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PERSONAL

Date of Birth	1979
Place of Birth	Mersin

EDUCATION

2013-2018	Wayne State University, Instructional Technology, Ph.D.
2001-2004	METU, Educational Sciences, M.S.
1996-2001	METU, Computer Education, B.S.

ACADEMIC POSITIONS

Mar 2018 – Present	Assistant Professor, Department of Information Systems, Atılım University, Turkey
Oct 2014 – Jul 2016	Assistant Professor, Department of Digital Game Design, İpek University, Turkey
Oct 2012 – Oct 2014	Assistant Professor, Computer Education and Instructional Technology, Mehmet Akif Ersoy University, Turkey

HONORS&AWARDS

1	First Place at 3rd Annual University Case Study Competition <i>International Society for Performance Improvement (Silver Spring, MD)</i>
2	SEMTEC Instructional Technology Annual Scholarship <i>Wayne State University, College of Education (Detroit, MI)</i>
3	Dean's Scholarship Awards <i>Wayne State University, College of Education (Detroit, MI)</i>
4	Hubert and Elsie Watson Endowed Memorial Scholarship Awards <i>Wayne State University, College of Education (Detroit, MI)</i>
5	Hubert and Elsie Watson Endowed Memorial Scholarship Awards <i>Wayne State University, College of Education (Detroit, MI)</i>
6	Hubert and Elsie Watson Endowed Memorial Scholarship Awards <i>Wayne State University, College of Education (Detroit, MI)</i>
7	Overseas Doctoral Scholarship <i>Turkish Science and Research Council (Ankara, TURKEY)</i>
8	Domestic Doctoral Scholarship <i>Turkish Science and Research Council (Ankara, TURKEY)</i>

RESEARCH INTERESTS

1	Cyberloafing
2	Usability
3	E-commerce
4	M-commerce
5	Social media addiction
6	Mobile learning
7	Game addiction
8	E-democracy
9	E-reading
10	Cloud Computing Adoption

PUBLICATIONS

Peer-reviewed journal articles	
1	Şendağ Serkan, Caner Mustafa, Toker Sacip (2019). İngilizce Öğretmen Adaylarının Yabancı Dilde Dinleme Stratejileri ile Okumada Medya Tercihleri ve Okuma Sıklıkları Arasındaki İlişkinin İncelenmesine Yönelik Bir Araştırma. Mehmet Akif Ersoy Üniversitesi Eğitim Fakültesi Dergisi, 2019(52), 185-211., doi: 10.21764/maeuefd
2	Baturay, M. H., & Toker, S. (2019). The Comparison of Trust in Virtual and Face-To-Face Collaborative Learning Teams. <i>Turkish Online Journal of Distance Education</i> , 20(3), 153-164.
3	S. Toker & Baturay, M.H. (2019). What foresees college students' tendency to use facebook for diverse educational purposes? <i>International Journal of Educational Technology in Higher Education</i> , https://doi.org/10.1186/s41239-019-0139-0 - SSCI
4	Baturay, M.H. & Toker, S. (2019). Internet addiction among college students: Some causes and effects, <i>Education and Information Technology</i> , https://doi.org/10.1007/s10639-019-09894-3 – SCOPUS
5	Şendağ Serkan, Gedik Nuray, Caner Mustafa, Toker Sacip (2019). Mobil Destekli Dil Öğrenmede Podcast Kullanımı: Öğretici Merkezli Yoğun Dinleme ve Mobil Kapsamlı Dinleme. Mersin Üniversitesi Eğitim Fakültesi Dergisi, 15, 1-27., doi: 10.17860/mersinefd.
6	Şendağ, S., Gedik, N., & Toker, S. (2018). Impact of repetitive listening, listening-aid and podcast length on EFL podcast listening. <i>Computers & Education</i> , 125, 273-283 - SSCI
7	Toker, S. (2017). Is It an Interesting Job and Will I Persist, Perform, and Be More Content? A Quasi-Experimental Investigation. <i>Performance Improvement Quarterly</i> , 29(4), 343–373. – SCOPUS & ESCI
8	Şendağ Serkan, Gedik Nuray, Caner Mustafa, Toker Sacip (2017). Mobil-Yoğun-Podcast Dinlemenin İngilizce Öğretmen Adaylarının Dinleme, Konuşma ve Eleştirel Düşünme Becerilerine Etkisi. <i>Eğitim Teknolojisi Kuram ve Uygulama</i> , 7(2), 94-122.
9	Şendağ, S. & Toker, S. (2016). Factors affecting participation of preservice

	teachers in e-democracy. <i>I-manager's Journal of Educational Technology</i> , 13(2), 30-46. - ERIC
10	Baturay, M. H. & Toker, S. (2016). Self-esteem shapes the impact of GPA and general health on Facebook: A mediation analysis. <i>Social Science Computer Review</i> , 35(5), 555-575, doi: 10.1177/0894439316656606 - SSCI
11	Korur, F., Toker, S. & Eryilmaz, A. (2016). Effects of the integrated online advance organizer teaching materials on students' science achievement and attitude. <i>Journal of Science Education and Technology</i> , 25(4), 628-640. - SSCI
12	Barbour, M. K., Siko, J. P., Kromrei, H., McLaren, A., Toker, S. , Mani, N. & Wilson III, E. V. (2016). Analyzing homemade PowerPoint game questions: Testing an assumption of proponents. <i>the Oregon Journal of the Social Studies (OJSS)</i> , 4(1), 7-19.
13	Barbour, M. K., Lahiri, M., Toker, S. & Under Harrison, K. (2016). Career Planning with Career Forward: Exploring Student Perceptions and Experiences in an Online Career Preparation Course. <i>Journal of School Educational Technology</i> , 11(3), 1-9 - ERIC
14	Toker, S. & Baturay, M. H. (2016). Antecedents and consequences of game addiction. <i>Computers In Human Behavior</i> , 55, 668-679. - SSCI
15	Baturay, M. H. & Toker, S. (2015). An investigation of the impact of demographics on cyberloafing from an educational setting angle. <i>Computers in Human Behavior</i> , 50, 358-366. - SSCI
16	Toker, S. & Moseley, J. L (2013). The Mental Model Comparison of Expert and Novice Performance Improvement Practitioners. <i>Performance Improvement Quarterly</i> , 26(3), 7-32. – SCOPUS & ESCI
17	Guerra-Lopez, I & Toker, S. (2012) An Application of The Impact Evaluation Process For Designing A Performance Measurement And Evaluation Framework In K-12 Environments. <i>Evaluation and Program Planning</i> , 35, 222-235 – SSCI
18	Siko, J. P., Barbour, M. B. & Toker, S. (2011) Beyond Jeopardy and Lectures: Using Microsoft PowerPoint as a Game Design Tool to Teach Science. <i>Journal of Computers in Mathematics and Science Teaching (JCMST)</i> , 30(3), 303-320. - ERIC
19	Zhang, K., & Toker, S. (2011). Stimulating Critical Thinking in a Virtual Learning Community with Instructor Moderations and Peer Reviews. <i>Knowledge Management & E-Learning: An International Journal (KM&EL)</i> , 3(4), 534-547. - SCOPUS
	Barbour, M., Kinsella, J., Wicks, M. & Toker, S. (2009). Continuing change in a virtual world: Training and recruiting instructors. <i>Journal of Technology and Teacher Education</i> , 17(4), 203-224. – ERIC
Chapters in Books	
1	TOKER SACIP, Öğretim Teknolojileri: Etkili ve Eğlenceli Öğrenme Deneyimi Tasarım Rehberi, Bölüm adı:(Öğrenen Deneyiminin Bireyselleştirilmesinde Öğretim Teknolojilerinin Rolü) (2019),Nobel,Editör: SENDAG, SERKAN, Basım sayısı:1, Sayfa Sayısı 508, ISBN:978-605-7846-40-2.
2	Baturay, M. H., Toker, S. , Şendağ, S., & Akbulut, Y. (2018). Reading to learn. Learning to Read in a Digital World In M. Barzillai , J. Thomson , S. Schroeder & P. van den Broek, <i>Learning to Read in a Digital World</i> , (pp. 225 – 238). John Benjamins Publishing Company: Amsterdam, The Netherlands.
3	Toker, S. & Moseley, J. L. (2013) Measuring Innovators and Adopters for Web 3.0. <i>The 2013 Pfeiffer Annual: Training</i> , Pfeiffer
4	Toker, S. & Moseley, J. L (2012) Cultural Readiness Scale for Web 2.0 (CuReS for Web 2.0) In Biech, E. (ed), <i>The 2012 Pfeiffer Annual: Consulting</i> , Pfeiffer

5	Toker, S. & Moseley, J. L. (2011). Competitive intelligence scale for organizations (CISO). In Biech, E. (ed), <i>The 2011 Pfeiffer Annual: Consulting</i> , Pfeiffer.
6	Toker, S. , Moseley, J. L. & Chow, A. (2010). Scale of intellectual capital for organizations (SICO), In Biech, E. (ed), <i>The 2010 Pfeiffer Annual: Consulting</i> , Pfeiffer.
7	Moseley, J. L., Toker, S. & Chow, A. (2009). Mind aptitude scale for organizations (MASO). In Biech, E. (ed), <i>The 2009 Pfeiffer Annual: Consulting</i> , Pfeiffer.

PROJECTS

1	<p>Nov 2014 – Nov 2018: European Cooperation in Science and Technology Action IS1404 E-READ (COST Network Funding), <i>Reading Centre, University of Stavanger, NO-4036 Stavanger, Norway</i></p> <p>A COST Action is a 4-year network funding from COST (European Cooperation in Science and Technology). The goal of the E-READ COST Action, funded from November 2014 to November 2018, is to bring together scholars and scientists from a number of different disciplines to plan and carry out interdisciplinary, empirical research to assess the effect of digitisation on a number of aspects of reading.</p> <p>Management Committee member for Turkey</p>
2	<p>Feb 2014 – June 2014: Developing a training program which is “Make Your Own Robot!” and providing the training as a trainer for gifted students who are sponsored by The Science and Art Center, Burdur of Ministry of National Education, Turkey and Children University Research and Implementation Center at Mehmet Akif Ersoy University, Burdur, Turkey.</p> <p>Students were trained by LEGO MINDSTORM EV3 and learned about simple programming. They observed how computer programs bring life to a mechanic robot with the codes they wrote.</p> <p><i>Turkish Science and Research Council (Ankara, TURKEY)</i> grant for The Science and Art Centers in Turkey</p>
3	<p>Oct 2013 – Oct 2016: <i>Turkish Science and Research Council (Ankara, TURKEY) – TÜBİTAK, 3501 National Young Researchers Career Development Programme (CAREER) Project:</i></p> <ul style="list-style-type: none"> • <i>Project Name: Development of an Online Advance Organizer Concept Teaching Material</i> • <i>Budget: 175,000 TL (Approximately 95,000\$ / 60,000€)</i> • <i>Available at</i> <ul style="list-style-type: none"> ○ http://www.cidkom.com ○ http://www.cidkom.net ○ http://cidkom.wordpress.com • <i>Project Manager: Assistant Professor Fikret KORUR,</i> • <i>Mehmet Akif Ersoy University, Department of Elementary Education, Primary School Teacher Education Division.</i> <p>Helping to develop project proposal, initiating the project, designing overall research, conducting statistical analysis and preparing interim reports. As extra responsibilities, I guided the development of assessment tools to measure students' learning at the end of the project.</p>

CONFERENCE PRESENTATIONS

1	Barbour, M. K., Evans, M., & Toker, S. (2009). Making sense of video games: Pre-service teachers struggle with this new medium. Proceedings of the annual conference of the Society for Information Technology and Teacher Education (1367-1372). Norfolk, VA: AACE.
2	Barbour, M. K., Kinsella, J., & Toker, S. (2009). PowerPoint games in a secondary laptop environment. Proceedings of the annual conference of the Society for Information Technology and Teacher Education (1373-1380). Norfolk, VA: AACE.
3	Barbour, M. K., Kromei, H., McLaren, A., Toker, S., Mani, N., & Wilson, V. (2009). Testing an assumption of the potential of homemade PowerPoint games. Proceedings of the annual conference of the Society for Information Technology and Teacher Education (1381-1387). Norfolk, VA: AACE.
4	Zhang, K. & Toker, S. (2008, November). Do instructor moderations and peer review promote critical thinking or problem solving?: A case study in an online graduate course. In C. J. Bonk, M. M. Lee, T. Reynolds (Eds.). Proceeding of E-Learn 2008: World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education. Chesapeake, VA: Association for the Advancement of Computing in Education (AACE).
5	Kiraz, E., Toker, S. & Yildirim, S. (2005). An Assessment of Pre-Service Teacher Education Program in relation to Technology Training for Future Practice: A Case of Primary School Teacher Education Program, Burdur. Lifelong Learning in the Balkans, a Historical Context and Current Trends, Belgrade, Serbia and Montenegro, July 1 – 3, 2005.

COURSES GIVEN

1	Business and E-commerce
2	Information Systems Development
3	Project Orientation
4	Entrepreneurship and Innovation in Information Technology
5	Investigating Computer Crime
6	Information Technology Strategy and Governance
7	Introduction to Computer Programming
8	Distance Education and E-learning