

DESIGN PROJECT 2022				
TEAM / SUBJECT / INDUSTRY / ADVISOR				
Team No.	Student Name	Project Subject	Industry	Advisor
1	Cafer Doğru	Effects of Gamification on User Engagement and Behavior in Mobile Applications	Game	Ebru Dilan
	Abdullah Mahmood Qureshi			
	Ebrar Özçelik			
	Mehmet Bozatlı			
2	Yasemin Sübütay	Behavioral Analytics on Mobile App for a Recommender System	Fintech	Mehmet N. Aydın
	İrem Eker			
	Arda Markaryan			
	Doğuşcan Gezer			
3	Enes Bektaş	Web and Social Media Analytics for Supporting Executives for Growth Strategy and Digital Marketing	Healthy Food	Mehmet N. Aydın
	Ipek Canel			
	Sadık Ahmet Çavuşdağ			
	Şükrü Alper Altınok			
4	Kamil Barış Öztürk	Raspberry and RFID/NFC based library automation	Library	Mahmut Çavur
	Mohammed Fayad			
	Anas Saad			
	Mikail Muhammet Serin			
5	Şeyma Yıldız	Predictive Maintenance Models (PdM) on Industry 4.0 Devices	Home Appliances	Emrullah Fatih Yetkin
	Başar Ballıöz			
	Aykut Güler			
	Ahmet Cengiz			
6	Emre Akın	Object Recognition and Counting with OpenCV	IT (Smart City, Transportation, Industry 4.0, Security)	Hasan Dağ
	Arda Şimşek			
	Barış Cem Özdemir			
	Ata Kemal Albayrak			