ACADEMIC

CURRICULUM VITAE

1. Name - Surname: Fezile Özdamlı Işık

2. Title: Prof. Dr.

3. Educational Background:

Degree	Department/Program	University	Year
Bachelor's	Computer Information Systems	Near East University	2005
Master's	Computer Education and Instructional Technology	Near East University	2007
PhD	Computer Education and Instructional Technology	Near East University	2011

4. Master's / PhD Thesis

4.1.Master's Thesis Title and Thesis Advisor(s):

- Evaluation of multimedia-based Project materials of teacher candidates. (2007). Assoc. Prof. Dr. Huseyin Uzunboylu.

4.2.PhD Thesis /Medical Specialty Thesis Title and Advisor(s):

- Evaluation of Teacher and Learner Perceptions and Adequacy Towards Mobile Learning. (2011). Prof. Dr. Huseyin Uzunboylu.

5. Academic Titles:

Date of Assistant Professorship: 2011

Date of Associate Proferssorship: 2014

Date of Professorship: 2019

6. Supervised Master's and PhD Theses:

6.1. Master's Theses

6.1.1. Vasfi Tuğun - Evaluation of Multimedia Development Competencies and Achievements of Pre-Service Teachers in Project-Based Learning Processes

with Blended and Online Education, Computer Education and Instructional Technologies, 2011

6.1.2. Münür Teralı - The Effect of Web-Supported Learning Applications on Students' Attitudes Toward English Lessons and Web-Supported Learning in Primary Education, Computer Education and Instructional Technologies, 2012

6.1.3. Özge Beyatlı - Determining the Internet Addiction Levels of Secondary School Students, Computer Education and Instructional Technologies, 2012

6.1.4. Emrah Soykan - The Effect of Mobile-Supported Learning Activities on Prospective Teachers' Achievements, Lifelong Learning, and Mobile Learning Competencies, Computer Education and Instructional Technologies, 2013

6.1.5. Ezgi Pelin Yıldız - Parent Views and Expectations Regarding the Integration of Mobile Technologies into Education and School-Family Collaboration, Computer Education and Instructional Technologies, 2013

6.1.6. Murat Bulut - Determining Teacher Candidates' Views on Social Networking Sites in Education and Their Internet Addiction Risk Levels, Computer Education and Instructional Technologies, 2013

6.1.7. Tayfun Toğer - Beliefs of Primary School Teachers Regarding Threats to Children on the Internet, 2014

6.1.8. Orhan Kazma, Determining the Social Media Usage Profiles of Teacher Candidates, Computer Education and Instructional Technologies, 2018

6.1.9. Hasan Denizalp, Determining Nomophobia Levels of Secondary School Students, Computer Education and Instructional Technologies, 2018

6.1.10. Elgharnah, Khairi Ghet Elghadafi. The awareness of parents towards the safe use of the Internet, Computer Information Systems, 2020

6.1.11. Elbelekia, Mohamed S. Salhein, Attitudes of employees towards cybersecurity, Computer Information Systems, 2020

6.1.12. Ghrbeia, Suliman A Salem Ben, Customer perception towards the digital payment, Computer Information Systems, 2020

6.1.13. Yazdeen, Dlgash Faran, Investigation of learning analytics tools in electronic Learning, Computer Information Systems, 2021

6.1.14. Al-Rawe, Narmin Mohammed Noori, Evaluating E-Learning system success in higher education during the Covid-19 outbreak, Computer Information Systems, 2021

6.1.15. Mairiga, Kamaluddeen Umar, Investigation of Factors Affecting Users' Ability to Accept Internet of Things Services, Computer Information Systems, 2022

6.1.16. Mutizwa, Melissa Rutendo. Usage of Formative Assesment Tools During Covid 19, Computer Information Systems, 2022

6.1.17. Khan, Ibrahim Seray. Perception of University Students on the Integration of Metaverse in Higher Education, Computer Information Systems, 2023

6.2. PhD Theses

6.2.1. Vasfi Tuğun – Coding Education in a Flipped Classroom, Computer Education and Instructional Technologies, 2014

6.2.2. Tahir Tavukcu Doktora- The Effect of Digital Scenario Supported Education on the Postgraduate Students' Success, Attitude, Anxiety Towards Scientific Research and Ethic Rules and Its Effect on Information Search Strategies, Computer Education and Instructional Technologies, 2014

6.2.3. Emrah Soykan- Evaluation of the Android Software for Special Needs Children, Computer Education and Instructional Technologies, 2016

6.2.4.   Gülsüm Aşıksoy- The effect of Flipped classroom management adapted to the 5E learning model in physics teaching, Computer Education and Instructional Technologies, 2016

6.2.5.   Damla Karagözlü- Survey of Augmented Reality Applications with Problem-Based Learning Approach from Various Variables, Computer Education and Instructional Technologies, 2017

6.2.6.   Hasan Özdal Doktora- Developing a Teaching Design for the Design of Infographics and Evaluation of Infographic Usage in Teaching, Computer Education and Instructional Technologies, 2017

6.2.7.   Olkan Betoncu-Development and Evaluation of Turkish Education Application for Foreigners, Computer Education and Instructional Technologies, 2022

6.2.8. Mustafa Ababneh- Development and Testing of Performance Scale Application as a Learning Support for Students in Secondary School, Computer Information Systems, 2023

6.2.9. Al-Jarrah, Aayat- Facial Recognition System for Distance Learning to Monitor and Detect Students' Cheating Behavior in Real-Time, Computer Information Systems, 2023

7. Publications

7.1. Articles Published in International Peer-Reviewed Journals (SCI,SSCI, AHCI, ESCI, Scopus)

- Ozdamli, F., & Milrich, F. (2023). Positive and negative impacts of gamification on the fitness industry. *European Journal of Investigation in Health, Psychology and Education*, *13*(8), 1411-1422.
- Özdamlı, F., Sultan, S., & Karanfiller, T. (2023). Effectiveness of The Project Management in Libraries: A Systematic Review. *Bilgi Dünyası*, *24*(1), 25-44.
- Ozdamli, F., & Karagozlu, D. (2022). Online Education During the Pandemic: A Systematic Literature Review. *International Journal of Emerging Technologies in Learning*, *17*(16).
- Mohammed Noori, N., & Ozdamli, F. (2022). Evaluating E-learning system success in higher education during the Covid-19. *Cypriot Journal of Educational Sciences*, *17*(12), 4884-4913.
- Saleem, A. N., Noori, N. M., & Ozdamli, F. (2022). Gamification applications in E-learning: A literature review. *Technology, Knowledge and Learning*, *27*(1), 139-159.
- Ozdamli, F., Ababneh, M., Karagozlu, D., & Aljarrah, A. (2022). Development and Testing of Performance Scale Application as an Effective Electronic Tool to Enhance Students' Academic Achievements. *Electronics*, *11*(23), 4023.
- Ozdamli, F.; Aljarrah, A.; Karagozlu, D.; Ababneh, M. Facial Recognition System to Detect Student Emotions and Cheating in Distance Learning. Sustainability 2022, 14, 13230. https://doi.org/10.3390/su142013230

- Taşpolat, A., Özdamli, F., & Soykan, E. (2021). Programming Language Training With the Flipped Classroom Model. *SAGE Open*, *11*(2), 215824402110214. http://doi.org/10.1177/21582440211021403
- Betoncu, O., Gezer, F., & Ozdamli, F. (2021). Designing an Effective Learning Environment for Language Learning During the Covid-19 Pandemic. Frontiers In Psychology , 12, DOI: 10.3389/fpsyg.2021.752083
- Ababneh, M., Aljarrah, A., Karagozlu, D., & Ozdamli, F. (2021). Guiding the Students in High School by Using Machine Learning. Technology Education Management Informatics, 10 (1), 384-391. DOI: 10.18421/TEM101-48
- Aayat Aljarrah et al.(2021).Artificial Intelligence Techniques for Distance Education: A Systematic Literature Review.TEM Journal, 10(4), 1621-1629.
- Al-Dosakee, K. ., & Ozdamli, F. (2021). Gamification in Teaching and Learning Languages: A Systematic Literature Review. Revista Romaneasca Pentru Educatie Multidimensionala, 13(2), 559-577. https://doi.org/10.18662/rrem/13.2/436
- Asiedu, D.S. & Ozdamli, F. (2021). The Review of Raspberry Pi Based - Systems to Assist the Disabled Persons. International Journal of Advanced Trends in Computer Science and Engineering, 10 (3), 1646-1655.
- Mohammed, Y.B. & Ozdamli, F. (2021). Motivational Effects of Gamification Apps in Education: A Systematic Literature Review. BRAIN. Broad Research in Artificial Intelligence and Neuroscience,12(2), 122-138. DOI 10.18662/brain/12.2/196
- Ozdamli, F. & Ercag, E. (2021). Cyberloafing Among University Students. TEM Journal, 10 (1), 421-426, DOI: 10.18421/TEM101-53, February 2021.
- Onbasi, D., Falyali, H., & Ozdamli, F. (2021). Augmented Reality Applications in Science Experiment Practices. BRAIN. Broad Research in Artificial Intelligence and Neuroscience, 12(1), 202-228. https://doi.org/10.18662/brain/12.1/179
- Saleem, A. N., Noori, N. M., & Ozdamli, F.. (2021). Gamification Applications in E-learning: A Literature Review. *Technology, Knowledge and Learning*. http://doi.org/10.1007/s10758-020-09487-x
- Elgharnah, K.G.E., & Ozdamli, F. (2020). Determining parents' level of awareness about safe internet use. World Journal on Educational Technology: Current Issues, 12 (4), pp. 290-300.
- Ozdamli, F., Cavus, N. Knowledge sharing technologies in higher education: Preferences of CIS students in Cyprus. *Educ Inf Technol* (2020). https://doi.org/10.1007/s10639-020-10336-8
- Ozdamli, F. & Ercag, E. (2019). Knowledge Levels and Attitudes Toward Cybercrimes of Adolescents in Northern Cyprus. Technology Education Management Informatics,8(4),1345-1350.
- Betoncu, O. & Ozdamli, F. (2019). The Disease of 21st Century: Digital Disease. Technology Education Management Informatics,8(2), 598-603.
- Denizalp, H. & Ozdamli, F. (2019). Determination of Student Opinions on Usage of Social Media and Mobile Tools in Student-Teacher, Student-Student Communication. *International Journal of Emerging Technologies in Learning* ,14(22),19-28.
- Ozdamli, F., & Kocakoyun, S. (2019). Validity and Reliability of the "Gamification Applications in Education" Scale. Folklor Edebiyat, 97(1), 63-75.
- Soykan, E. & Ozdamli, F. (2019). Development Process of Instructional Mobile Application for Special Needs Children. International Journal of Technology Enhanced Learning. *Int. J. Technology Enhanced Learning*, 11, (3) 259–278.
- Ozdamli, F. (2018). ARCS motivation model adapted to gamification applications on a programming language course. *Int. J. Learning Technology, 13*(4), 327-351.
- Fasli, E. & Ozdamli, F. (2018). Teacher Candidates' Opinions Regarding Instructional and Safe Use of Social Networks and Internet Addiction Risk Levels, Technology Education Management Informatics,7(2), 405-410.

- Nawaila, B., M., Kanbul, S. & Ozdamli, F. (2018). Digital child rights: A review. Children and Youth Services Review 94, DOI: 10.1016/j.childyouth.2018.09.028
- Ozdal, H. & Ozdamli, F. (2018). The Effect of Infographics in Mobile Learning: Case Study in Primary School. *Journal of Universal Computer Science, 23(12), 1256-1275.*
- Ozdamli, F. & Karagozlu, D. (2018). Teacher Opinions on the Use of Augmented Reality Application in Pre-School Science Education. Croatian Journal of Education 20 (1),43-74.
- Ozdamli, F. & Ozdal, H. (2018). Developing an Instructional Design for the Design of Infographics and the Evaluation of Infographic Usage in Teaching Based on Teacher and Student Opinions. EURASIA J. Math., Sci Tech. Ed 2018;14(4):1197–1219. DOI: https://doi.org/10.29333/ejmste/81868
- Özer, H., Kanbul, S., & Ozdamli, F. (2018). Effects of the Gamification Supported Flipped Classroom Model on the Attitudes and Opinions Regarding Game-Coding Education. *International Journal of Emerging Technologies In Learning (IJET), 13*(01), pp. 109-123. doi:http://dx.doi.org/10.3991/ijet.v13i01.7634
- Ozdamli, F., & Ercag, E. (2018). Opinions of Teacher Candidates on the Usage of Mobile Applications in the Multimedia Development Processes. International Journal of Interactive Mobile Technologies,12(2), 27-38.
- Ozdamli, F., & Hursen, C. (2017). An Emerging Technology: Augmented Reality to Promote Learning. *International Journal of Emerging Technologies In Learning (IJET), 12*(11), pp. 121-137. doi:http://dx.doi.org/10.3991/ijet.v12i11.7354
- Ceker, E., & Ozdamli, F. (2017) What "Gamification" is and what it's not. *European Journal of Contemporary Education, 2017, 6(2): 221-228* DOI: 10.13187/ejced.2017.2.221

- Karagozlu, D. & Ozdamli, F. (2017). Student Opinions on Mobile Augmented Reality Application and Developed Content in Science Class. Technology Education Management Informatics, 6 (4), 660-670.

- Asiksoy, G. & Ozdamli, F. (2017). The Effect of the Flipped Classroom Approach Adapted to the 5E Learning Model in Physics Education. Croatian Journal of Education. 19 (4), 1131-1166.

- Soykan, E. & Ozdamli, F. (2017). Evaluation of the Android Software for Special Needs Children. *Eurasia Journal of Mathematics, Science and Technology Education;*13(6):2683–2699

- Tugun, V., Uzunboylu, H., & Ozdamli, F. (2017). Coding Education in a Flipped Classroom. Technology Education Management Informatics, 6 (3), 599-606.

- Ozdamli, F., & Turan, B. (2017). Effects of a Technology Supported Project Based Learning (TS - PBL) Approach on the Success of a Mobile Application Development Course and the Students' Opinions. Technology Education Management Informatics, 6(2), 258-264.

- Savasan, A., Ozdamli, F., Uzunboylu, H. (2017). A Review of Literature on the Use of Online Communication Technologies in Medical Tourism Industry. International Journal of Scientifc Study, 5(8), 121-128.

- Ozdamli, F., & Yildiz, P. (2017). Opinions and Expectations of Parents on Integration of Mobile Technologies to Education and School Family Cooperation. International Journal of Interactive Mobile Technologies,11(4) 136-148.
- Taspolat, A., Kaya, S.O., Sapanca, F. H., Beheshti, M., & Ozdamli, F.(2017). An Investigation toward Advantages, Design Principles and Steps of Infographics in Education. J. Ponte 73 (7),157-166.

- Ozcan, D., Soykan, E. & Ozdamli, F. (2017). The emotional analysis of children with special needs during tablet usage in education. International journal of cognitive research in science, engineering and education, 5 (2), 57-64.
- Nawaila, B. M., Ozdamli, F., Kanbul, S. (2017). A mobile application for a multimedia development course: CEITech. J. Ponte 73 (6) doi: 10.21506/j.ponte.2017.6.17
- Kahraman, A.,& Ozdamli, F. (2017). Opinions of secondary school students regarding the use of edmodo as a social network in ICT course. J. Ponte, 73(8), doi: 10.21506/j.ponte.2017.8.42
- Ozdamli, F. & Aşıksoy, Y. G. (2016). Flipped Classroom Adapted to ARCS Motivation Model on a Physics Course. *Eurasia Journal of Mathematics, Science and Technology Education, 12 (6), 1589-1603 (SSCI)*
- Ozdamli, F. & Tavukcu, T. (2016). Determination of Secondary School Students' Attitudes towards Tablet PC Supported Education. *Journal of Universal Computer Science, 22* (1), 4-15. (SCI)
- Ozdamli, F. & Uzunboylu, H. (2014). M-Learning Adequacy and Perceptions of Students and Teachers in Secondary Schools. *British Journal of Educational Technology. (*doi:10.1111/bjet.12136) (SSCI)
- Ozdamli, F. (2013). Effectiveness of Cloud Systems and Social Networks in Improving Self-directed Learning Abilities and Developing Positive Seamless Learning Perceptions. *Journal of Universal Computer Science, 19* (5), 602-618. (SCI)
- Bicen, H., Ozdamli, F., Uzunboylu, H. (2012). Online and blended learning approach on instructional multimedia development courses in teacher education. *Journal of Interactive Learning Environments.* DOI: 10.1080/10494820.2012.682586 (SSCI)
- Demirok, M., Ozdamli, F., Hursen, C., et al. (2012) The Relationship of Computer Games and Reported Anger in Young People. *Australian Journal of Guidance and Counselling,* 22(1), 33-43. (SSCI)
- Uzunboylu, H. and Ozdamli, F. (2011). Teacher perception for m-learning: scale development and teachers' perceptions. *Journal of Computer Assisted Learning, 27*(6), 544-566. (SSCI)
- Hürsen, Ç., Ozcinar, Z., Ozdamli, F., and Uzunboylu, H. (2010) The communicative competences of students and teachers in different levels of education in North Cyprus. *Asia Pacific Education Review*, *12*(1), 59-66. (SSCI)

- Özdamlı, F. (2009). A cultural adaptation study of multimedia course materials forum to Turkish. *World Journal on Educational Technology, 1*(1),30-45.

- Uzunboylu, H., & Ozdamli, F. (2009). The Perceptions of University Students on Using E-Mail, Chat & Discussion Groups for Educational Purposes. *Cypriot Journal of Educational Sciences, 1*(1),47-60.

- Ozdamli, F., Cavus, N., & Uzunboylu, H. (2009). Evaluation of University Libraries. *Cypriot Journal of Educational Sciences, 2*(1), 9-20.

- Özdamlı, F., & Uzunboylu, H. (2009). Attitudes of Teacher Candidates Towards Technology Supported Collaborative Learning. *Cypriot Journal of Educational Sciences, 3*(1), 28-36.

7.2. **Articles Published in Other International Peer-Reviewed Journals**

- Mutizwa, M. R., Ozdamli, F., & Karagozlu, D. (2023). Smart Learning Environments during Pandemic. *Trends in Higher Education*, *2*(1), 16-28.

7.3. Papers Presented at International Scientific Confererences and Published in Conference Proceedings

- Adamu, I., Ozdamli, F. & Soykan, E. (2021). Analysis of self-reported data on Online Education: A systematic literature review.International Conference on Interdisciplinary Educational Reflections, Online.
- Gezgin D.M., Özdamlı F. (2019) "KKTC'de Öğrenim Gören Üniversite Öğrencilerinin Akıllı Telefon Bağımlılık Düzeyleri ile Çok Boyutlu Yalnızlık Düzeyleri Arasındaki İlişkinin İncelenmesi, 1. Uluslararası Bilim, Eğitim, Sanat ve Teknoloji Sempozyumu, İzmir
- Ozdamli, F., Kocakoyun, S., Sahin, T., & Akdag, S. (2016). Statistical reasoning of impact of infographics on education. *Procedia Computer Science, 102,* 370-377.
- Ozdamli, F. & Bicen, H. (2014). Effects of training on Cloud Computing Services on M-Learning Perceptions and Adequacies. *Procedia - Social and Behavioral Sciences*, 116, 5115 – 5119 .
- Ozdamli, F., Soykan, E., & Yildiz, E. (2013). Are Computer Education teacher candidates ready for M-Learning? *Procedia Social and Behavioral Sciences*, *83,* 1010-1015.
- Keser, H. & Ozdamli, F. (2012). What are the trends in collaborative learning studies in 21st century? . *Procedia Social and Behavioral Sciences*, *46,* 157-161.
- Ozdamli, F. (2011). The experiences of teacher candidates in developing instructional multimedia materials in project based learning. *Procedia Social and Behavioral Sciences*, *15,* 3810-3820.

7.4. National/international Books or Book Chapters

- Taqi, A.M., Qadous, M., Salah, M., Ozdamli, F. (2024). Gamification in Recommendation Systems a Systematic Analysis. In: Guarda, T., Portela, F., Diaz-Nafria, J.M. (eds) Advanced Research in Technologies, Information, Innovation and Sustainability. ARTIIS 2023. Communications in Computer and Information Science, vol 1935. Springer, Cham. https://doi.org/10.1007/978-3-031-48858-0_12
- Ozdamli, F., Nawaila, M.B. (2024). Analysing the Challenges and Opportunities of Smart Cities. In: Gupta, N., Mishra, S. (eds) Internet of Everything for Smart City and Smart Healthcare Applications. Signals and Communication Technology. Springer, Cham. https://doi.org/10.1007/978-3-031-34601-9_6
- Ozdamli, F., Eğitim Teknolojileri Okumaları. (2022) (Bölüm: Yükseköğretim kurumlarında dijital dönüşüm: yaşanan zorluklar ve olanaklar) Editör: Akkoyunlu, B., Odabaşı, F. İşman, A. Ankara: Pegem A Yayıncılık.
- Karagozlu, D., & Ozdamli, F. (2019). Fen ve Matematik Eğitiminde Teknolojik Yaklaşımlar. (Bölüm: Fen Eğitiminde Artırılmış Gerçeklik Uygulamaları). Editör: Akgündüz, D. Ankara: Anı Yayıncılık.
- Ozdamli, F. (Ed.) (2019). New Trends in Technology Enhanced Learning. Lambert Academic Publishing.
- Kocakoyun, S. & Ozdamli, F. (2018). A Review of Research on Gamification Approach in Education. Socialization - A Multidimensional Perspective. DOI: 10.5772/intechopen.74131

- Cavus, N., Ozcinar, Z., Hürsen, Ç., Etci, C., Erçag, E., Ozdamli, F., Ekizoglu, N., Sakalli, M. & Tuncay, N. (2008). *Eğitim Teknolojileri ve Materyal Tasarımı*. (Ed. H. Uzunboylu). Türkiye: Pegem Akademi Yayıncılık.
- Uzunboylu, H., Ozdamli, F. & Ozcinar, Z. (2006). Current Developments in Technology-Assisted Education (Chapter:An Evaluation of Open Source Learning Management Systems According to Learners Tools). Editors: A. Mendez-Vilas, A. Solano Martin, J. Mesa Gonzales, J. A. Mesa Gonzalez. Vol.1, p.8-12. ISSB: 84-690-2471-X, Formatex Publishers, Spain.

8. Projects

- 2016-2017 – Project Manager. New Trends in Education, SOS-2016-2-001, NEU, BAP Project, Completed.
- 2015-2016 - Project Manager. Influence of Flipped Classroom and Simulation Technique on Students' Achievement, Motivation and Self-efficacy beliefs in Physics Teaching. NEU, BAP Project, Completed.
- 2015-2016- Project Researcher, Development of student attitudes towards tablets-supported education and determination of attitudes, YDU BAP Project, Completed.
- 2015-2016 Project Manager. Developing the scale of student attitudes towards tablets-supported education and determining its attitudes YDU BAP Project, Completed
- 2015-2016 Project Manager. Augmented reality practices in pre-school education. YDU BAP Project, Completed.
- 2009-2010 - Project Director - Determining the level of readiness of teachers and students for mobile learning, T.C. / TRNC Scientific Research Projects (Bap-1) Research Project of Universities.

9. Administrative Responsibilities

- 2011-2018 Head of Computer Education and Instructional Technology Department, NEU
- 2011- Board Member of Distance Education Center of Near East University
- 2019- Faculty Coordinator of Life Long Learning Center, FEAS, NEU.
- 2020 –2022 YÖDAK (Higher Education Planning, Accreditation, Evaluation and Coordination Council), Support Education Committee Member in Covid -19 process.
- 2020- NEU, Academic Appointment and Promotion Commission member
- 2021- Head of Management Information Systems Department, NEU
- 2023- Head of Innovation and Knowledge Management Department, NEU

13. Undergraduate and Graduate Courses Taught in the Last Two Years

Academic Year	Semester	Course Name	Weekly Hours		Number of Students
			Theoretical	Practical	
2021 - 2022	FALL	CIS132- Introduction to Algorithms and Programming	3		20
	FALL	BIL132- Algoritma ve Programlamaya Giriş	3		30
	FALL	CIS525 Games and Gamifiction	3		15
	SPRING	CIS132- Introduction to	3		20

		Algorithms and Programming			
	SPRING	MIS412 Data Science	3		10
	SPRING	IT Project Management	3		10
2022 - 2023	**FALL**	CIS132- Introduction to Algorithms and Programming	3		20
	FALL	BIL132- Algoritma ve Programlamaya Giriş	3		30
	FALL	CIS525 Games and Gamifiction	3		15
	SPRING	CIS132- Introduction to Algorithms and Programming	3		20
	SPRING	MIS412 Data Science	3		10
	SPRING	IT Project Management	3		10