

New Media Application and Research Center E-Bulletin



2018 April

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On behalf of Istanbul Aydın
University and New Media E-Journal,
Assoc.Prof.Dr. Deniz Yengin
participated in "Web of Science Editor Workshop" organized by
Clarivate Analytics in Cemil Bilsel
Conference Hall of Istanbul
University on 3 April 2018.



The Turkish Online Journal of Design, Art and Communication – TOJDAC

The article entitled "AUGMENTED REALITY AS A MEDIUM OF CONSUMPTION IN THE CONTEXT OF GLOBAL VILLAGE", published for publication in the Turkish Online Journal of Design, Art and Communication, was found suitable for publication by the referees.

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### AUGMENTED REALITY AS A MEDIUM OF GAMIFICATION OF CONSUMPTION IN THE CONTEXT OF GLOBAL VILLAGE

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### ABSTRACT

In today's world the differences between the virtual and real have fairly diminished. In this context, the virtual reality systems, which are the new means of communication and have the characteristic qualifications of new media technologies, have changed the one way communication model of traditional media. As a result of this transformation of the communication model, the user has begun to interact with the content producers. Therefore, the user is transformed from the passive role to the active role and continues his/her life in a two-way communication model. In this way, virtual environments, which the so called new media technology devices has brought in, made it possible for the users to control and interact with interfaces and this made it easy to send the message from the source to the target. The communication notion stands in the basis of the technology, which is produced for consuming; also it forms a basis for new media technologies like virtual reality. Especially gamification of consumption and by this way increasing the consuming behavior, this technology is the frontier of continuously improving new media technologies. In this context, in this study Huizinga's game notion is related with augmented technology and IKEA's augmented technology is examined.

Keywords: New Media, Augmented, Consumption, Virtual Environment

### GLOBAL KÖY BAĞLAMINDA TÜKETİMİN OYUNLAŞTIRILMASI ARACI OLARAK ARTIRILMIŞ GERÇEKLİK

### ÖZ

Günümüz dünyasında sanal ile gerçek arasındaki farklar oldukça azalmıştır. Bu anlamda yeni bir iletişim kanalı olan ve yeni medya teknolojilerinin karakteristik özelliklerini yansıtan sanal gerçeklik Submit Date: 11.12.2017, Acceptance Date: 25.03.2018, DOI NO: 10.7456/10802100/016

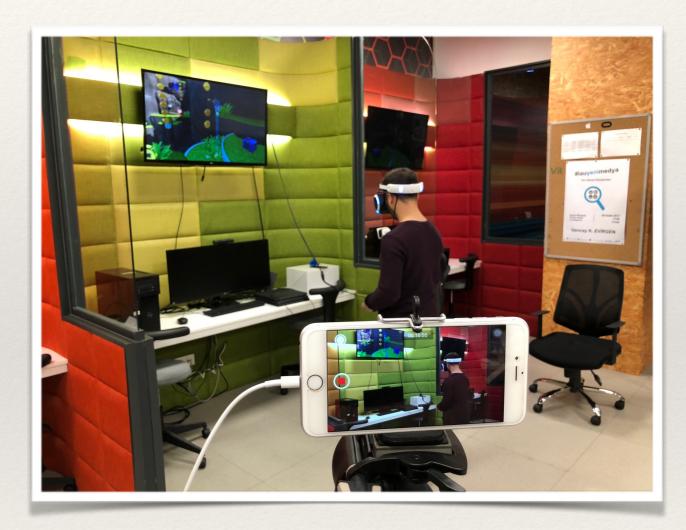
Research Article - This article was checked by Turnitin

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We have continued to produce 360-degree new content on our Youtube channel.



The research on virtual reality and digital diseases in the New Media Application and Research Center is continuing.



On behalf of the New Media Application and Research Center, Assoc.Prof.Dr. Deniz Yengin and Res.Ast. Tamer Bayrak attended the #yenimedya18 Conference held at Kadir Has University.



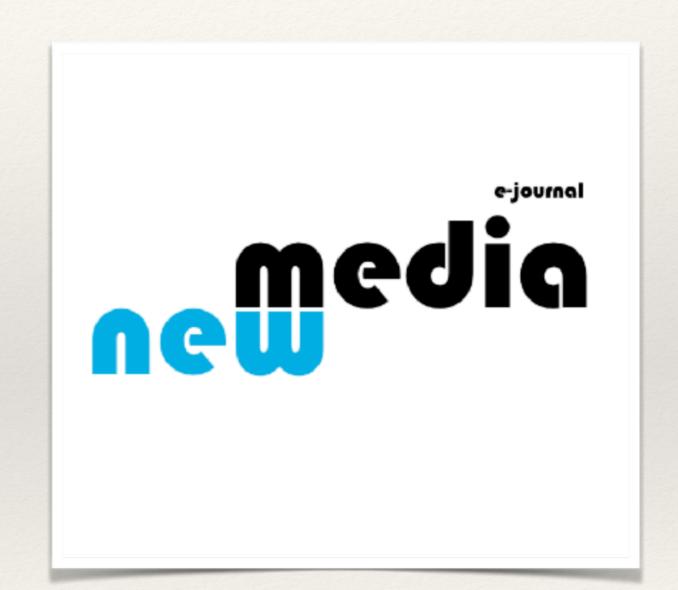


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