

 Festival Program 6 December 2025 - BAU Beşiktaş Campus Fazıl Say Conference Hall	
09:00-09.30	Registration
09:30-10:00	Welcome and Opening Remarks Assoc.Dr. Güven Çatak (G4C Türkiye Chair) Prof.Dr. Esra Hatipoğlu (BAU Rector)
10:00-10:30	Keynote Session - 1 Alexis Şanal - <i>Let's Play - Games to Generate a New Civic Imagination for Public Space</i>
10:30-11:15	Keynote Panel Session - 1 Superpool - <i>Şehirde Oyun</i>
11:15-11:30	Coffee Break
11:30-11:50	Cultural Heritage & Playable Histories - Inara's Banquet: Adapting an Ancient Myth as Interactive Performance <i>Jet Vellinga - University of East London</i> - Interactive Board Games Inspired by Dede Korkut <i>Dr. Meltem Maralcan Gülmen - Istanbul Technical University</i> - Ensuring the Sustainability of Cultural Heritage through Digital Games <i>Prof. Dr. Ayşen Öztürk - Osmangazi University</i> - Ancient Cities, Infinite Stories <i>Rahmi Aydemir - LUGALGames</i>
11:50-12:05	
12:05-12:20	
12:20-12:35	
12:35-14:00	Lunch Break
14:00-14:15	Gender Equality, Diversity, and Community Building in Gaming - 1 - Feminist Gaming: Playing Beyond Binaries <i>Zeynep Burcu Kaya Alban - Feminist Gaming, Dreams Interactive</i> - Why We Need Women's Stories in Games <i>Nihan İşler - Ubik Studios</i> - Gender Equality in Game Streaming/Influencers - Panel <i>Arya B. (Miss Zencefil), Sude Beyhan (Frankenyastik), Meltem Yurttaş (the DARTH Mel)</i> - Hack the Loop: Breaking the Cycle for Women and Minority Game Developers <i>Selin Küreşçi & Defne Gökçe Tontuş - Hack the Loop</i>
14:15-14:30	
14:30-15:15	
15:15-15:30	
14:00-14:20	Playable Futures (B-201 Conference Hall) - Raising Urban Energy Awareness Through Play <i>Ali Ozan – Middle East Technical University</i> - Serious Games and Gamification: Learning Urban Through Play <i>Gizem Ayşe Erdeniz – Bilkent University</i> - Speculating Data Futures for Cities: Heritage and Urban Digital Twins <i>Vahide Sena Çoban – Koç University KARMA XR Lab</i> - Participatory Board Games for the Design and Planning of Cities <i>Abdullah Eren Demirel – Middle East Technical University</i>
14:20-14:40	
14:40-15:00	
15:00-15:20	
15:30-15:45	Coffee Break
15:45-16:05	G4C Türkiye Board Members - Speculating on Istanbul: Playful Worldbuilding as Counter-Futurist Inquiry <i>Dr. Diğdem Sezen - University for the Creative Arts</i> - Playing the World Exhibition: Videogames as Curated Ludic Spectacles <i>Dr. Sercan Şengün - University of Central Florida</i> - Game Design: Why Did The Giants Forget The Basics <i>Can Sungur</i>
16:05-16:25	
16:25-16:45	
15:45-16:05	Narrative Spaces & Post-Digital Storytelling (B-201 Conference Hall) - Embracing Sphere: Environmental Storytelling with Audio-Tactile Interfaces <i>Mehmet Çolak – Serin Sound</i> - Solarpunk Cities: Making Hope Playable <i>Görkem Gömeç – Çevreci Geek</i> - Post-Apocalyptic Cities and Collective Memory in Digital Games <i>Ü. Hazal Yayalar – Bülent Ecevit University</i>
16:05-16:25	
16:25-16:45	
16:45-17:00	Break
17:00-17:30	Closing Keynotes - Julien Villedieu - Level Link Partners <i>Beyond Fun: The French Gaming Industry</i> - Jérôme Cattenot - DOWiNO <i>Make Different Games in a Different Way</i> - Vincent Péquignot - Gamabilis <i>Games as Catalysts for Collective Transformation</i>
17:30-18:00	
18:00-18:30	

 Festival Program 7 December 2025 - BAU Beşiktaş Campus Fazıl Say Conference Hall	
09:30-10:00	Registration
10:00-10:30	Keynote Session - 2 Ekim Tan - <i>Games for Cities: Play to Plan our Communities</i>
10:30-11:15	Keynote Panel Session - 2 Kübra Elif Durğun & Başak İncekara (İPA) - <i>İstanbul'da Kamusal Alan Dönüşümünde Katılımcı Süreçler ve Oyun</i>
11:15-11:30	Coffee Break
11:30-11:50	Indie Perspectives - Making a Handcrafted Game: A Harold Halibut Post-Mortem <i>Onat Hekimoğlu - Slow Bros. GmbH</i> - Never Stop Learning: Applications of Adult Education <i>Cyrus Nemati - Little Bat Games</i> - Working with NGOs in Game Design <i>Felix Bohatsch - Broken Rules</i>
11:50-12:10	
12:10-12:30	
12:30-14:00	Lunch Break
14:00-14:20	Cities as Stage & Playground - Hacking Reality - Participatory Theatre in hybrid Worlds <i>Sarah Buser</i> - Istanbul as a Playable Mindscape <i>Doğan Can Yeğiner - Elyzio</i> - Monsters, Maps, and Memory: Turning the City into a Playground <i>Tamer Aslan – City Games Vienna</i> - Tracing Futures: Walking the Scenario Line in Spatial Design <i>Bahar Aksel, Melih Birik, Ahmetcan Alban – Mimar Sinan Fine Arts University</i> - Collective Intelligence for Inclusive Spaces Rooted in Justice <i>Merve Akdağ – Şehrine Ses Ver</i>
14:20-14:35	
14:35-14:50	
14:50-15:05	
15:05-15:20	
14:00-14:20	Critical and practical perspectives in Impact Game Design (B-201 Conference Hall) - Game Marketing Best Practices to Optimize Social Impact <i>Ata Deniz Oktay – Game Marketer</i> - Do Players Really Feel It? Testing Emotional and Semantic Impact in Games for Change <i>Özlem Görüngeç – Freelance Player Experience Researcher</i> - The Same Walls, Different Worlds: Urban & Virtual Accessibility <i>Şeyma Nur Tahmaz – Istanbul Kültür University</i> - Game Law and the Rules We Don't Read <i>Ayşegül Yalman – PlayLegal</i>
14:20-14:40	
14:40-15:00	
15:00-15:20	
15:20-15:30	Break
15:30-15:45	Gender Equality, Diversity, and Community Building in Gaming - 2 - Gendered Territory: Mapping Inequality in Turkey's Game Industry <i>Deniz Özyurda Ergen - Yaşar University</i> - Gender Equality in Game Academia - Panel <i>Dr. Diğdem Sezen, Dr. Selin Süar, Dr. Zeynep Koçer, Deniz Özyurda</i> - Inclusive Game Communities: From WGJ to Sustainable Ecosystems <i>Havva Solhan - Nonereal Games</i>
15:45-16:30	
16:30-16:45	
15:30-15:45	Different Voices of Change (B-201 Conference Hall) - Building Teams for Gaming's Urban Innovation <i>Anıl Yalın – YALIN Consulting</i> - Breaking Down Institutional Barriers with Gaming Tournaments <i>Çağan Yıldırım – Guul</i> - What the Most Profitable F2P Games Teach Us About Society <i>Aidai Zulum – DiGRA Central Asia</i> - Navigating Well-Being and Curiosity in Children's Digital Products <i>Cansu Oranç - Upily</i>
15:45-16:00	
16:00-16:15	
16:15-16:30	
16:45-17:00	Coffee Break
17:00-17:20	Play as Design Method - Designing Gameful Futures through Speculative, Critical and Fictional Play <i>Dr. Oğuz Buruk - Tampere University</i> - Design, Cities and Meaningful Play <i>Dr. Doruk Türkmen & Baha Tan Oral - Yaşar University</i> - Intersecting Architectural History and Game Design in Education <i>Dr. Seda Güntan - Istanbul Technical University & Bilgi University</i>
17:20-17:35	
17:35-17:50	
17:50-18:20	Closing Keynote Adam Mirkowski - 11 Bit Studios <i>Moving Beyond 'Fun': A Designer's Guide to Emotional Granularity</i>
18:20-18:30	Closing Remarks