Levent Y. İnce

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Education

2019 -	Hacettepe University, Institute of Social Sciences **PhD** in Communication Sciences
2008 - 2010	Bilkent University, Institute of Social Sciences Media and Design (Video Game Studies) **MFA** CGPA 3.56 High Honors
2004 - 2008	Bilkent University, Faculty of Art, Design and Architecture Department of Graphic Design **BFA** CGPA 3.50 High Honors
1993 - 2002	TED Ankara College Foundation High School
1991 - 1993	Aydın Private High School

Experience

2014 - ...	**Instructor** Bilkent University, Faculty of Art, Design and Architecture Department of Communication and Design
2018 - ...	**Coordinator** NETlab, New Media Research Lab Digital Game & eSports Working Group
2014 - 2014	**Producer / Production Manager** Havva/Eva (dir, Guclu Aydogdu)
2012 - 2014	**Graphic Design and Front-End Development** TeknoLab (medikal.com, locvibes, barr.io, gezgin)
2012 - 2013	**Design and Project Development** RAY Performance Collective, Imece Gemisi
2010 - 2014	**Graphic Design and Visual Consultancy** Ekodenge Engineering Consultancy (Azerzoo, SEVESO)
2010 - 2011	**Production Assistant** Mavi Film, Inside/Yeraltı (dir. Zeki Demirkubuz)
2009 - 2016	**Graphic Design and Consultancy** Ankara Cinema Association
2009 - 2010	**Photographer,** *Project Participant* FACITY
2007 - 2010	**Teaching Assistant** Bilkent, FADA, Department of Graphic Design
2007 - ...	**Freelance Designer** GIZ, OBERMEYER, Ekodenge, Report Design International Medical Corps, Annual Report and Booklet The Save the Children Fund, Infographics UNICEF, Annual Report and Infographics Sabitfikir Magazine, Editorial Illustration Bilkent University, EMBA Program, Booklet Design Encore Publishing House, Logotype and Book Covers ESG Consultancy, Logotype Design Istanbul International Clarinet Festival, Logotype Aytemizler, Catalogue Gopal Metal, Corporate Identity Sri Govinda Math Yoga Center, Booklet and Poster WIS, 'Sirwan Water', Bottle and Label Design CoHaBa, Designer *(Part - Time)* NoName Ofset, Offset Printing House, Internship

Courses Given

COMD 282*   **Media and Design Studio II**
A continuation of COMD 281 with a concentration on the cinematographic image in various media and digital environments integrating concepts of digital photography and moving image production in project-based learning.

COMD 281*   **Media and Design Studio I**
Emphasizing design and visual thinking in combination with digital storytelling in a studio and project-based learning environment. The course involves conceptualization and problem solving strategies using a variety of media and materials.

COMD 354*   **Game Design and Research**
Introduction to games as a cultural phenomenon and a media form in a historical context. An analytical approach to game mechanics and dynamics. Fundamentals of game development with the implementation of iterative design methodologies.

CS 153*   **Introduction to Computer Graphics**
Basics of computer literacy, file systems, image formats and compression methods. Basics of raster and vector images and related software. Basic application of design principles to digital medium.

CS 154*   **Introduction to Web Design**
Basics of web sites with digital text, image, video and links HTML, CSS and JS. Basics of web page design and interaction principles.

CS 155*   **Interactive Media Design and Development**
Basic principles of human-computer interaction and interaction design, including gaming, live audio and video processing, motion detection, gesture recognition, tangible media, and interactive spaces.

GRA 401   **Graphic Design V** *(Teaching Assistant)*
Studio course enabling students to apply their knowledge and skills to advanced graphic design projects. Explored through: studio work, lectures, critiques and with knowledge of the design skills.

GRA 402   **Graphic Design VI** *(Teaching Assistant)*
Development and execution of final professional long-term graphic design project that includes various different items and media.

FA 271   **History of Art I** *(Teaching Assistant)*
A chronological survey of the history of art from the Stone Age to the Byzantine World.

FA 272   **History of Art II** *(Teaching Assistant)*
A chronological survey of the history of art from the Renaissance period to the 21st Century

GRA 341   **History of Graphic Art** *(Teaching Assistant)*
Introduction to the twentieth century graphic design by exploring various movements, philosophies and pioneering figures using a collaborative, thought-provoking format.

Awards

2020   **Equivalent Prize** (Finalist)
Taksim Urban Design Competition

2020   **Second Prize**
Istanbul Golden Horn Design Competition

2015   **Honorable Mention**
Gallipoli Peninsula Historical National Park Competition

2007   **Second Prize**
Hürriyet Genç Kırmızı, Advertising Competition

Publications & Proceedings

İnce, L. Y., Şimşek, B. (2022). "Circle the Story": Story Thinking and Story Catching Workshop Module for Higher Education. *Proceedings of the 10th International Digital Storytelling Conference*, Loughborough, UK.

İnce, L. Y. (2021). Pandemi Sürecinde Oyun Oynama Pratiklerindeki Değişiklikler. In E. Süngü & B. Bostan (Eds.), *Dijital Oyunlar, Oynanış ve Anlam 1.0* (pp. 461-503). Ankara: Nobel Akademik Yayıncılık.

İnce, L. Y., Özdora Akşak, E., Dikmen, E. Ş. (2021). A Systematic Literature Review of Game Studies Research. In E. E. Başar (Ed.), *Paradigm Shifts within the Communication World* (pp. 105-122). New York: Nova Science Publishers.

Seminars & Workshops

2021   Arts Map: Play Sustainable Culture. AGÜ, Kayseri, Turkey.
"Game as a Creative Tool on Culture"

2013   Ignite Talks: Santiago, Chile
"Timeline of Gezi Movement and Visual Remainders"

2010   Media and Cultural Studies Graduate Student Conference, Bilkent University: Ankara, Turkey
"Historical Representation of National Agenda in Turkish Humor Periodicals"

2010   lokma/stuffed: Bilkent University, Ankara
Illustration and printmaking workshop with Iranian artist Saeed Ensafi and his students

2007   grafist 11: Mimar Sinan University, Istanbul
Design workshop with Jürgen Hefele and Simone Huetlin

Knowledge

Expertise
Research, Layout Design, Illustration, Corporate Identity Design, Typography, Web Design, UI/UX, Photography, Filmmaking, Art Direction, Printing Techniques, Marketing, Organization

Skills
Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Adobe AfterEffects, Adobe Premiere, Adobe Dreamweaver, Macromedia Freehand, HTML/CSS, Javascript (jQuery), Processing, Django/Python

Languages
Turkish (Native), English (Fluent), Spanish (Beginner)

References

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