

Abstract

Communication is a necessity for humanity. In order to meet this requirement, people have always worked hard. Mankind has used technical knowledge to improve technology. This development of technology brings new communication environments and transforms individuals into individual users. Virtual reality technology, in which the reality is reproduced with the emergence of internet technology in particular, has added innovations to communication environments. The augmented reality technology that is produced surrounds the individual by making interactions with the real world and the virtual world that the individual is in. This technology, which has striking effects on the individual's everyday life, carries real life by transferring the individual to full participation.

Keywords

Author Keywords: augmented reality; virtual reality; technology; techno copy; internet

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