E Z G İ D E D E

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As an interdisciplinary researcher with a background in psychology, computer science, and communication science, I am deeply passionate about human-computer interaction and cyberpsychology. From investigating the transformational impact of gaming to understanding intimate relationship formation with an AI chatbot, my research ideas are always fueled by my enthusiasm for science-fiction literature.

E D U C A T I O N

PhD in Communication Science | 2024 - Ongoing
University of Amsterdam (UvA) - Amsterdam School of Communication Research (ASCoR)

Thesis Topic: Relationship Formation with AI Companions (Human Machine Communication)

Advisor(s): Hande Sungur, Jeroen S. Lemmens, & Jochen Peter.

MSc in Computer Science and Engineering | 2019 - 2023, GPA 3.67/4.0
Koç University

Thesis Title: Sketch-Based Creativity Assistant (Human Computer Interaction)

Advisor(s): T. Metin Sezgin

BSc in Psychology | 2013 - 2019, GPA 3.59/4.0
Middle East Technical University (METU)

Award-Winning Project: Assessing the Impact of an Informative Video-Game Intervention on Psycho-Social Reactions and Anxiety Levels in Children with Leukemia

Focus: Experimental Psychology, Cognitive Psychology and Social Psychology.

Internship Advisor(s): Didem Gökçay

P R O F E S S I O N A L E X P E R I E N C E

Content Creator, Fantasy Role-Playing Network *Aug 2021 – Present*

Public Engagement with AI Fellow, Amsterdam AI *May 2025 – Present*

Experimental Psychologist, KUIS AI Lab of Koç University *Feb 2020 – Sep 2023*

Human-Computer Interaction Researcher, The Scientific and Technological Research Council of Turkey *Sep 2019 – Sep 2023*

Assistant Statistical Analyst, Neuroscience Lab of METU *Jul 2017 – Jul 2019*

Public Relations Assistant, METU *Sep 2015 – Jun 2017*

Librarian, Science Fiction and Fantasy Society of METU *Sep 2014 – Sep 2016*

T E A C H I N G E X P E R I E N C E

Tutorial Instructor – Communication Science Dept. of UvA *April 2025 – Ongoing*
Topic(s): Entertainment Communication

Teaching Assistant - Computer Engineering Dept. of Koç University *Sep 2019 – Sep 2022*
Topic(s): Introduction to programming (Java), Introduction to programming (Python), Bachelor's Students' Internship Supervision, Master's Students' Conference Supervision

Instructor – Science Fiction and Fantasy Society of METU *Sep 2015 – Sep 2016*
Topic(s): Storytelling and Game Mastering in Tabletop Role-Playing Games (TTRPGs)