

WHO AM I?

I am a Creative Technologist that has come to grow interest in, and therefore, experience a wide range of fields and practices.

My bachelor education in Electronics Engineering program of Sabanci University Istanbul gave me a rational and analytic way of seeing and interpreting things. During this time, I have grown my skills in software development, programming of microprocessors and command of other electronic components.

For my master's degree, though, I decided to follow a different path and came to Domus Academy of Milan for Masters in Interaction Design. During this time, I have learnt design research, UX and IX design, prototyping with various media, strategic design and even some business design. However, the most important abilities I have grown in Milan were conceptual thinking and product design approach.

In 2012, I moved to Linz Austria to start working in Ars Electronica Futurelab. During the last two years, I worked as a creative engineer, designer and researcher. I have made prototypes for products and installations, got involved in strategic and conceptual design projects, made research for a variety of topics, and learnt to produce and manage projects. During these two years, I have delved more into artistic expression and vision. I realized the importance of these, not just to produce works of art, but to be able to see far into the future and the things it might bring.

MY VISIONS OF FUTURE

Currently, three directions depict my vision:

Emotional Technology: I think in the consumerist world, we are losing our symbolic relationships with the electronic devices and products we use in our daily lives. They don't last, and we don't put any meaning in them. This direction foresees long-lasting, personalizable products that would ideally accompany its owner for a life time.

Technologic Creativity: Technology can not only improve our lives in mean of efficiency, but also in a wide array of aspects that would be deemed "futile" in our modern society. Creative expression, or practice of creativity is one of the most important ones, as it can enhance the lives of people in many immaterial and therapeutic aspects.

Play Culture: Modern life is turning daily life into cold routines, putting distance between the people and the sources of beauty and happiness. My answer to this transgression is creating a play culture, that would, in the form of games and experiences, help people ease the weight of such modern life.

ME AND THE FUTURE CITIES CATAPULT

The notion of Future Cities had already been a topic of interest for me over the last couple of years, and I think there are important correlations between the visions I have shared above and the visions embraced by the Future Cities Catapult. On one hand, cities are vital as playgrounds for creating a culture of play. On the other, emotional design of technology and design for creative expression can yield important discussion and research points, when you analyze them in the context of Future Cities.