

AKADEMİK ÖZGEÇMİŞ

1. Adı Soyadı: Hüseyin Bicen

2. Unvanı: Prof. Dr.

3. Öğrenim Durumu:

Derece	Bölüm/Program	Üniversite	Yıl
Lisans	Bilgisayar ve Öğretim Teknolojileri Öğretmenliği	Yakın Doğu Üniversitesi	2007
Y. Lisans	Bilgisayar ve Öğretim Teknolojileri Eğitimi	Yakın Doğu Üniversitesi	2009
Doktora	Bilgisayar ve Öğretim Teknolojileri Eğitimi	Yakın Doğu Üniversitesi	2012

4. Yüksek Lisans / Doktora Tezi

4.1.Yüksek Lisans Tez Başlığı ve Tez Danışmanı: Web 2.0 Araçlarının Windows Live Spaces'e Entegre Edilerek Eğitim Amaçlı Kullanılması (2009). Doç. Dr. Hüseyin Uzunboylu

4.2. Doktora Tezi ve Danışmanı: Öğretmenlerin Hizmetiçi Eğitiminde Sosyal Paylaşım Sitelerinin Kullanımı: Facebook ve WiZiQ Sanal Sınıf Örneği (2012). Prof. Dr. Hüseyin Uzunboylu

5. Akademik Unvanlar:

Yardımcı doçentlik tarihi: 2012

Doçentlik tarihi: 2015

Profesörlük tarihi: 2021

6. Yönetilen Yüksek Lisans ve Doktora Tezleri:

6.1. Yüksek lisans tezleri

- Abubakar, A. (2019). The Influence of Social Media on Psycho-Social Relation Among The Students In Tertiary Institutions. Master Tezi. Eğitimde İnsan Kaynaklarını Geliştirme Anabilim Dalı, Eğitim Bilimleri Enstitüsü, Lefkoşa, Kıbrıs.
- Berktaş, S. (2017). Öğretmen Adaylarının Kitleleş Açık Çevrimiçi Derslere Yönelik Görüşlerinin Belirlenmesi. Yüksek Lisans Tezi. Bilgisayar ve Öğretim Teknolojileri Eğitimi Anabilim Dalı, Eğitim Bilimleri Enstitüsü, Lefkoşa, Kıbrıs.
- Özer, H. (2016). Eğitimde Oyunlaştırılmış Öğrenme Ortamlarının Öğrenci Başarısına Ve Uygulamaya Yönelik Etkisi. Yüksek Lisans Tezi. Bilgisayar ve Öğretim Teknolojileri Eğitimi Anabilim Dalı, Eğitim Bilimleri Enstitüsü, Lefkoşa, Kıbrıs.

4. Çalışkan, S. (2015). Ters Yüz Edilmiş Öğrenme Ortamlarının Öğrenci başarısına Ve Uygulamaya Yönelik Etkisi. Yüksek Lisans Tezi. Bilgisayar ve Öğretim Teknolojileri Eğitimi Anabilim Dalı, Eğitim Bilimleri Enstitüsü, Lefkoşa, Kıbrıs.
5. Kocakoyun, Ş. (2014). Eğitsel Android Uygulamasının Geliştirilmesi ve Değerlendirilmesi. Yüksek Lisans Tezi. Bilgisayar ve Öğretim Teknolojileri Eğitimi Anabilim Dalı, Eğitim Bilimleri Enstitüsü, Lefkoşa, Kıbrıs.
6. Arnavut, A. (2013). Kuzey Kıbrıs Türk Cumhuriyetindeki Öğretmen Adaylarının Teknolojik Araç Kullanımına Yönelik Görüşlerinin Belirlenmesi. Yüksek Lisans Tezi. Bilgisayar ve Öğretim Teknolojileri Eğitimi Anabilim Dalı, Eğitim Bilimleri Enstitüsü, Lefkoşa, Kıbrıs.

6.2. Yönetilen Doktora tezleri

1. Kahraman, A. (2023). Öğretmenlerin Hizmetiçi Eğitimlerinde Çevrimiçi Ortamların Uygulanması: Bir Eylem Araştırması. Doktora Tezi. Bilgisayar ve Öğretim Teknolojileri Eğitimi Anabilim Dalı, Lisansüstü Eğitim Enstitüsü, Lefkoşa, Kıbrıs.
2. Kocakoyun, Ş. (2020). Ebeveynlerin Oyunlaştırma Ortamlarına Yönelik Algıları, Teknoloji Kabulleri, İçsel Motivasyonları ve Görüşleri. Doktora Tezi. Bilgisayar ve Öğretim Teknolojileri Eğitimi Anabilim Dalı, Eğitim Bilimleri Enstitüsü, Lefkoşa, Kıbrıs.
3. Beheshti, M. (2019). Views and Achievements of ESL Students Regarding The Usage of Infographics In Flipped Classrooms. Doktora Tezi. Bilgisayar ve Öğretim Teknolojileri Eğitimi Anabilim Dalı, Eğitim Bilimleri Enstitüsü, Lefkoşa, Kıbrıs.
4. Çiftçi, N. (2018). Programlamaya Giriş dersine Robotik Uygulamaların Öğrenci Başarısı, Motivasyonu Ve Tutumuna Etkisi. Doktora Tezi. Bilgisayar ve Öğretim Teknolojileri Eğitimi Anabilim Dalı, Eğitim Bilimleri Enstitüsü, Lefkoşa, Kıbrıs.
5. Arnavut, A. (2017). Çevrimiçi Ve Karma Eğitim Gruplarındaki Öğretmenlerin Kitlese Açık Çevrimiçi Derslere Yönelik Başarı, Algı Ve Görüşlerinin Değerlendirilmesi. Doktora Tezi. Bilgisayar ve Öğretim Teknolojileri Eğitimi Anabilim Dalı, Eğitim Bilimleri Enstitüsü, Lefkoşa, Kıbrıs.

7. Yayınlar

7.1. Uluslararası hakemli dergilerde yayımlanan makaleler

7.1.1 SSCI, SCI, SCI-E indeksli makaleler

1. Kahraman, A., & **Bicen, H.** (2022). The Impact of Digital Transformation in Teachers' Professional Development During The COVID-19 Pandemic. *Computer Science & Information Systems, 19*(3).
2. **Bicen, H.** & Kocakoyun Aydogan, S. (2020). Gamification Education for Parents: Effects on Motivation and Communication. *Revista de Cercetare si Interventie Sociala, 69*, 176-193. DOI: 10.33788/rcis.68.11
3. **Bicen, H.**, & Beheshti, M. (2019). Assessing perceptions and evaluating achievements of ESL students with the usage of infographics in a flipped classroom learning environment. *Interactive Learning Environments, 1–29*. doi: 10.1080/10494820.2019.1666285
4. Arnavut, A., & **Bicen, H.** (2018). Determination of teachers' perspectives and level of readiness towards MOOCs for tolerance education. *Quality & Quantity, 52*(S2), 929-943. doi:10.1007/s11135-017-0546-z (SSCI: DOI numarası verildiği tarihte taranıyordu)
5. Özüörçün, N., & **Bicen, H.** (2017). Does the Inclusion of Robots Affect Engineering Students' Achievement in Computer Programming Courses? *Eurasia Journal of Mathematics, Science and Technology Education, 13*(8), 4779-4787. doi:10.12973/eurasia.2017.00964a.
6. Kaya, T., & **Bicen, H.** (2016). The effects of social media on students' behaviors; Facebook as a case study. *Computers in Human Behavior, 59*, 374–379.
7. **Bicen, H.** (2015). The Role of Social Learning Networks in Mobile Assisted Language Learning: Edmodo as a Case Study. *Journal of Universal Computer Science, 21*(10), 1297-1306.
8. **Bicen, H.** & Arnavut, A. (2015). Determining the effects of technological tool use habits on social lives. *Computers in Human Behavior, 48*, 457-462.
9. **Bicen, H.** & Uzunboylu, H. (2013). The Use of Social Networking Sites in Education: A Case Study of Facebook. *Journal of Universal Computer Science, 19*(5), 658-671.
10. **Bicen, H.**, Ozdamli, F. ve Uzunboylu, H. (2012). Online and Blended Learning Approach on Instructional Multimedia Development Courses in Teacher Education. *Interactive Learning Environments, 22*(4), 529-548.
11. Uzunboylu, H., **Bicen, H.** & Cavus, N. (2011). The efficient virtual learning environment: A case study of web 2.0 tools and windows live spaces. *Computers & Education, 56*(3), 720-726.

7.1.2 Web of Science'da taranan uluslararası hakemli dergilerde yayınlanmış ESCI İndeksli makaleler

1. Uysal, B., & **Bicen, H.** (2025). Content Analysis of Augmented Reality in STEM Education. *BRAIN. Broad Research in Artificial Intelligence and Neuroscience, 16*(1), 216-228.
2. Islek, D., & **Bicen, H.** (2024). Determining the Educational Needs of Students Regarding the Use of Augmented Reality Applications in Museums. *BRAIN. Broad Research in Artificial Intelligence and Neuroscience, 15*(4), 283-294.
3. Ozdamli, F., **Bicen, H.**, Ercag, E., & Hursen, C. (2024). Evaluating the Combined Use of Artificial Intelligence and Virtual Reality in Higher Education: A Bibliometric and Systematic Analysis. *BRAIN. Broad Research In Artificial Intelligence And Neuroscience, 15*(3), 258-270. doi:<http://dx.doi.org/10.70594/brain/15.3/20>
4. **Bicen, H.**, Bal, E., Serttas, Z., Gur, P., & Ese, V. (2023). Development of NEU-LIFE ASSIST Android Application and Bibliometric Analysis of mHealth Applications. *BRAIN. Broad Research In Artificial Intelligence And Neuroscience, 14*(4), 53-65. Retrieved from <https://edusoft.ro/brain/index.php/brain/article/view/1443>
5. **Bicen, H.**, Bal, E., Serttas, Z., Gur, P., & Ese, V. (2023). Opinions and Competencies of the Elderly and Disabled towards the Use of Mobile Devices and Applications. *BRAIN. Broad*

- Research In Artificial Intelligence And Neuroscience, 14(4), 41-52. Retrieved from <https://www.brain.edusoft.ro/index.php/brain/article/view/1442>
6. Islek, D., & **Bicen, H.** (2023). Determining Views on the Effectivity of Augmented Reality Applications in Museums. BRAIN. Broad Research In Artificial Intelligence And Neuroscience, 14(3), 379-393. Retrieved from <https://edusoft.ro/brain/index.php/brain/article/view/1432>
 7. **Bicen, H.**, Demir, B., & Serttas, Z. (2022). The Attitudes of Teacher Candidates towards the Gamification Process in Education. BRAIN. Broad Research in Artificial Intelligence and Neuroscience, 13(2), 39-50.
 8. **Bicen, H.**, & Adedoyin, O. B. (2022). A Content Analysis of Studies on Assistive Technology in Education. Postmodern Openings, 13(3), 01-12.
 9. **Bicen, H.**, & Shali, S. N. (2021). A content analysis on publications written on (E-Government and M-government) from 2000 to 2021. BRAIN. Broad Research in Artificial Intelligence and Neuroscience, 12(3), 303–318. <https://doi.org/10.18662/brain/12.3/233>
 10. **Bicen, H.**, Demir, B., & Serttas, Z. (2021). Pre-service teachers' readiness levels for mobile learning. BRAIN. Broad Research in Artificial Intelligence and Neuroscience, 12(2), 53-66. <https://doi.org/10.18662/brain/12.2/191>
 11. **Bicen, H.**, & Haidov, R. (2021). A content analysis on articles using Twitter in Education. Postmodern Openings, 12(1Sup1), 19–34. <https://doi.org/10.18662/po/12.1sup1/269>
 12. **Bicen, H.**, & Demir, B. (2020). A Content Analysis on Articles Using Augmented Reality Technology and Infographic in Education. Postmodern Openings, 11(1Sup1), 33–44. doi: 10.18662/po/11.1sup1/121
 13. Arnavut, A., **Bicen, H.**, & Tugun, V. (2020). An Evaluation Of Classroom Teachers' Opinions On Online Material Preparation Training Through Mooc And Blended Education Model. Turkish Online Journal of Distance Education, 1-11. doi:10.17718/tojde.770887
 14. **Bicen, H.**, & Arnavut, A. (2020). Google AI Approach and Statistical Results of Using Google Applications in Mobile Learning. Brain. Broad Research In Artificial Intelligence And Neuroscience, 11(1), 121–130. doi: 10.18662/brain/11.1/18
 15. **Bicen, H.**, & Taspolat, A. (2019). Students' Views On The Teaching Process Based On Social Media Supported Flipped Classroom Approach. Brain. Broad Research In Artificial Intelligence And Neuroscience, 10(4), 115–144. doi: 10.18662/brain/08
 16. Kaya, O. S., & **Bicen, H.** (2019). Study of Augmented Reality Applications Use in Education and Its Effect on the Academic Performance. International Journal of Distance Education Technologies, 17(3), 25-36. doi:10.4018/ijdet.2019070102
 17. Arnavut, A., **Bicen, H.**, & Nuri, C. (2019). Students' Approaches to Massive Open Online Courses: The Case of Khan Academy. BRAIN. Broad Research In Artificial Intelligence And Neuroscience, 10(1), 82-90. Retrieved from <http://www.edusoft.ro/brain/index.php/brain/article/view/884>
 18. **Bicen, H.**, & Kocakoyun, S. (2018). Perceptions of Students for Gamification Approach: Kahoot as a Case Study. International Journal of Emerging Technologies in Learning (iJET), 13(02), 72. doi:10.3991/ijet.v13i02.7467
 19. Gur, P., Serttas, Z., & **Bicen, H.** (2018). Opinions of special education students on distance education certificate programs. Journal for Educators Teachers and Trainers, 9, 179-189.
 20. **Bicen, H.**, Bal, E., Gur, P., & Serttas, Z. (2018). The Level of Proficiency Of Special Education Teachers and their Opinions on Instructional Technologies. Broad Research in Artificial Intelligence and Neuroscience (BRAIN), 9, 86-92.
 21. **Bicen, H.**, & Beheshti, M. (2017). The Psychological Impact of Infographics in Education. Broad Research in Artificial Intelligence and Neuroscience (BRAIN), 8(4), 99-108.

7.1.3 Yalnızca Scopus'ta taranan makaleler

1. **Bicen, H.**, & Arnavut, A. (2017). Examination Of The Studies On Technology Addiction Published Between 2008-2016. *PONTE International Scientific Researchs Journal*, 73(5). doi:10.21506/j.ponte.2017.5.41
2. Caliskan, S., & **Bicen, H.** (2017). Determination The Opinions Of Teacher Candidates Towards The Effects Of Smart Phones On Their Social Lives. *PONTE International Scientific Researchs Journal*, 73(9). doi:10.21506/j.ponte.2017.9.21
3. **Bicen, H.**, & Kocakoyun, S. (2017). Classroom Management Through Classdojo In Gamification Approach classroom Management Through Classdojo In Gamification Approach. *PONTE International Scientific Researchs Journal*, 73(8). doi:10.21506/j.ponte.2017.8.36

7.2. Ulusal/Uluslararası diğer hakemli dergilerde yayınlanan makaleler

1. Kocakoyun, Ş, & **Bicen, H.** (2017). Development and evaluation of educational android application. *Cypriot Journal of Educational Sciences*, 12(2), 58. doi:10.18844/cjes.v12i2.1938
2. **Bicen, H.** & Kocakoyun, S. (2017). Determination of university students' most preferred mobile application for gamification. *World Journal on Educational Technology*, 9(1).
3. Nawaila, M. B., & **Bicen, H.** (2017). 3D Technological Readiness: A Northern Cyprus Perspective. *International Journal of Recent Contributions from Engineering, Science & IT (iJES)*, 5(4), 19. doi:10.3991/ijes.v5i4.7737
4. **Bicen, H.** & Bal, E. (2016). Determination of student opinions in augmented reality. *World Journal on Educational Technology*, 8(3), 205-209.
5. Keser, H., **Bicen, H.**, & Caliskan, S. (2016). Determination of Teacher Candidates' Opinions About The Efficiency of Virtual Classes Used in Distance Education. *Global Journal of Information Technology: Emerging Technologies*, 6(2), 143. doi: 10.18844/gjit.v6i2.639
6. Cavus, N. & **Bicen, H.** (2014). Determine the Usage of Mobile Applications among University Students. 5th International Future-Learning Conference on Innovations in Learning for the Future 2014: e-Learning. *Electronic Journal of Innovation in Education*.
7. Keser, H., Ozdamli, F., **Bicen, H.** & Demirok, M. (2010). A Descriptive Study of High School Students Game-Playing Characteristics. *International Journal of Learning and Teaching*, 2(2), 12-20.
8. Bicen, A. & **Bicen, H.** (2010). The Teachers Evaluation of Social Activities Which Take Place in Full Time Education. *International Journal of Learning and Teaching*, 2(1), 9-13.
9. Tezer, M. & **Bicen, H.** (2008). Üniversite Öğretim Elemanlarının E-Eğitim Sistemlerine Yönelik Hazır Bulunuşluğu. 8. Uluslararası Eğitim Teknolojileri Konferansı, 6-9 Mayıs, Anadolu Üniversitesi, Ankara, Türkiye. *Cypriot Journal of Educational Sciences*, 1(5), 16-27.

7.3. Uluslararası bilimsel toplantılarda sunulan ve bildiri kitabında basılan bildiriler

7.3.1. Web of Science'da taranan ve tam metinli yayınlanmış bildiriler

1. **Bicen, H.**, & Arnavut, A. (2019). Statistical Computation of the Effect of Using Mobile Applications as a Travel Information Tool. *13th International Conference on Theory and Application of Fuzzy Systems and Soft Computing — ICAFS-2018 Advances in Intelligent Systems and Computing*, 458-463. doi:10.1007/978-3-030-04164-9_61

2. Akdag, S., **Bicen, H.**, Basari, G., & Savasan, A. (2019). The Impact of Using Social Media on University Students Socialization: Statistical Reasoning. *13th International Conference on Theory and Application of Fuzzy Systems and Soft Computing — ICAFS-2018 Advances in Intelligent Systems and Computing*, 404-409. doi:10.1007/978-3-030-04164-9_54
3. Bal, E., & **Bicen, H.** (2017). The purpose of students' social media use and determining their perspectives on education. *Procedia Computer Science*, 120, 177-181. doi:10.1016/j.procs.2017.11.226
4. **Bicen, H.** (2017). Determining the effect of using social media as a MOOC tool. *Procedia Computer Science*, 120, 172-176. doi:10.1016/j.procs.2017.11.225
5. **Bicen, H.** & Sadikoglu, S. (2016). Determination of the opinions of students on Tourism impact using Mobile Applications. 3rd Global Conference on Business, Economics, Management and Tourism. *Procedia Economics and Finance*, 39, 270-274.
6. Çalışkan, S. & **Bicen, H.** (2016). Determining The Perceptions of Teacher Candidates on the Effectiveness of MOODLE Used in Flipped Education. 12th International Conference On Application of Fuzzy Systems And Soft Computing, (ICAFS 2016). *Procedia Computer Science*, 102, 654-658.
7. Ozcan, D. & **Bicen, H.** (2016). Giftedness and Technology. 12th International Conference On Application of Fuzzy Systems And Soft Computing, (ICAFS 2016). *Procedia Computer Science*, 102, 630-634.
8. Bal, E. & **Bicen, H.** (2016). Computer hardware course application through augmented reality and QR code integration: achievement levels and views of students. 12th International Conference On Application of Fuzzy Systems And Soft Computing, (ICAFS 2016). *Procedia Computer Science*, 102, 267-272.
9. **Bicen, H.** (2015). Determination of university students' reasons of using social networking sites in their daily life. 2nd Global Conference On Psychology Researches (GCPR-2014). *Procedia Social and Behavioral Sciences*, 190, 519-522.
10. **Bicen, H.**, Sadikoglu, S. & Sadikoglu, G. (2015). The Impact of Social Networks on Undergraduate Students Learning Foreign Language. 5th World Conference on Learning, Teaching and Educational Leadership. October, 2014, Prague. *Procedia - Social and Behavioral Sciences*, 186, 1045-1049.
11. **Bicen, H.** (2014). Student Opinions Regarding Twitter Usage with Mobile Applications for Educational Purposes. 3rd Cyprus International Conference on Educational Research (CY-ICER 2014), Cyprus. *Procedia Social and Behavioral Sciences*, 136, 385-390.
12. Ozdamli, F. & **Bicen, H.** (2014). Effects of training on Cloud Computing Services on M-Learning Perceptions and Adequacies. 5th World Conference on Educational Sciences (WCES), February, 2013, Italy. *Procedia - Social and Behavioral Sciences*, 116, 5115-5119. (ISI Web of Science, ScienceDirect, Scopus).
13. **Bicen, H.** & Kocakoyun, S. (2013). The Evaluation of The Most Used Mobile Devices Applications by Students. 2nd Cyprus International Conference on Educational Research (CY-ICER 2013), Cyprus. *Procedia Social and Behavioral Sciences*, 89, 756-760.
14. Sadikoglu, S. & **Bicen, H.** (2013). Evaluation of university students' opinions about learning Russian language. 5th World Conference on Educational Sciences (WCES), February, 2013, Italy. *Procedia - Social and Behavioral Sciences*, 116, 5046-5052.
15. **Bicen, H.** & Cavus, N. (2012). Twitter Usage Habits of Undergraduate Students. *Procedia - Social and Behavioral Sciences*, 46, 335-339.
16. **Bicen, H.** & Cavus, N. (2011). Social network sites usage habits of undergraduate students: case study of Facebook. *Procedia - Social and Behavioral Sciences*, 28, 943-947.
17. **Bicen, H.** & Ozdamli, F. (2011). Validating the instrument of web based collaborative learning competences using factor analysis. 3rd World Conference on Educational Sciences (WCES), February, 2011, Turkey. *Procedia Social and Behavioral Sciences*, 15(1), 3921-3926.

18. **Bicen, H.** & Cavus, N. (2010). The Most Preferred Social Network Sites by Students. World Conference on Educational Sciences (WCES), February 04-07, 2010, Turkey. *Procedia Social and Behavioral Sciences*, 2(2), 5864-5869.
19. **Bicen, H.**, Ozdamli, F., Ertac, D., Tavukcu, T., Arap, I. & Terali, M. (2010). Education Needs Of Teacher Candidates Towards Web Based Collaborative Learning Studies. World Conference on Educational Sciences (WCES), February 04-07, 2010, Turkey. *Procedia Social and Behavioral Sciences*, 2(2), 5876-5880.
20. Ozdamli, F., **Bicen, H.**, Ercag, E., Demirbilek, E. & Ceker, E. (2010). Secondary Education Teachers' Training Needs Towards Web Based Collaborative Learning In TRNC. World Conference on Educational Sciences (WCES), February 04-07, 2010, Turkey. *Procedia Social and Behavioral Sciences*, 2(2), 5870-5874.
21. Çavuş, N. & **Bicen, H.** (2009). A study to find out the preferred free e-mail services used by university students. World Conference on Educational Sciences (WCES), February 04-07, 2009, NorthCyprus. *Procedia Social and Behavioral Sciences*, 1(1), 419-425.
22. Tezer, M. & **Bicen, H.** (2009). The attitudes of prospective teachers' on trusting internet resources. World Conference on Educational Sciences (WCES), February 04-07, 2009, North Cyprus. *Procedia Social and Behavioral Sciences*, 1(1), 409-414.

7.3.2. Scopus'ta ve alan indekslerinde taranan ve tam metinli yayınlanmış bildiriler

1. Bicen, H. (2025). *Generative AI in education: A bibliometric analysis*. Proceedings of the International Conference on Virtual Learning, 20, 25–33.
2. Hursen, C., & **Bicen, H.** (2025). *Global scientific landscape of AI and fuzzy logic in education: A bibliometric and thematic evolution analysis*. CEUR Workshop Proceedings, 4055, 80–89.
3. **Bicen, H.**, & Hursen, C. (2025). *Bibliometric analysis of studies on the use of chatbots in higher education*. CEUR Workshop Proceedings, 4055, 23–31.
4. **Bicen, H.**, Hursen, C., & Ercag, E. (2025). *Global research trends in the application of advanced AI tools: A bibliometric perspective on fuzzy logic-based studies*. CEUR Workshop Proceedings, 4055, 71–79.
5. **Bicen, H.**, Petruc, S.-I., Zvîncă, A.-M., & Bogdan, R. (2025). *A bibliometric analysis of systems modeling research: Trends, themes and future directions (2020–2025)*. **CEUR Workshop Proceedings, 4055, 345–353.**
6. **Bicen, H.**, & Karagozlu, D. (2024). Artificial Intelligence ethics: A bibliometric analysis. *International Conference on Virtual Learning* (Vol. 19, pp. 313-322).
7. **Karagozlu, D.** & **Bicen, H.** (2024). Extended reality applications : A bibliometric analysis. *International Conference on Virtual Learning* (Vol. 19, pp. 93-102).
8. Ozdamli, F., Hursen, C., Ercag, E., & **Bicen, H.** (2024). Innovation and Knowledge Management (IKM) in Higher Education: A Crucial Bibliometric Analysis for the Time Frame 1997–2024.
9. **Bicen, H.**, Bogdan, R., & Petruc, S. I. (2023). Artificial Intelligence in Higher Education: A Bibliometric Analysis. CEUR Workshop Proceedings 3520, 1-11.
10. **Bicen, H.**, Bogdan, R., & Petruc, S. I. (2023). Digital Curriculum: a bibliometric analysis. *International Conference on Virtual Learning* (Vol. 18, pp. 114-122).
11. **Bicen, H.**, & Adedoyin, O. B. (2022). Bibliometric Analysis of Studies on Metaverse in Education. *International Conference on Virtual Learning* (Vol. 17, pp. 179-192).
12. **Bicen, H.** & Sapanca, F. (2020). How can the participation in massive open online courses be increased? Impact of social media. *ELearning & Software for Education*, 39-44. (3) doi: 10.12753/2066-026X-20-174

13. **Bicen, H.**, & Aydoğan, S. K. (2019). Statistical determination of parents' use of gamification applications according to the technology acceptance model. *CEUR Workshop Proceedings, VGameEdu 2019*, 2486, 372-384.

7.3.3. Ulusal/Uluslararası bilimsel toplantılarda sunulan ve bildiri kitabında basılan bildiriler

1. Bogdan, R., **Bicen, H.**, & Holotescu, C. (2017). Trends in Blending University Courses With MOOCs. *E-Learning & Software for Education*, 247-253.
2. **Bicen, H.** & Ozdamli F. (2012). The Cloud Computing Preferences of University Students. IV. International Future-Learning Conference on Innovations in Learning for the Future 2012: e-Learning. (ScienceDirect).
3. Çavuş, N., **Bicen, H.** & Akcil, U. (2008) The Opinions of Information Technology Students on Using Mobile Learning. Online Submission, Paper presented at the International Conference on Educational Sciences (ICES), Jun 23-25, 2008. Famagusta, Cyprus. (index Eric Database ERIC: ED503539).
4. Çavuş, N. & **Bicen, H.** (2009). The Most Preferred Free E-mail Service Used by Students. 9th International Educational Technology Conference (IETC), May 6-8, 2009, Ankara, Turkey. (indexEric Database ERIC: ED503535).
5. Cavus, N. & **Bicen, H.** (2010). A Study to Find the Most Preferred Free Messenger Service Used by University Students. Bilisim Kurultayı 2010, September 22-25, 2010, Turkey. (index Eric Database ERIC: ED512167).

7.4. Yazılan ulusal/uluslararası kitaplarda bölümler

7.4. 1. Yazılan uluslararası kitaplardaki bölümler

1. Altınay, Z., **Bicen, H.**, Altınay, F., Dagli, D., Demirok, M., Oznacar, B., Cerkez, Y., & Celebi, M. (2021). The role of societal research and centers in analyzing society in pandemic times. Book: *Data Science for COVID-19 Volume 2: Societal and Medical Perspectives*. Editör: Utku Kose, Deepak Gupta, Victor de Albuquerque, Ashish Khanna (Eds.), Elsevier.
2. Walker Z., Tan, D., Klímplová, L. & **Bicen, H.** (2020). An Introduction to Flipping the Classroom. Book: *Flipped Classrooms With Diverse Learners: International perspectives*. Editör: Walker, Zachary, Tan, Desiree, Koh, Noi Keng (Eds.), Springer.
3. Aksal F., **Bicen, H.** & Gazi, Z. (2020). Blockchain Strategy and Management in Social Transformation for Being Social Agents. Book: *Blockchain Technology Applications in Education* Editör: Sharma, R., Yildirim, H. & Kurubacak, G., IGI Global Press.
4. **Bicen, H.** (2014). Effective virtual learning environment through the use of Web 2.0 Tools. Editör: Adeoye, B. & Tomei, L., IGI Global Press.

7.4. 2. Yazılan ulusal kitaplardaki bölümler

1. **Bicen, H.**, Çiftçi, N, Ertaç, D., Karahoca, D., Tuncay, N. ve Yasakçı, A. (2011). Bilişim Teknolojileri, Editör: Uzunboylu, H., Pegem Yayıncılık, Ankara.
2. **Bicen, H.**, Hürsen, Ç., Çavuş, N., Özçınar, Z., Etcı, C., Erçağ, E., Özdamlı, F., Ekizoğlu, N., Sakallı, M. ve Tuncay, N. (2011). Öğretim Teknolojileri ve Materyal Tasarımı, Editör: Uzunboylu, H., Pegem Yayıncılık, 2. Baskı, Ankara.

8. Projeler

1. **Yürütücü** - Bicen, H. (2018) NEU-LIFE ASSIST Android Uygulaması, BAP, Yakın Doğu Üniversitesi.
2. **Yürütücü** - Bicen, H. (2015) Oyunlaştırma (Gamification) Yönteminin Okul Öncesi Öğretmen Adaylarının Akademik Başarısına, Motivasyonlarına ve Görüşlerine Etkisinin Belirlenmesi, BAP, Yakın Doğu Üniversitesi.

9. İdari Görevler

1. Yakın Doğu Üniversitesi, Eğitim Bilimleri Araştırma Merkezi Başkanı (2024 -)
2. E-Study Box: Yönetici (2020 – Günümüz)
3. Yakın Doğu Üniversitesi, Eğitimde İnsan Kaynaklarını Geliştirme Anabilim Dalı Başkanı (2015 – Günümüz)
4. Yakın Doğu Üniversitesi, Uzaktan Eğitim Merkezi Müdürü (2013-2019)

10. Ödüller

1. Yayın Ödülü, Yakın Doğu Üniversitesi, 2024.
2. Yayın Ödülü, Yakın Doğu Üniversitesi, 2023.
3. Yayın Ödülü, Yakın Doğu Üniversitesi, 2022.
4. Yayın Ödülü, Yakın Doğu Üniversitesi, 2021.
5. Yayın Ödülü, Yakın Doğu Üniversitesi, 2020.
6. Yayın Ödülü, Yakın Doğu Üniversitesi, 2019.
7. Yayın Ödülü, Yakın Doğu Üniversitesi, 2018.
8. Yayın Ödülü, Yakın Doğu Üniversitesi, 2017.
9. TÜBİTAK Bilimsel Yayın Teşvik Ödülü, Teşvik Ödülü, 2016.
10. TÜBİTAK Bilimsel Yayın Teşvik Ödülü, Teşvik Ödülü, 2015.
11. TÜBİTAK Bilimsel Yayın Teşvik Ödülü, Teşvik Ödülü, 2014.
12. TÜBİTAK Bilimsel Yayın Teşvik Ödülü, Teşvik Ödülü, 2013.
13. TÜBİTAK Bilimsel Yayın Teşvik Ödülü, Teşvik Ödülü, 2011.

11. Son İki Yılda Verilen Lisans ve *Lisansüstü Dersler

Akademik Yıl	Dönem	Dersin Adı	Haftalık Saati		Öğrenci Sayısı
			Teorik	Uygulama	
2025 - 2026	Güz	AEF362- Bilgi Medya ve Teknoloji Okuryazarlığı	1	1	44
	Güz	BOT209 – Eğitsel Oyun ve Oyunlaştırma	1	1	7
	Güz	BOT301 – Eğitimde Modelleme ve Tasarım	2	1	1
	Güz	SEO321 – Özel Eğitimde Yardımcı Teknolojiler	2	1	23