

**Sacip TOKER, Ph.D.**

Atılım University  
Department of Information Systems Engineering  
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**PERSONAL**

<b>Date of Birth</b>	1979
<b>Place of Birth</b>	Mersin

**EDUCATION**

<b>2006 – 2012</b>	Wayne State University, Detroit, MI, USA, Instructional Technology, Ph.D.
<b>2001 – 2004</b>	Middle East Technical University, Ankara, TURKEY, Curriculum and Instruction, M.Sc.
<b>1996 - 2001</b>	Middle East Technical University, , Ankara, TURKEY, Computer Education and Instructional Technology, B.Sc.

**ACADEMIC POSITIONS**

<b>2021 – Present</b>	Atılım University – Associate Professor of Information Systems Engineering
<b>2018 – 2021</b>	Atılım University – Assistant Professor of Information Systems Engineering
<b>2014 –2016</b>	İpek University – Assistant Professor of Digital Game Design
<b>2014 –2016</b>	İpek University – Assistant Principal of Distance Learning Center
<b>2013 –2014</b>	Mehmet Akif Ersoy University – Executive Committee Member, Children University Center
<b>2012 –2014</b>	Mehmet Akif Ersoy University – Assistant Professor of Computer Education and Instructional Technology
<b>2012 –2014</b>	Mehmet Akif Ersoy University – Assistant Principal of Distance Education Center
<b>2011 –2011</b>	Capital Analytics (USA) – Research Analyst, Assessor and Evaluator
<b>2010 –2011</b>	Wayne State University (USA) – Graduate Research Assistant (Instructional Technology Division)
<b>2009 – 2010</b>	William Beaumont Hospitals (USA) – Interactive and Performance Technologist, Application Developer, Evaluator, Trainer
<b>2007 – 2009</b>	Wayne State University (USA) – Graduate Research Assistant (Instructional Technology Division)
<b>Spring 2004</b>	Süleyman Demirel University – Lecturer

**ADMINISTRATIVE DUTIES**

<b>2014 – 2016</b>	İpek University – Assistant Principal of Distance Learning Center
<b>2012 – 2014</b>	Mehmet Akif Ersoy University – Assistant Principal of Distance Education Research and Implementation Center
<b>2013 – 2014</b>	Mehmet Akif Ersoy University – Executive Committee Member, Children University Research and Implementation Center
<b>2009</b>	Angels' Place (USA) – Instructional Designer and Project Leader (Volunteer Project)
<b>2009 – 2010</b>	William Beaumont Hospitals (USA) – Application Developer, Evaluator, Trainer for Corporate Wellness Systems
<b>2009 – 2010</b>	William Beaumont Hospitals (USA) – Interactive and Performance Technologist
<b>2008</b>	Wayne State University & Detroit Public Schools (USA) – Project Manager, Detroit Digital Learning Community Expansion
<b>2007</b>	Wayne State University (USA) – Web-Based Training Developer, Organizational Employee Development (HR Department)

## HONORS&AWARDS

<b>1</b>	<b>2011</b> – First Place in the University Case Study Competition, International Society for Performance Improvement (ISPI), USA
<b>2</b>	<b>2011</b> – SEMTEC Instructional Technology Annual Scholarship, Wayne State University, College of Education
<b>3</b>	<b>2010</b> – Dean's Scholarship Award, Wayne State University, College of Education
<b>4</b>	<b>2009</b> – Hubert and Elsie Watson Endowed Memorial Scholarship Award, Wayne State University, College of Education
<b>5</b>	<b>2008</b> – Hubert and Elsie Watson Endowed Memorial Scholarship Award, Wayne State University, College of Education
<b>6</b>	<b>2007</b> – Hubert and Elsie Watson Endowed Memorial Scholarship Award, Wayne State University, College of Education
<b>7</b>	<b>2006</b> – Overseas Doctoral Scholarship, The Scientific and Technological Research Council of Turkey (TÜBİTAK)
<b>8</b>	<b>2004</b> – Domestic Doctoral Scholarship, The Scientific and Technological Research Council of Turkey (TÜBİTAK)

## RESEARCH INTERESTS

<b>1</b>	Generative Artificial Intelligence in Education
<b>2</b>	AI Ethics and Digital Citizenship
<b>3</b>	Virtual Reality and Augmented Reality in Education
<b>4</b>	Learning Analytics and Educational Data Mining
<b>5</b>	Cognitive and Affective Factors in Learning
<b>6</b>	Metacognition, Critical Thinking, and Self-Regulated Learning
<b>7</b>	Mobile Learning and Podcast-Based Education
<b>8</b>	Digital Game-Based Learning and Gamification
<b>9</b>	Technology Acceptance and Digital Behaviors
<b>10</b>	Human-Computer Interaction and Usability
<b>11</b>	Performance Improvement and Electronic Performance Support Systems

12	Online and Distance Education
13	E-learning and MOOC Design
14	Educational Assessment and Evaluation
15	Instructional Design and Technology Integration

## PUBLICATIONS

1	<b>Toker, S., &amp; Akgun, M. (2025).</b> Reducing AI plagiarism through assessment of higher-order cognitive skills. <i>Innovations in Education and Teaching International</i> , 1–17. <a href="https://doi.org/10.1080/14703297.2025.2514242">https://doi.org/10.1080/14703297.2025.2514242</a> - <b>SSCI - Q1</b> .
2	Akgün, M., & <b>Toker, S.</b> (2025). Exploring the Role of Search Experience and Self-Efficacy in Cognitive Self-Esteem: A Latent Growth Modelling Approach. <i>SAGE Open</i> , 15(2). <a href="https://doi.org/10.1177/21582440251329736">https://doi.org/10.1177/21582440251329736</a> (Original work published 2025) – <b>SSCI – Q2</b>
3	Çagiltay, N. E., <b>Toker, S.</b> , & Çagiltay, K. (2025). MOOCs and economic disadvantage: A path analysis of 3.5 million MITx learners. <i>Innovations in Education and Teaching International</i> , 1–18. <a href="https://doi.org/10.1080/14703297.2025.2471410">https://doi.org/10.1080/14703297.2025.2471410</a> - <b>SSCI - Q1</b> .
4	Şendağ, S., Caner, M., Gedik, N., & <b>Toker, S.</b> (2024, Accepted). Enhancing Language Proficiency through Mobile Extensive Listening and Podcasting: A Multifaceted Approach to Metacognition and Critical Thinking. Manuscript under second-round review for minor revisions. <i>Thinking Skills and Creativity – SSCI – Q1</i> .
5	Tuncer Akbay, Soner Yildirim, <b>Sacip Toker</b> ; The Effects of Individual Interest and Goal-Orientedness on Ordinary and Worthy Performance. <i>Performance Improvement Quarterly</i> 1 January 2024; 37 (1): 1–15. doi: <a href="https://doi.org/10.56811/PIQ-22-0010">https://doi.org/10.56811/PIQ-22-0010</a> - <b>ESCI</b>
6	<b>Toker, S.</b> , Akay, C., Basmacı, F., Kilicarslan, M. A., Mumcu, E. & Çagiltay, N. E.. Expectancy from, and Acceptance of Augmented Reality in Dental Education Programs: A Structural Equation Model, <i>Journal of Dental Education</i> , (Accepted). – <b>SCIE – Q3</b>
7	Çagiltay, N. E.; <b>Toker, S.</b> ; Çagiltay, K. Exploring MOOC learners' behavioural patterns considering age, gender and number of course enrolments: Insights for improving educational opportunities. <i>Open Praxis</i> , (2024), 16.1: 70-81. – <b>SCOPUS &amp; ESCI</b>
8	Çagiltay, N. E., <b>Toker, S.</b> & Çagiltay, K.. Exploring the Influence of Countries' Economic Conditions on Massive Open Online Course (MOOC) Participation: A Study of 3.5 Million MITx Learners. <i>he International Review of Research in Open and Distributed Learning</i> , (2023), 24(2), 1–17. <a href="https://doi.org/10.19173/irrod.v24i2.7123">https://doi.org/10.19173/irrod.v24i2.7123</a> , – <b>SSCI – Q2</b>
9	<b>Toker, S.</b> , Akbay, T. A comparison of recursive and nonrecursive models of attitude towards problem-based learning, disposition to critical thinking, and creative thinking in an computer literacy course for preservice teachers. <i>Educ Inf Technol</i> (2022). <a href="https://doi.org/10.1007/s10639-022-10906-y">https://doi.org/10.1007/s10639-022-10906-y</a> , – <b>SSCI – Q1</b>
10	Sendag, S., <b>Toker, S.</b> , Uredi, L. et al. Predictors of e-democracy applicability in Turkish K-12 schools. <i>Educ Inf Technol</i> (2021). <a href="https://doi.org/10.1007/s10639-021-10748-0">https://doi.org/10.1007/s10639-021-10748-0</a> , – <b>SSCI – Q1</b>
11	<b>Toker, S.</b> The progress of 21st-century skills throughout instructional design projects: a quasi-experimental comparison of rapid prototyping and dick and carey models. <i>Educ Inf Technol</i> (2021). <a href="https://doi.org/10.1007/s10639-021-10673-2">https://doi.org/10.1007/s10639-021-10673-2</a> , – <b>SSCI – Q1</b>
12	<b>Toker, S.</b> , Baturay, M.H., Factors affecting cyberloafing in computer laboratory teaching settings. <i>Int J Educ Technol High Educ</i> 18, 20 (2021). <a href="https://doi.org/10.1186/s41239-021-00250-5">https://doi.org/10.1186/s41239-021-00250-5</a> , – <b>SSCI – Q1</b>
13	<b>Toker, S.</b> , Baturay, M.H., Developing disposition to critical thinking and problem-solving perception in instructional design projects for producing digital materials. <i>Int J Technol Des Educ</i> (2021). <a href="https://doi.org/10.1007/s10798-020-09646-2">https://doi.org/10.1007/s10798-020-09646-2</a> , – <b>SSCI – Q2</b>
14	Baturay, M. H., & <b>Toker, S.</b> (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. – <b>SCOPUS &amp; ESCI</b>
15	<b>Toker, S.</b> & 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> , <a href="https://doi.org/10.1186/s41239-019-0139-0">https://doi.org/10.1186/s41239-019-0139-0</a> - <b>SSCI - Q1</b>

16	Baturay, M.H. & <b>Toker, S.</b> (2019). Internet addiction among college students: Some causes and effects, Education and Information Technology, <a href="https://doi.org/10.1007/s10639-019-09894-3">https://doi.org/10.1007/s10639-019-09894-3</a> – <b>SSCI – Q1</b>
17	Şendağ, S., Gedik, N., & <b>Toker, S.</b> (2018). Impact of repetitive listening, listening-aid and podcast length on EFL podcast listening. Computers & Education, 125, 273-283 – <b>SSCI – Q1</b>
18	<b>Toker, S.</b> (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. – <b>SCOPUS &amp; ESCI</b>
19	Şendağ, S. & <b>Toker, S.</b> (2016). Factors affecting participation of preservice teachers in e-democracy. <i>I-manager's Journal of Educational Technology</i> , 13(2), 30-46. - <b>ERIC</b>
20	Baturay, M. H. & <b>Toker, S.</b> (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 – <b>SSCI – Q1</b>
21	Korur, F., <b>Toker, S.</b> & Eryılmaz, 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. – <b>SSCI – Q2</b>
22	Barbour, M. K., Siko, J. P., Kromrei, H., McLaren, A., <b>Toker, S.</b> , 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.
23	Barbour, M. K., Lahiri, M., <b>Toker, S.</b> & 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 - <b>ERIC</b>
24	<b>Toker, S.</b> & Baturay, M. H. (2016). Antecedents and consequences of game addiction. <i>Computers In Human Behavior</i> , 55, 668-679. – <b>SSCI – Q1</b>
25	Baturay, M. H. & <b>Toker, S.</b> (2015). An investigation of the impact of demographics on cyberloafing from an educational setting angle. <i>Computers in Human Behavior</i> , 50, 358-366. – <b>SSCI – Q1</b>
26	<b>Toker, S.</b> & Moseley, J. L (2013). The Mental Model Comparison of Expert and Novice Performance Improvement Practitioners. <i>Performance Improvement Quarterly</i> , 26(3), 7-32. – <b>SCOPUS &amp; ESCI</b>
27	Guerra-Lopez. I & <b>Toker, S.</b> (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 – <b>SSCI – Q3</b>
28	Siko, J. P., Barbour, M. B. & <b>Toker, S.</b> (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. - <b>ERIC</b>
29	Zhang, K., & <b>Toker, S.</b> (2011). Stimulating Critical Thinking in a Virtual Learning Community with Instructor Moderations and Peer Reviews. <i>Knowledge Management &amp; E-Learning: An International Journal (KM&amp;EL)</i> , 3(4), 534-547. - <b>SCOPUS</b>
30	Barbour, M., Kinsella, J., Wicks, M. & <b>Toker, S.</b> (2009). Continuing change in a virtual world: Training and recruiting instructors. <i>Journal of Technology and Teacher Education</i> , 17(4), 203-224. - <b>ERIC</b>

## PROJECTS

1	<b>2023 – Ongoing – Enhancing the Quality of VET Education and Training through Innovation with Virtual Reality (VRinVET)</b> Erasmus+ CB-VET Project (101128646), Partner Coordinator – Atılım University
2	<b>2014 – 2018 – European Cooperation in Science and Technology Action IS1404 E-READ</b> Management Committee Member for Turkey – University of Stavanger, Norway
3	<b>2014 – “Make Your Own Robot!” Gifted Education Training Program</b> Trainer & Developer – Supported by the Ministry of National Education & TÜBİTAK
4	<b>2013 – 2016 – Development of an Online Advance Organizer Concept Teaching Material</b> Researcher – TÜBİTAK 3501 Career Development Programme
5	<b>2010 – Web-based K-12 Online Learning in Michigan</b> E-learning Specialist – Wayne State University, Educational Development Grant
6	<b>2009 – 2010 – New Hire Competency Tracking System for Beaumont Troy Hospital</b> System and Training Manual Designer – William Beaumont Hospitals

7	<b>2009 – 2010</b> – <i>Implementation of Sage Peachtree for HR Programs</i> IT Specialist – William Beaumont Hospitals
8	<b>2009</b> – <i>Time is on Your Side! Training Program</i> Instructional Designer and Project Leader (Volunteer) – Angels' Place, Michigan
9	<b>2009 – 2010</b> – <i>Beaumont Business Health Strategies Application in Quickbase</i> Developer, Evaluator, and Documentation Specialist – William Beaumont Hospitals
10	<b>2009</b> – <i>Corporate Mandatory Online Training Modules (Syberworks LMS)</i> Course Developer – William Beaumont Hospitals
11	<b>2008</b> – <i>Detroit Digital Learning Community Expansion Planning</i> Project Manager – Wayne State University & Detroit Public Schools, Funded by Skillman Foundation
12	<b>2007</b> – <i>EPAF System and Training Development</i> E-learning Specialist – Wayne State University HR Department
13	<b>2004 – 2006</b> – <i>Avicenna Online University Project</i> Instructional Designer – Funded by UNESCO, Middle East Technical University
14	<b>2004 – 2006</b> – <i>E-learning Course for Physical Education and Sport</i> Instructional Designer – METU Scientific Research Projects
15	<b>2023 – Ongoing</b> – <i>Enhancing the Quality of VET Education and Training through Innovation with Virtual Reality (VRinVET)</i> Erasmus+ CB-VET Project (101128646), Partner Coordinator – Atılım University

## CONFERENCE PRESENTATIONS

1	<b>2024</b> – Akgün, M. & Toker, S. <i>An Investigation on Task Difficulty: Does Task Difficulty Depend on the Technology Used in Task Completion?</i> SIGCSE 2024. Association for Computing Machinery. [Proceeding Published] <a href="https://doi.org/10.1145/3626253.3635602">https://doi.org/10.1145/3626253.3635602</a>
2	<b>2015</b> – Korur, F., Toker, S. & Eryılmaz, A. <i>Effects of the Online Advance Organizer Concept Teaching Material on Students' Achievement Levels and Attitudes</i> . ISER-2015, Yeditepe University, Istanbul, Turkey. [Presentation]
3	<b>2014</b> – Korur, F., Toker, S. & Eryılmaz, A. <i>Effectiveness of the Online Advance Organizer Concept Teaching Material</i> . ISER-2014, Nevşehir, Turkey. [Presentation]
4	<b>2009</b> – Barbour, M. K., Evans, M., & Toker, S. <i>Making Sense of Video Games: Pre-service Teachers Struggle with This New Medium</i> . SITE Conference, Charleston, SC. [Presentation & Proceeding Published]
5	<b>2009</b> – Barbour, M. K., Kinsella, J., & Toker, S. <i>PowerPoint Games in a Secondary Laptop Environment</i> . SITE Conference, Charleston, SC. [Presentation & Proceeding Published]
6	<b>2009</b> – Barbour, M. K., Kromei, H., McLaren, A., Toker, S., Mani, N., & Wilson, V. <i>Testing an Assumption of the Potential of Homemade PowerPoint Games</i> . SITE Conference, Charleston, SC. [Presentation & Proceeding Published]
7	<b>2009</b> – Zhang, K. & Toker, S. <i>Instructor Moderations and Peer Reviews in an Online Graduate Course: Do They Promote Higher-Order Thinking?</i> AERA Conference, San Diego, CA. [Presentation]
8	<b>2008</b> – Zhang, K. & Toker, S. <i>Promoting Problem Solving and Critical Thinking in an Online Graduate Course with Instructor Moderations and Peer Reviews</i> . AECT Conference, Orlando, FL. [Presentation]
9	<b>2008</b> – Zhang, K. & Toker, S. <i>Do Instructor Moderations and Peer Review Promote Critical Thinking or Problem Solving?: A Case Study in an Online Graduate Course</i> . E-Learn Conference, Las Vegas, NV. [Presentation & Proceeding Published]
10	<b>2008</b> – Thrown, J. & Toker, S. <i>Project Management</i> . Midwest MLA/MHSLA 2008 Conference, Troy, Michigan. [Presentation]
11	<b>2008</b> – Toker, S. <i>A Wiki Wiki (Quick) Way to Improve Performance</i> . ISPI Annual Conference, New York City. [Presentation]
12	<b>2008</b> – Chow, A. & Toker, S. <i>Wait Wait! Tell Me What is HPT?</i> ISPI Annual Conference, New York City. [Presentation]
13	<b>2005</b> – Kiraz, E., Toker, S. & Yıldırım, S. <i>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</i> . Lifelong Learning in the Balkans, Belgrade, Serbia and

	Montenegro. [Presentation]
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## CITATIONS

WEB OF KNOWLEDGE	
Sum of times cited without self-citations	335
H-index:	9
SCOPUS	
Sum of times cited without self-citations	415
H-index:	9
GOOGLE SCHOLAR	
Sum of times cited without self-citations	1340
H-index:	17
i10-index:	24

## COURSES GIVEN

1	IT Strategic Planning and Governance
2	E-commerce: A Managerial Perspective
3	Process Analysis and Improvement
4	Conducting Research in Instructional Technology
5	Interactive Course Development
6	Primary Education Instructional Design and Technology Integration
7	Advanced Statistical Analysis
8	Needs Assessment
9	Educational Product and Program Evaluation
10	Web-Based Training: Design & Implementation Issues
11	Data Warehouse and Data Mining
12	Distance Education and E-learning
13	Introduction to Management Information Systems
14	Human-computer Interaction
15	Introduction to Computer Programming
16	Entrepreneurship and Innovation in Information Technology
17	Information Systems Development

18	Business and E-Commerce
19	Introduction to Game Design
20	Entrepreneurship II
21	Entrepreneurship I
22	Project Development and Management II
23	Project Development and Management I
24	Computer Supported Statistics
25	Research Methods
26	Web Design
27	Community Service
28	Computer Education Teaching Methods II
29	Multimedia Design and Development
30	Instructional Design
31	Graphics and Animation in Education
32	Measurement and Evaluation in Education
33	Instructional Planning and Evaluation
34	Teaching Computer in Early Childhood Education
35	Multimedia for Design and Development
36	School Experience
37	Teaching Practice
38	Instructional Material Preparation with Computer
39	Internet Applications in Education
40	Computer Literacy
41	Information Technology in Education

### THESES SUPERVISED

1	<b>2024</b> – Beste Ulus, <i>Investigating the Impact of Testing and Spacing on Students' Achievement in an Undergraduate Course: Utilizing a Learning Analytics Application</i> – <b>Ph.D.</b> , Middle East Technical University
2	<b>2024</b> – Ali Batuhan Yıldız, <i>An Investigation of Machine Learning Based Mood Analyses in Educational Videos in Terms of Emotion Measurement and Achievement</i> – <b>Master's</b> , Mersin University
3	<b>2024</b> – Maryam Fadhil Abbas Dulaimi, <i>Exploring the Influence of Access to Textbook PDFs, Google Search Engine, and ChatGPT on Students' Information Retrieval and Plagiarism</i> – <b>Master's</b> , Atılım University
4	<b>2024</b> – Mohammed Ahmed A. Abdulrazzaq, <i>The Impact of ChatGPT on Task Difficulty, Interestingness, Positive and Negative Feelings, Achievement, and Retention: A Comparative</i>

	<i>Study – Master’s, Atılım University</i>
5	<b>2023</b> – Ayşe Günay Gökben, <i>The Predictors of Learners' Test Scores in an Online Exam Preparation System: An Educational Data Mining Approach</i> – <b>Ph.D.</b> , Middle East Technical University
6	<b>2023</b> – Mehtap Tufan, <i>The Impact of Demographic Characteristics on Digital Trust</i> – <b>Master’s</b> , Atılım University
7	<b>2023</b> – Olaide Abimbola Raymond, <i>The Relationship Between Workplace Connectivity and Digital Trust: An Industrial Perspective</i> – <b>Master’s</b> , Atılım University
8	<b>2023</b> – Oyebola Temiloluwa Adewoye, <i>The Relationship Between Company Characteristics and Digital Trust: Insights from Different Industries</i> – <b>Master’s</b> , Atılım University
9	<b>2023</b> – Buğra Kurt, <i>An Investigation of the Relationship Between Personal and Social ICT Use and Digital Trust</i> – <b>Master’s</b> , Atılım University
10	<b>2023</b> – Bengisu Türksoy, <i>An Investigation of the Relationship Between Decision-Making and Digital Trust</i> – <b>Master’s</b> , Atılım University
11	<b>2023</b> – Ruman Abdirashid Sheikh, <i>The Impact of Search Engine Presence on Individuals' Metacognitive Evolutions and Remembering</i> – <b>Master’s</b> , Atılım University
12	<b>2022</b> – Israa Mustafa Abbas, <i>The Impact of Different Data Cleaning Techniques on Metric Result Quality in Machine Learning</i> – <b>Master’s</b> , Atılım University
13	<b>2021</b> – Olabode Felix Akinyemi, <i>The Impact of Design Aesthetics, Personality Traits, and Cognitive Reflection on Usability, Privacy, Trust, and Loyalty</i> – <b>Master’s</b> , Atılım University
14	<b>2021</b> – Gökberk İlker Muşabak, <i>The Impact of Cyberloafing, Metacognition, Cognitive Style, and Smartphone Use on Academic Success</i> – <b>Master’s</b> , Atılım University
15	<b>2021</b> – Abubakar Ibrahim, <i>The Impact of Privacy, Security, Ubiquity, and Attitudes on M-Commerce Consumer Behaviors and Adoption</i> – <b>Master’s</b> , Atılım University
16	<b>2021</b> – Anees Basil Abdulkareem Albasri, <i>The Factors Impacting E-Reading Media Preferences</i> – <b>Master’s</b> , Atılım University
17	<b>2021</b> – Ceylan Nalça, <i>What Predicts Exam Scores in Science Classes with Online Practice: A Learning Analytics Study via CHAID</i> – <b>Master’s</b> , Middle East Technical University
18	<b>2020</b> – Estabraq Abbas Fadhil, <i>Factors Affecting the Intention to Adopt Cloud Computing in Iraqi Higher Education</i> – <b>Master’s</b> , Atılım University
19	<b>2019</b> – Muftah S. Saied Saleh, <i>Relationship Between Web Presence and Usability of Academic Websites: A Case Study from Libya</i> – <b>Master’s</b> , Atılım University
20	<b>2019</b> – Merve Aytekin, <i>Effects of Responsive Website Design and Screen Size on Reading Comprehension, Cognitive Load, and Preference</i> – <b>Master’s</b> , Middle East Technical University
21	<b>2019</b> – Özge Aytekin, <i>An Investigation of User Interface Interaction and Reading Comprehension: A Mixed Study</i> – <b>Master’s</b> , Middle East Technical University
22	<b>2018</b> – Ali Ibrahim Elbarki, <i>Factors Affecting Attitudes and Perceptions Toward E-Commerce: A Comparison of Libyan Citizens Living Abroad and at Home</i> – <b>Master’s</b> , Atılım University
23	<b>2018</b> – Tuncer Akbay, <i>Interesting Task: Impacts on Persistence, Satisfaction, Performance, and Cognitive Resources Invested</i> – <b>Ph.D.</b> , Middle East Technical University