

# Ahu Yolaç

## Contact

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## Research Interests

Game design; game studies; gaming subculture; virtual environments; critical play; art, design, and technology in education; virtual spaces; and video games as pedagogical tools

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## Education

August 2017 – Current

### PhD Candidate

University of Illinois at Urbana Champaign, Urbana Champaign USA

Department of Art Education

Thesis Research:

A transdisciplinary approach towards educational gaming and game design

September 2014 – May 2017

### Master of Science Degree

Middle East Technical University, Ankara Turkey

Department of Industrial Design

Thesis Research:

How do multiplayer online game players claim their virtual presence through their gaming hardware

August 2010-June 2014

### Bachelor of Fine Arts Degree

Bilkent University, Ankara Turkey

Department of Interior Architecture and Environmental Design

September 2006- May 2010

### Baccalauréat Degree

Tevfik Fikret Francophone High School, Ankara Turkey

## Work Experience

August 2017 – Current

### Teaching Assistant

Ranked as Excellent by Students: Spring 2018, Fall 2018, Spring 2019, Fall 2019

University of Illinois at Urbana Champaign, Urbana Champaign USA

Department of Art Education

ART 140 – Introduction to Art for Non-Majors

Responsibilities:

Course design of labs

Teaching the studio and discussion sessions, grading submissions

Jan 2021 - Current

May 2018 – May 2019

### Research Assistant

University of Illinois at Urbana Champaign, Urbana Champaign USA

The Center for Culturally Responsive Evaluation and Assessment (CREA)

Responsibilities:

Helping with the organization of the International CREA Conference, maintaining the main website and social media accounts, preparing visuals for the flyers, banners and the website, helping with presentation design related to CREA and the International CREA Conference

January 2016 – June 2017

### Interior Architect

Manoto Interiors

Responsibilities:

Supervising construction projects, preparing technically detailed drawings and customer relationships

November 2014 – December 2015

### Interior Architect and Product Designer

Design Of Tasarim Studyosu - Design Studio

(Interior, Product and Graphic Design)

Responsibilities:

Supervising construction projects and manufacturing processes, preparing technically detailed drawings and 3D visualizations and customer relationships

December 2013 – March 2013

### Freelance Designer

KODOBUR Game Company

Responsibilities:

Design project for a government emergency communication truck

June 2013 – July 2013

**Summer Intern Interior Architect**

Tepe Home

Office Department of Accessories

Responsibilities:

Presentation and development of new products and tracking of product flows between the factory and shops

June 2012 – July 2012

**Summer Intern Interior Architect**

Tepe Construction Bilbak

Responsibilities:

Supervising the construction site of a new cafeteria floor at Tepe Defence Building

## **Committee and Voluntary Work**

September 2020 – Current

**Art Education Graduate Representative**

University of Illinois at Urbana Champaign, Urbana Champaign USA

Art and Design Student Advisory Group

November 2018 – Current

**Member - Symposium Committee**

Playful by Design Research Cluster

Responsibilities:

Helping with the organization of the PbD Symposium

January 2019 – Current

**Member**

TIER-ED Community

September 2020 – October 2020

**Designer**

Playful by Design

Responsibilities:

Designing banners and flyers for the social media accounts

September 2017 – January 2018

**Member**

University of Illinois at Urbana Champaign, Urbana Champaign USA

Visitors Committee

# Talks and Presentations

October 2020

## **Symposium Speaker**

**Playful by Design Interdisciplinary Game Studies Symposium**

Why Video Game Narratives are Important?

September 2020

## **Guest Lecturer**

**EPSY 575 Mixed Methods Research - UIUC**

A Transdisciplinary Approach Towards Educational Gaming and Game Design

July 2020

## **Guest Lecturer**

**IS 581 Educational Technology and Youth - UIUC**

Video Games and Education

March 2020

## **Conference Speaker**

**NAEA National Convention - Presentation Accepted**

Enacting Space-Making: Bodies, movement and spaces as materials in art education

Co-Presenter: Catalina Hernandez-Cabal

July 2019

## **Conference Speaker**

**DRSLXD19: DRS Learn X Design**

Virtual Learning Spaces: Designing Learning and Learning to Design

April 2019

## **Symposium Speaker**

**Playful by Design Interdisciplinary Game Studies Symposium**

Video Games as Virtual Learning Spaces

March 2019

## **Conference Speaker**

**NAEA National Convention**

Making and taking space: expanding the understanding of materials and spaces in art education

Co-Presenters: Catalina Hernandez-Cabal and Angela Inez Baldus

## Workshops and Exhibitions

February 2020

### Workshop

#### Krannert Art Museum Creativity Workshop

Exploring and Dwelling in the Museum through Walking Self-Portraits

Co-Presenters: Catalina Hernandez-Cabal and Jody Casey-Stokes

April 2019

### In-Class Workshop

#### ART 140 Introduction to Art for Non-Majors

Mapping the Museum Space Experience

Co-Presenter: Catalina Hernandez-Cabal

November 2014 – December 2014

### Exhibition

#### 2nd Istanbul Biennale: The Future is not What it Used to be

Exhibited Group Projects:

The Gleaner

One with Nature

## Publications

Yolac, A. (2019) Virtual Learning Spaces: Designing Learning and Learning to Design, in Börekçi, N., Koçyıldırım, D., Korkut, F. and Jones, D. (eds.), Insider Knowledge, DRS Learn X Design Conference 2019, 9-12 July, Ankara, Turkey.

<https://doi.org/10.21606/learnxdesign.2019.01082>

## Awards and Grants

January 2021

#### A+D Graduate Thesis Award

\$1500

School of Art and Design UIUC

August 2020

#### Block Grant: Funding for Graduate Research

\$1000

Art Education, School of Art and Design UIUC

February 2020

**Travel Grant Award (Accepted)**

**\$500**

School of Art and Design UIUC

May 2019

**TIER-ED Graduate Research Award**

**\$5000**

TIER-ED, College of Education, UIUC

February 2019

**Travel Grant Award**

**\$500**

School of Art and Design UIUC

March 2018

**Travel Award**

**\$1000**

Art Education, School of Art and Design UIUC

## Languages

English

IELTS 7,5

French

DELF B2

Turkish

Native

## Skills

- Adobe Fresco
- Adobe Illustrator
- Adobe InDesign
- Adobe Photoshop
- Autodesk 3DS Max
- Autodesk AutoCad
- Corel Painter
- Google Sketchup
- MS Office Programs
- Unity

## Hobbies

- Digital Art
- Drawing
- Gaming
- Tennis
- Ukulele