

newmedia

New Media Application and Research Center E-Bulletin



VRlab

2018 June

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Our Activities

Deniz Yengin and Tamer Bayrak's book "Film Studies" was published by Der Publishing.

FİLM ÇALIŞMALARI

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Our Activities

Research on the Triggering of Virtual Reality in the New Media Application and Research Center has been completed.

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



SANAL GERÇEKLİĞİN TETİKLEDİĞİ SEMPTOMLAR

IAÜ Yeni Medya Uygulama ve Araştırma Merkezi

2018

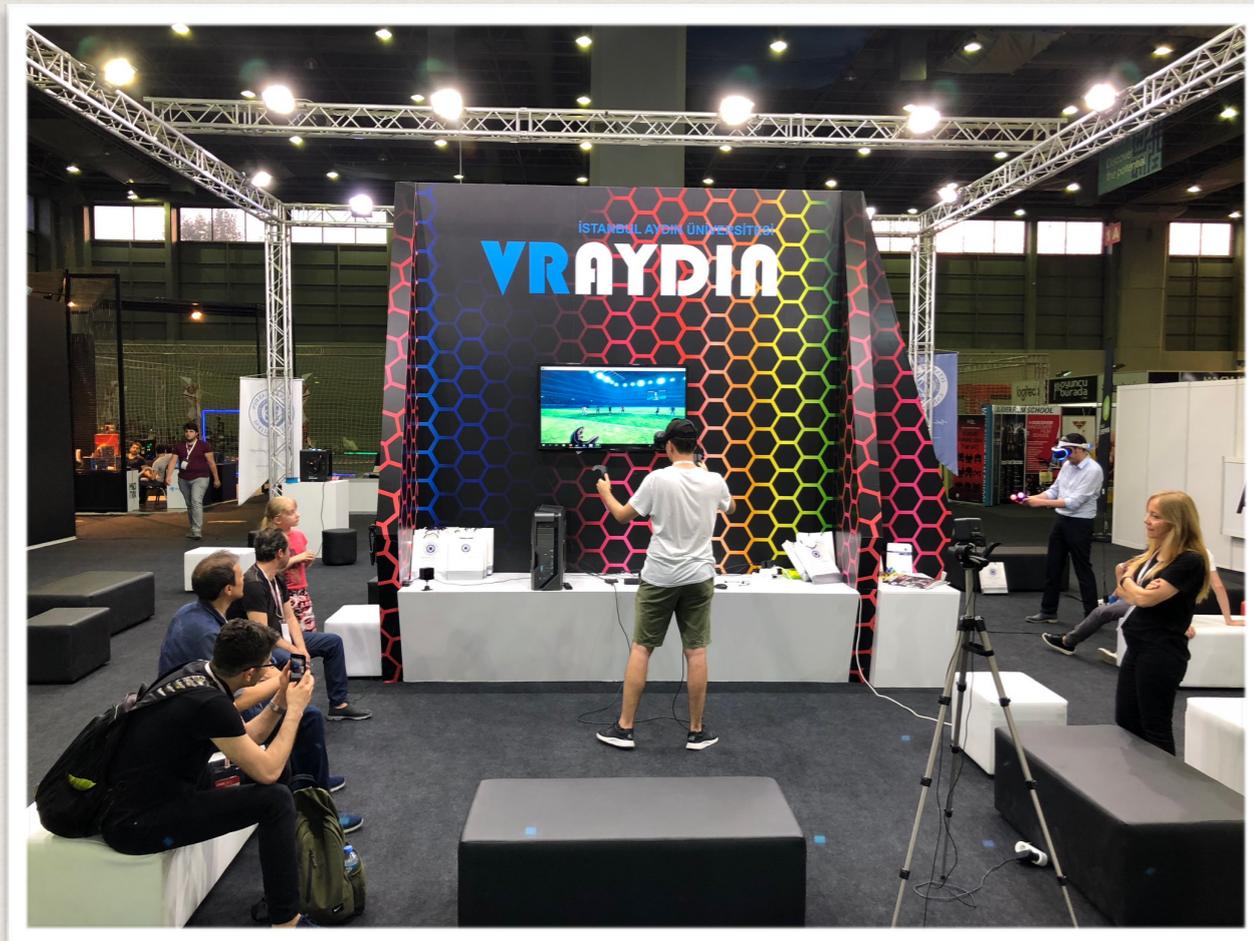
Our Activities

As a new Media Application and Research Center, we participated in the Games Week Istanbul event.



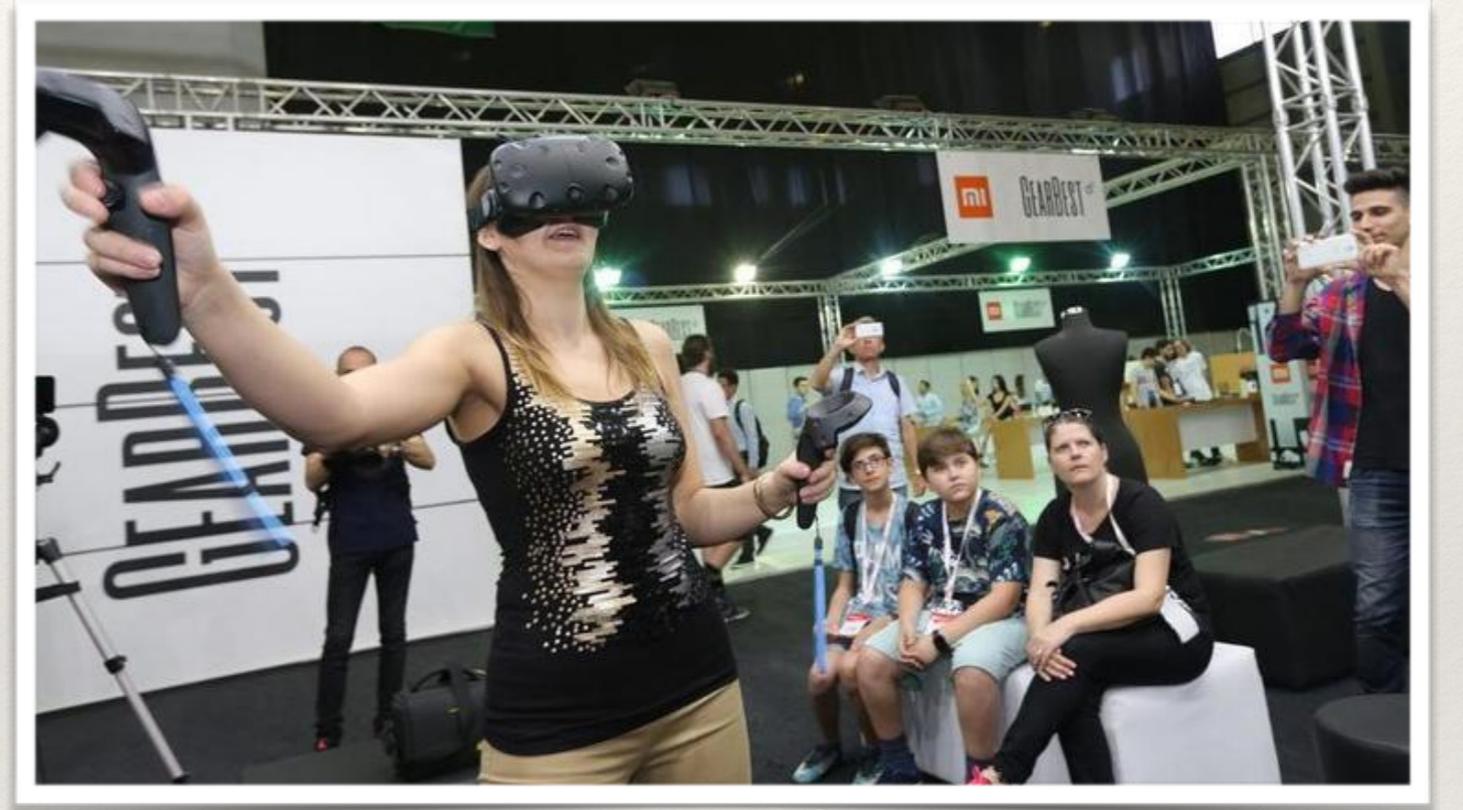
Our Activities

The virtual reality experience of the Games Week Istanbul event was held with our participation in our virtual reality systems.



Our Activities

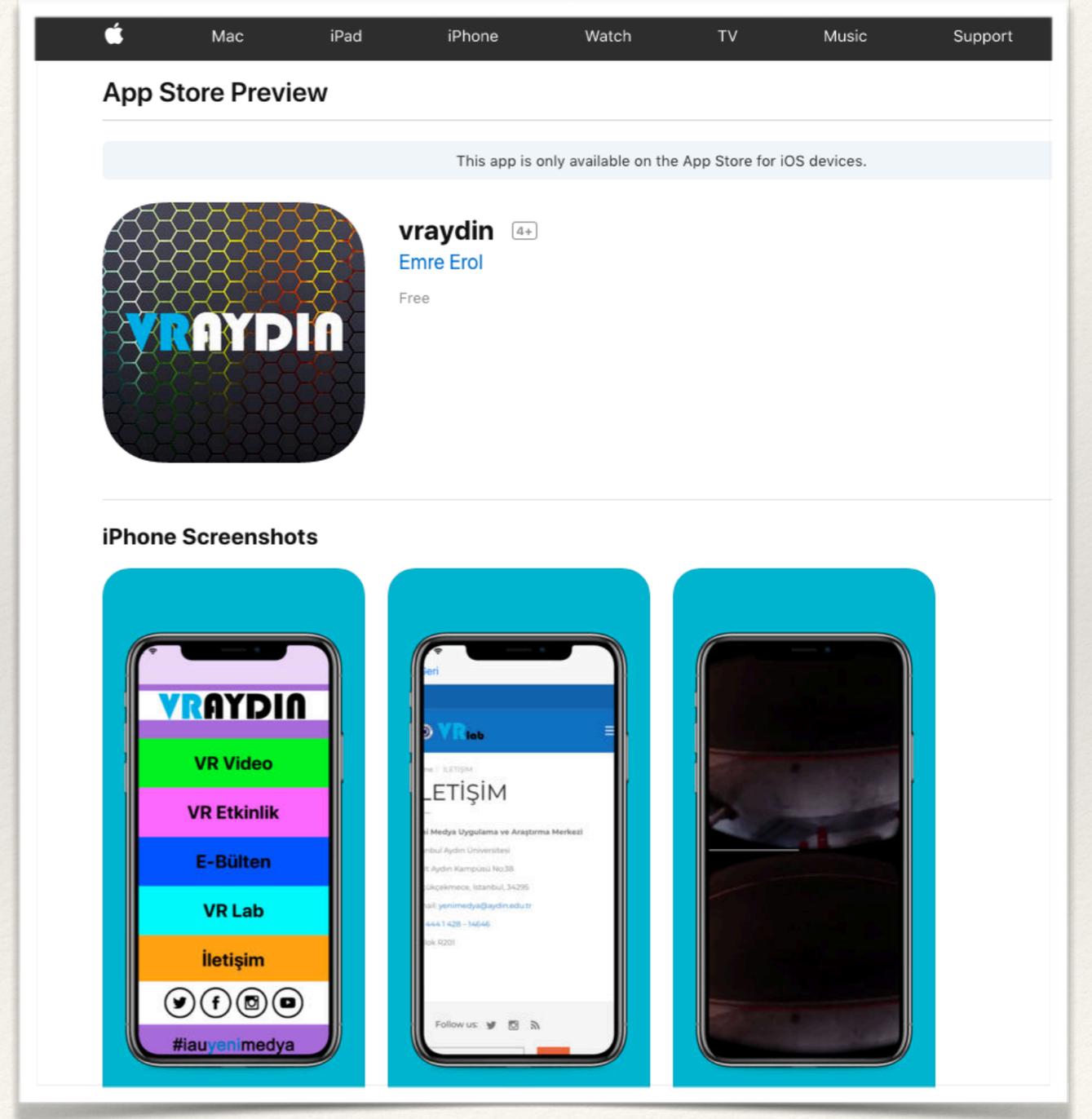
Our participation in the GamesWeek event was reported in the Hürriyet newspaper.



Our Activities

VRAYDIN is now in AppStore

The project named "IAU VR Application VR 360" prepared by New Media Application and Research Center has been completed.



Our Activities

The article titled "Virtual Reality as Technology" by Deniz YENGIN, published in COMMUNICATION AND TECHNOLOGY CONGRESS (CTC 2017) leaflet, is being searched in Web of Science as "Conference Proceedings Citation Index- Social Science & Humanities". [#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 googles 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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Our Activities

The article titled "Diseases and The Possible Effects that The New Media Brought into The Digitalizing World" by Ayten Övür, published in COMMUNICATION AND TECHNOLOGY CONGRESS (CTC 2017) leaflet, is being searched in Web of Science as "Conference Proceedings Citation Index- Social Science & Humanities". [#CTC2017](#)

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

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Conference

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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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Our Activities

The article titled "Relationship Between Augmented Reality Technology and Full Participation Environment" by Tamer Bayrak, published in COMMUNICATION AND TECHNOLOGY CONGRESS (CTC 2017) leaflet, is being searched in Web of Science as "Conference Proceedings Citation Index- Social Science & Humanities". [#CTC2017](#)

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)

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Date: NOV 22-23, 2017

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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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