CURRICULUM VITAE

1. **Name and Surname**   : **Yunus Luckinger**
2. **Date of Birth**   : **04-Jan-1990**
3. **Title**   : **Assist.Prof.Dr.**
4. **Education**   : **P.h.D**

Degree	Department/Program	Institution	Year
Bachelor's Degree	Faculty of Communication – Visual arts & visual communication Design	Eastern Mediterranean University	2007-2011
Master's Degree	Faculty of Communication – Visual arts & visual communication Design	Eastern Mediterranean University	2011-2013
Doctorate	Faculty of Communication - Communication & Media Studies	Eastern Mediterranean University	2013-2020

Title of the Master Thesis and Thesis Supervisor(s):
Virtual Tour Of Venetian Famagusta (Danışman: Asst. Prof. Dr. Ümit İnatçı) – 2013

Title of The PhD Thesis/Qualification in Art and Thesis Supervisor(s):
Reality Perception of Games & Game Designers: Creation of Possible Worlds in Video-Games (Danışman: Asst. Prof. Dr. Aysu Arsoy) – December 2019

5. **Academic Titles:**

   Date of Assist. Prof. Dr.   : 18/01/2021
   Date of Assoc. Prof. Dr.   :
   Date of Prof. Dr.   :

6. **Thesis Administered**

   6.1 Master's Theses:

   6.2 PhD. Theses:

7. **Publications:**

   7.1. Articles in Refereed International Journals (SCI, SSCI, Arts and Humanities, SCI-E, ESCI)
   - Luckinger, Y. (2023). The development of possible worlds in an online video game. Semiotica, 2023(252), 119–131. https://doi.org/10.1515/sem-2019-0037
   - Luckinger, S. Luckinger, Y. & Gümüş, A. (2018). New Outline to the Creation of Myths from a Semiotics Point of View. Revista de Cercetare si Interventie Sociala (RCIS). Accepted in August 2018, publication to be announced.

   7.2. Articles Published in Other Refereed Journals

   7.3. Reports Presented at the Scientific Meetings and Published in the Proceedings

- Safavi,S. & Luckinger, Y.(2015). Semiotic Analysis of Understanding Violence Signs in Video-Game Advertising Posters. International Conference on Communication, Media, Technology and Design. 400-412.

7.4. Written international books and book chapters

7.5. Articles Published in Refereed National Journal

7.6. Reports Presented at National Scientific Meetings and Published in the Proceedings

7.7. Art and Design Activities

7.8 Other Publications

8. **Scientific Projects**
9. **Aministrative Roles**

Title	Institution	Year
Head of Digital Game Design	ARUCAD, Faculty of Communication	1st July 2021 – On going
Board Member	Online Education Center	2020 – On going
Faculty Coordinator	Institute of Graduate Studies and Research	2020 – September 2024
Faculty Board Member	ARUCAD, Faculty of Communication	2020 – On going
Faculty Administrative Board Member	ARUCAD, Faculty of Communication	2020 – On going

10. **Memberships in Scientific and Professional Organizations**

11. **Awards**

12. **Please fill in the table below for the courses you have given at the undergraduate and graduate level courses in last two years.**

Academic Year	Semester	Course Name	Weekly Hour		Number of Students
			Theoretical	Practice	
2024-2025	Fall	Oyun Tasarımı Konseptleri	2	2	18
		Hareket Tasarımı ve Görsel Efekt	2	2	13
		Project and Portfolio III: Game Design	2	2	1
		3D Modeling, Texturing & Lighting -I	1	4	23
		Preliminary Senior Project	2	2	1
2023-2024	Summer	Oyun Tasarımı Konseptleri	2	2	1
		3D Modelling	2	2	1
2023-2024	Spring	Project and Portfolio II: Game Design	2	2	4

		Sign, Representation and symbols	3	0	58
		3D Modeling, Texturing & Lighting -I	1	4	3
		3D Modeling, Texturing & Lighting -II	1	4	3
		3D Modelling	2	2	17
		2D Game Animation	2	2	14
		2D Game Animation	2	2	11
		3D Character Modeling	2	2	15
		3D Character Modeling	2	2	14
2023-2024	Fall	3D Modeling, Texturing & Lighting -I	1	4	6
		Project and Portfolio I: Game Design	2	2	2
		Hareket Tasarımı ve Görsel Efekt	2	2	7
		Visual Language and Culture	3	0	28
		Oyun Tasarımı Konseptleri	2	2	25
2022-2023	Summer	Game History & Analysis	3	0	1
2022-2023	Spring	3D Modelling	2	2	15
		Modelling & Technology	2	2	2
		Interactive Design	2	2	1
		Sign, Representation and symbols	3	0	37
		Etkilesim Tasarımı	2	2	11
2022-2023	Fall	Game Design Concepts	2	2	7
		Traditional Boardgame Design	2	2	6
		Hareket Tasarımı ve Görsel Efekt	2	2	10
		Visual Language & Culture	3	0	14
		Oyun Tasarımı Konseptleri	2	2	11
2021-2022	Spring	3D Modelling	2	2	7
		Innovative Approaches in Communication	2	2	21
		Visual Effects & Motion Graphics	2	2	3
		Sign, Representation and symbols	3	0	9
		Etkilesim Tasarımı	2	2	7
2021-2022	Fall	Game Design Concepts	2	2	5
		Introduction to Game Design	2	2	5
		Game History & Analysis	3	3	5
		Traditional Boardgame Design	2	2	7

| | | Oyun Tasarımı Konseptleri | 2 | 2 | 6 |

Note: If opened, lectures given in the summer term will also be added to the table.