Levent Y. İnce

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Education

2019 - 2025
Hacettepe University, Institute of Social Sciences
PhD in Communication Sciences
Dissertation "Going back for *it*: Understanding the video game replaying experiences" (YÖK Thesis No: 10470479)

2008 - 2010
Bilkent University, Institute of Social Sciences
Media and Design (Video Game Studies)
MFA CGPA 3.56, High Honors

2004 - 2008
Bilkent University, Faculty of Art, Design and Architecture
Department of Graphic Design
BFA CGPA 3.50, High Honors

1993 - 2002
TED Ankara College Foundation High School

1991 - 1993
Aydın Private High School

Experience

2022 - ...
Lecturer
TED University, Faculty of Architecture and Design
Department of Visual Communication Design

2018 - ...
Coordinator
NETlab, New Media Research Lab
Digital Game & eSports Working Group

2014 - 2022
Instructor
Bilkent University, Faculty of Art, Design and Architecture
Department of Communication and Design

2014 - 2014
Producer / Production Manager
Havva/Eva (dir, Guclu Aydogdu)

2012 - 2014
Graphic Design and Front-End Development
TeknoLab (medikal.com, locvibes.io, barr.io, gezgin.com)

2012 - 2013
Design and Project Development
RAY Performance Collective (İmece Gemisi)

2010 - 2014
Graphic Design and Visual Consultancy
Ekodenge Engineering Consultancy (Azerzoo, SEVESO)

2010 - 2011
Production Assistant
Mavi Film, Inside/Yeraltı (dir. Zeki Demirkubuz)

2009 - 2016
Graphic Design and Consultancy
Ankara Cinema Association (Festival On Wheels)

2009 - 2010
Photographer
FACITY (Ankara)

2007 - 2010
Teaching Assistant
Bilkent, FADA, Department of Graphic Design

2007 - ...
Freelance Designer
StudioBEMS, Visual Consultancy
GIZ, OBERMEYER, Ekodenge, Report Design
International Medical Corps, Annual Report and Booklet
The Save the Children Fund, Infographics
UNICEF, Annual Report and Infographics
Sabitfikir Magazine, Editorial Illustration
Bilkent University, EMBA Program, Booklet Design
Encore Publishing House, Logotype and Book Covers
ESG Consultancy, Logotype Design
Istanbul International Clarinet Festival, Logotype
Aytemizler, Catalogue
Gopal Metal, Corporate Identity
Sri Govinda Math Yoga Center, Booklet and Poster
WIS, 'Sirwan Water', Bottle and Label Design

Publications & Proceedings

İnce, L. Y., and Almaç, N. (In press). Resilient Resistance: Exploring Empowerment and Experience through Video Games. *International Journal on Games and Narrative.*

İnce, L. Y. (2025). Dijital Oyun Oynama Anıları ve Topografik Nostalji. *Moment Dergi, 11*(2), 403-421. https://doi.org/10.17572/mj2024.2.403-421

Zeybek Kabakcı, G., İnce, L. Y., & Şimsek, B. (2025). Celebrating The Art of Storytelling and Digital Stories: The Impressions from The 1st International Digital Storytelling Festival. *Moment Dergi, 11*(2), 464-470. https://doi.org/10.17572/mj2024.2.464-470

İnce, L. Y. (2023). Direnişin Esnekliği: Video Oyunları, Deneyim ve Güçlenme Olanakları. *Yeni Medya Çalışmaları VI. Ulusal Kongresi*, Eskişehir, TR.

Şimsek, B. & İnce, L. Y. (2022). "Circle the Story": Story Thinking and Story Catching Workshop Module for Higher Education. *Proceedings of the 10th International Digital Storytelling Conference*, Loughborough, UK.

İnce, L. Y. (2021). Pandemi Sürecinde Oyun Oynama Pratiklerindeki Değişiklikler. In E. Süngü & B. Bostan (Eds.), *Dijital Oyunlar, Oynanış ve Anlam 1.0* (pp. 461-503). Ankara: Nobel Akademik Yayıncılık.

Dikmen, E. Ş., İnce, L. Y., Özdora Akşak, E. (2021). A Systematic Literature Review of Game Studies Research in the Last Decade. In E. E. Başar (Ed.), *Paradigm Shifts within the Communication World* (pp. 105-122). New York: Nova Science Publishers.

İnce, L. Y., Özdora Akşak, E., Dikmen, E. Ş. (2019). Oyun Çalışmalarında Yönelimler: Kuramsal Bakış Açıları, Yazının Gelişimi ve iletişim Teknolojilerinin Rolü. *Yeni Medya Çalışmaları IV. Ulusal Kongresi*, İzmir, TR.

Seminars & Workshops

2021	Arts Map: Play Sustainable Culture. AGÜ, Kayseri, Turkey.
	"Game as a Creative Tool on Culture"
2019	Games and Politics. CerModern, Ankara, Turkey.
	Exhibition and seminars in collaboration with ZKM
2013	Ignite Talks: Santiago, Chile
	"Timeline of Gezi Movement and Visual Remainders"
2010	Media and Cultural Studies Graduate Student Conference, Bilkent University: Ankara, Turkey
	"Historical Representation of National Agenda in Turkish Humor Periodicals"
2010	lokma/stuffed: Bilkent University, Ankara
	Illustration and printmaking workshop with Iranian artist Saeed Ensafi and his students
2007	grafist 11: Mimar Sinan University, Istanbul
	Design workshop with Jürgen Hefele and Simone Huetlin

Awards

2020	Second Prize (Consultant)
	Haliç (Golden Horn) Coast Design Competition
2020	Equivalent Prize (Finalist)
	Taksim Urban Design Competition
2020	Second Prize
	Istanbul Golden Horn Design Competition
2015	Honorable Mention
	Gallipoli Peninsula Historical National Park Competition
2007	Second Prize
	Hürriyet Genç Kırmızı, Advertising Competition

Courses Given

VCODE 202*   **Visual Communication Design Studio II**

Concretizing of abstract notions of design in elements of visual communication design. Juxtaposing text with visuality. Representation of conceptual problems with images.

VCODE 201*   **Visual Communication Design Studio I**

Solving a series of visual design problems with diverse media and materials.

VCODE 252*   **Photography and Image Processing**

Historical development of photography as technical image. Basic principles and techniques of photography shooting. Form, frame and com position in photography. Image processing in photography.

VCODE 251*   **Typography**

Historical and cultural development of lettering and typography. Aesthetic function of typography. Conceptual use of typography in visual communication design Typography projects.

COMD 282*   **Media and Design Studio II**

A continuation of COMD 281 with a concentration on the cinematographic image in various media and digital environments integrating concepts of digital photography and moving image production in project-based learning.

COMD 281*   **Media and Design Studio I**

Emphasizing design and visual thinking in combination with digital storytelling in a studio and project-based learning environment. The course involves conceptualization and problem solving strategies using a variety of media and materials.

COMD 354*   **Game Design and Research**

Introduction to games as a cultural phenomenon and a media form in a historical context. An analytical approach to game mechanics and dy-namics. Fundametals of game development with the implementation of iterative design methodologies.

CS 153*   **Introduction to Computer Graphics**

Basics of computer literacy,file systems, image formats and compression methods. Basics of raster and vector images and related software. Basic application of design principles to digital medium.

CS 154*   **Introduction to Web Design**

Basics of web sites with digital text, image, video and links HTML, CSS and JS. Basics of web page design and interaction principles.

CS 155*   **Interactive Media Design and Development**

Basic principles of human-computer interaction and interaction design, including gaming, live audio and video processing, motion detection, gesture recognition, tangible media, and interactive spaces.

GRA 401   **Graphic Design V** *(Teaching Assistant)*

Studio course enabling students to apply their knowledge and skills to advanced graphic design projects.

GRA 402   **Graphic Design VI** *(Teaching Assistant)*

Development and execution of final professional long-term graphic design project that includes various different items and media.

FA 271   **History of Art I** *(Teaching Assistant)*

A chronological survey of the history of art from the Stone Age to the Byzantine World.

FA 272   **History of Art II** *(Teaching Assistant)*

A chronological survey of the history of art from the Renaissance period to the 21st Century

GRA 341   **History of Graphic Art** *(Teaching Assistant)*

Introduction to the twentieth century graphic design by exploring various movements, philosophies and pioneering figures using a collaborative, thought-provoking format.

Knowledge

Expertise
Research, Layout Design, Illustration, Corporate Identity Design, Typography, Web Design, UI/UX, Photography, Filmmaking, Art Direction, Game Design, Printing Techniques, Marketing, Organization

Skills
Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Adobe AfterEffects, Adobe Premiere, Adobe Dreamweaver, Macromedia Freehand, HTML/CSS, Javascript (jQuery), Processing, Django/Python

Languages
Turkish (Native), English (Fluent), Spanish (Beginner)

References

Available upon request.