



PANEL 4

DİJİTAL OYUNLARIN SOSYAL MEDYADAKİ YANSIMALARI

Panel başkanları: Prof. Dr. Selçuk Hünerli
Yrd. Doç. Dr. Yusuf Levent Şahin

Panel sunumu – I

Serhat Altıok (*Çocuk YouTuberlar Tarafından Paylaşılan Dijital Oyunlara Yönelik Videoların İçerik ve Aldıkları Geri Bildirimler (Yorumlar) Açısından İncelenmesi “Merhaba! YouTube Kanalıma Hoş Geldiniz.”*)

Panel sunumu – II

Işıl Erdemli (*Çevrimiçi Oyunlarda Çocuğa Karşı Şiddetle Mücadele: Ortaklık Ağı Örneği*)

Panel sunumu – III

Ergin Şafak Dikmen (*Dijital Oyunların Gelişimi ve Sosyal Medya Uzantıları*)

Panel sunumu – IV

Filiz Aydoğan Boschele (*Tekno-Meta Olarak Oyun ve Çocuk*)



Panel Başkanının Sunumu

Social media, Online Games and Children

Prof. Dr. Selçuk Hünlerli

Social media is an interactive communications environment that a lot of people can make all kinds of sharing as a member. This interactive platform allows to play online game at the same time. Therefore, children became member of social media, first in order to represent them and then to play online games. In fact, this membership it is a non-legal sense. Because social media environments not accept under 18 age as members. Most of the time with the help of families membership created under false pretenses; that’s a huge mistake. Children once they start a mobile games it is inevitable that the increasing number of the membership for them. Online gifts sent from friends give advantages in game playing. Children who want to increase number of online gifts, open fake accounts membership. Because the game is in the social media environment, or the game transform itself actually a kind of social media platform when the kids while playing the game online. This means that in online platforms contacting with others is inevitable. In such situations, including cyber bullying on the internet is in the first place that children faced with the various causes of objectionable situation.

Meanwhile, the gaming industry is likely to be Turkey's serious potential for its future. This situation is exerting only if new creative ideas occurs and the rules with the emergence can occur. In universities in recent years, "Digital Gaming Design "sections and also started to gain popularity from" Animation "sections.

However, especially for providing education to the digital game area, and Art and Design Communication with the Departments faculties of “Digital Game Design" sections students placed with only numerical score. Whereas this student’s education limited by only coding or learning of logic for various game engines, it is not possible to get innovative ideas by learning. Education in this field as with the structure differentiated in the gaming industry and the different areas the talented students the right to education must be recognized.