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CHILDREN'S



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**AUTHOR:** Ayşegül Liman Kaban

Ayşegül Liman Kaban works as a lecturer at Bahcesehir University. Since 2019, she has been providing seminars and trainings on effective technology integration in education, safe internet use, gamification and game addiction nationally and internationally. She has written two children books on game addiction and cyber security and has been awarded Children's Author 2019 by from Gelecek Eğitimde Association in Educators of the Future Award Ceremony with her book titled 'Game Monster' and 'Defne's Digital Identity'.

## Defne's Digital Identity

Messages, shares, comments, likes ... Defne never hesitated to share her thoughts on the Internet. She was not even aware that she had become a cyberbully. A strange incident that she experienced one day taught her that her posts on social media actually hurt her the most and that the Internet should be used consciously. Moreover, this responsibility also had a name: digital footprint! Children think they can act freely when it comes to the Internet. However, the situation is the opposite. Sharing can both upset others and threaten their security in the same time. Defne's Digital Identity is an enjoyable guide that tells our children how to use the digital opportunities offered by technology!

The Internet is like a tracking app; it knows where we are and records what we buy, what we like, what we research, where we spend time. It manipulates what we see through different apps. What we share on social media accounts, any news about us, every article written on the Internet is stored on the Internet and we come across with those things at a time we don't even expect. What we share on the internet brings risks for our security too. This book is designed for readers aged 7-12 and their families. This storybook is about how a responsible individual should act on the internet and how to use the social media more efficiently.

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**ILLUSTRATIONS:** COLOURED + AVAILAIBLE

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**RIGHTS SOLD:** WORLD RIGHTS AVAILABLE

**2019 Best Children's Book Author**

Gelecek Eğitimde Association



# DEFNE'nin DİJİTAL KİMLİĞİ

Yazan: Ayşegül Liman Kaban

Resimleyen: Nur Dombaycı



ideal  
Kültür-Yayınları

Klavye kendi kendine yazmaya başlamıştı. Gözlerine inanıyordu. Yazılanları okumaya başladı.

- Merhaba Defne, ben en yakın dostun klavye. İşine karışmak istemem ama artık başkaları hakkında olmayan şeyleri gerçekmiş gibi söylemeyi ve herkese bir lakap takmayı bıraksan iyi olacak.



Eğer tanımadığın bir kişi sosyal medya hesaplarından hoşlanmadığın şeyler yazarak seni rahatsız ederse bunu mutlaka ailenle paylaşmalısın. Ailen gerekli önlemleri alarak seni bu tür insanlardan koruyacaktır.



- Başvurduğun okullar seni reddedebilir. Ne zaman bir kuruma başvurursan dijital kimliğindeki her güçsüzleşme başkalarını ne kadar üzdüğünü gösterecek.



- Dijital kimliğine dikkatli bakarsan her şeyi daha iyi anlayacaksın. Güzel paylaşımlar yaptığında dijital kimliğin beğenilir, başkalarına zarar verecek paylaşımlar yaptığında ise gücü azalır. Özellikle de sosyal medya hesaplarında yazdıklarının yüzünden birileri ağladığında, üzüldüğünde... Aslında bu şekilde onlara karşı düşüncesizce davranmış oluyorsun.



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## **Game Monster**

As soon as Mert had the opportunity, he was running to his computer. While he was constantly trying to level up in his favorite game with his magic fingers, he was not really aware of what he was missing. Participating in football training and having fun with team mates, having a weekend break, making new friends, fulfilling their responsibilities by using their time effectively, and much more.

How about we rest these magic fingers a bit? Digital games are considered as part of the culture we live in today. The Game Monster shows the children how they can control their lives while answering the question of how to establish a healthy game balance with this enjoyable story.

Game addiction is becoming one of the main problems of today. This storybook is designed to guide kids, educators, and parents about how children's lives are controlled by technology and how they regain the charge of their lives. It is really hard to find a balance between our responsibilities and what we want to do in our daily lives. Game Monster; It aims to be a good resource for children's families and educators in establishing this balance, developing positive attitudes in the family. This storybook is about how a responsible individual should approach computer games and how to spend their time more efficiently. This book is designed for our readers aged 6-12 and their families.

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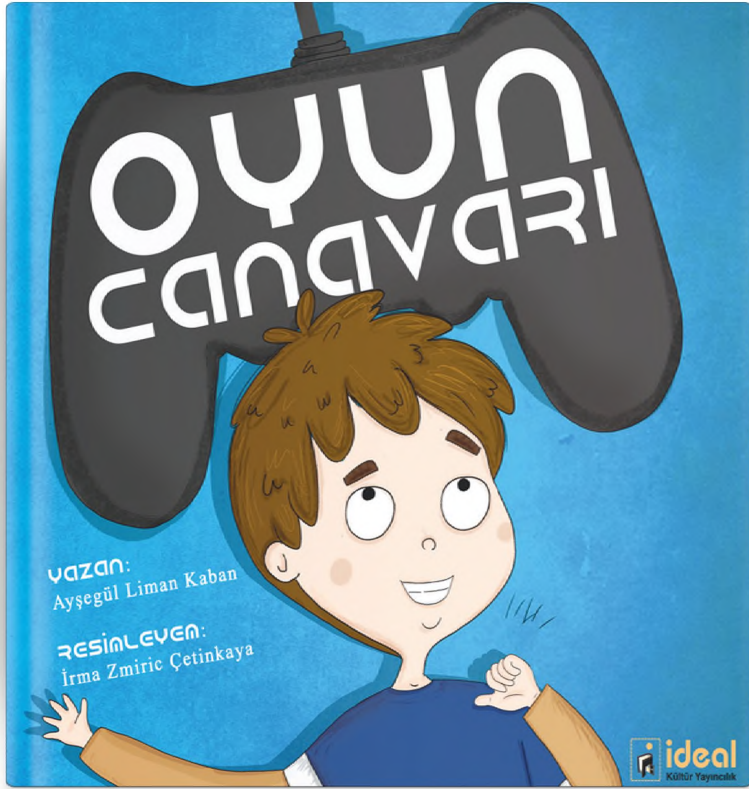
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# KNOWLEDGE IS MY JOB SERIES

**AUTHOR:** Osman Koç

Osman Koç was born in Sakarya, Turkey. He graduated from Istanbul University Information and Document Management Department. He was responsible for the establishment of Istanbul Bilgi University, Borusan Music Library, Darüşşafaka High Schools Library and Adapazarı Enka Schools Library and gave information literacy workshops. He conducted studies on the structuring of the students' IB (the International Baccalaureate); MYP (Middle Years Program) and PYP (Primary Years Program) research skills training. He made informational presentations about lifetime learning, academic honesty and information literacy. He also participated in the studies of structuring these subjects at primary, secondary and high school education levels.



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## Curious Puti and the Scholar Panda

Puti, the adorable Panda, loved to wonder. One day his grandfather, the scholar Panda, took him to a place where he could find the answers to all his questions. This was a library... Puti, while studying the books in the children's section enthusiastically, noticed a green moving thing in the corner of the library ... if you remember the previous story, we can continue reading this book.



Bilgin Panda, minik Putişko'nun yumuşacık elinden tuttu ve "Cevaplamaya hangisinden başlayalım? Soruların o kadar çok ki, ama merak ettiğin tüm soruların cevabını bulabileceğin harika bir yer biliyorum." dedi.





# KNOWLEDGE IS MY JOB SERIES



## Does Dinosaur Fit in the Book?

Sweety Puti had gone to a library for the first time with his grandfather, Scholar Panda. The library was a little far from Puti's house, but it was within a walking distance. On their way to the library they were walking through a forest of tall green trees. Puti and his family loved the forest and spent almost all their time in this forest. Their house was in the woods, and their friends were very impressed with the library that Puti was visiting. He couldn't believe his eyes when he met the dinosaur in the library. There were also encyclopedias, dictionaries, newspapers, tablets; a playroom and a children's section.



# KNOWLEDGE IS MY JOB SERIES



## Mysterious Room in the Library

Puti loved to go to the library and research. One day, his grandfather, The Scholar Panda told him about the mysterious room which was in the library and promised that he will take Puti there. On the following day, the librarian came to the front of the black door by going down-tairs from the back of his table. The door was black, huge, mystical and including interes-ting symbols on it. It was opening to a room which includes special researches in it. Ozi was one of the permanent researchers of this room. This young man loved to do research and to combine the information he found with the existing information. Thus, the informa-tion he had increased even more. Ozi and Puti met through this room that everyone was curious about and was impatient to enter.



"Haydi gidelim Puticik!" dedi Bilgin.  
Görevli masasının yan tarafında bulunan beyaz  
duvarın arkasına geçtiler, burada alt kata inen  
merdiven vardı. Merdiveni gören Puti biraz c  
Puti Panda'nın elinde