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**IŞIK UNIVERSITY**

*Humanities and Social Sciences Department*

**STS 490 Project Report**

**Spring Semester 2010-11**

**HOW TO GENERATE  
AN INNOVATIVE ORGANIZATION**

**By**

**Sedef Güney**

**Submitted on: May 30, 2011**

**Project Advisor: Prof. Dr. Hacer Ansal**

13B

### Abstract

The purpose of this project was to understand how to generate an innovative organization. During the process of research a broad review of current literature is conducted, with a specific emphasis on the methods for creating more innovative organizations. Skills and characteristics of innovators, methods that applied in innovative organizations and managerial practices are seen as parts of an innovative organization; because of that, this research examined general characteristics of innovative organizations and innovators and identified some essential principles. The findings show that collaborative work environment, communication, tolerating mistakes and supportive management without hierarchical structure are some of the features that innovative organizations have. Moreover, observing, questioning and associating are important part of being an innovator. These characteristics that were exhibited through some applications of four companies, namely 3M, Whirlpool, Google and Walt Disney Company, examined to understand how they have successfully become innovative.

H. Ansal

DC



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**Işık University  
Humanities and Social Sciences Department**

**HSS 490 Project Report  
Spring Semester 2011-2012**

**FACTORS THAT AFFECT INTERNATIONALIZATION:**

**THE CASE OF TURKISH AUTOMOTIVE  
ANCILLARY SECTOR**

**By**

**KUTAY GÜLAYDIN**

**June 19, 2012**

**Project Advisor : Prof. Dr. Hacer Ansal**

**Abstract**

This paper presents a characteristic of Turkish automotive ancillary sector of the progression in internationalization process. The paper focuses on the importance of internationalization within Turkish automotive ancillary firms. For explanatory purposed case studies are used for clearer understanding.

AA



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***Humanities and Social Sciences***

**HSS 490 Project Report  
Fall Semester 2011-2012**

**DESIGN IN INNOVATION PROCESS**

**by Burcu TORUN**

**Submitted on: 6 February 2012**

**Project Advisor: Prof. Dr. Hacer ANSAL**

## **Abstract**

The purpose of the project is to examine the importance of design in the innovation process. For this, design and innovation concepts were defined firstly and then relationship between design and innovation was discussed. The importance of design for companies was searched and it supported by two case studies. First case study involves UH590 No-Frost Refrigerator by Vestel Company and the second one involves Duru Shampoo Package Design. Reasons that differentiate these products from their competitors were defined. And then how important is design in the innovation process was presented with the support of these case studies.

CB



**FACULTY OF ARTS AND SCIENCES**  
**DEPARTMENT OF HUMANITIES AND SOCIAL SCIENCES**

**SEMESTER 2014 FALL**

**STS 490 PROJECT**

**INTERRELATION BETWEEN SOCIAL MEDIA AND DEMOCRACY**

**Prepared by ÇAĞLA ÇAKMAK**

**Student Number: 201HS1030**

**ADVISOR: Asst. Prof. Hacer ANSAL**

**Submitted on 13.01.2015**

## **ABSTRACT**

The main purpose of this study is to examine the interrelation between social media and democracy. For the last 5 years, social media and democracy are widely spoken concepts around the entire world. With the increase of globalization and developments on new technologies, people started to use of more webs and take more information from web applications like social media. Social media and democracy became very much interrelated with each other with the relevant developments on technology. Political interferences as well as discussions, mass organizations, started to be organized online. In consideration of all of this information, first there will be given information about influence of democracy on social media, and then the last years' social movements will be examined to present examples for the impact of social media on these movements.





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*Humanities and Social Sciences Department*

**HSS 490 Project Proposal  
Spring Semester 2014-15**

**THE AGE OF BIG DATA: SECTOR  
ANALYSIS IN TURKEY**

**By**

**DAMLA EVİK**

**Submitted on: June 02, 2015**

**Project Advisor: Prof. Dr. HACER ANSAL**

## **ABSTRACT**

The main purpose of the project called ‘‘ The Age of Big Data: Sector Analysis in Turkey ‘’ is to examine the utilization of ‘‘Big Data’’ in the finance sector in Turkey. Nowadays, with knowledge being transferred into the electronic environment and with the advancement of information sources, Big Data proves to be a significant tool which offers the potential to contribute significantly to the evolution and overall competence of business processes. Therefore through the adoption of such a system Big Data ensures the analysis of the Big Data and the utilization to the business performance of finance sector. In addition to all, this study also includes following four main issues; implementation, competitive advantage, challenges and utilization of Big Data in the Turkish finance sector.

**Key Words:** *Big Data, Technology, Finance Sector*



**FMV ISIK UNIVERSITY**  
*Humanities and Social Sciences Department*

**HSS / STS 490 Project Report**  
**Spring Semester 2014-15**

**Reasons Behind the Increasing Fatality Rate of  
Subcontracted Workers in Turkey**

**By**  
**Pelin Kayaalp**

**Project Advisor: Prof. Dr. Hacer ANSAL**

**İstanbul, 2015**

## ABSTRACT

The rapid and technology based evolution both in the world economy and in the Turkish economy as of 1980s have rendered the practice of subcontracting an essential part of the new business relations. The practice of subcontracting has an impact on reducing the production costs. Although it is proved to be one of the indispensable implementations of modern economy and also due to its flexible nature as a working method, it has turned into a problematic field because of the labor rights are damaged by the relationship between the primary employer and the subcontractor.

With these new economic approach, Post-Fordism, was transferred to the production of sub-contractors. Small-scale production based on this mechanism, which works in small businesses, they lack of safe and numerous rights also they can be operated in bad conditions. By the way these conditions affect workers' physical and mental health. Hereby lots of occupational accident occur because of these reasons. Workers' can lose their health even they can die. In this stage Occupational Health and Safety Standards has a big role in order to inform workers and provide the safety of workers.

**Keywords:** Occupational Health and Safety, Sub construction , Mining, Construction, Ship- Construction



**FMV ISIK UNIVERSITY**

***Humanities and Social Sciences***

**HSS 490 Project Report**

***Spring Semester 2015-2016***

***THE ROLE OF GOVERNMENT IN FOSTERING  
INNOVATION***

***By Nurşah Hizal***

**Submitted on: 17.05.2016**

**Project Advisor: Hacer ANSAL**

**Abstract:**

The main aim of this project is to examine the role of government in countries' innovativeness. Innovation cannot complete without different system actors such as governments, private enterprises, universities, and private and public research institutions. In this project, firstly the definition of innovation and its processes were defined, and then the role of governments on innovativeness discussed with stating both Turkey and South Korea science, technology and innovation policies. By looking at historically Turkey's and South Korea's policies, differences occur. Reasons that differentiate these policies from Turkey will be defined detail in this project.

BA



**FMV ISIK UNIVERSITY**  
*Humanities and Social Sciences*

**HSS 490 Project Report**  
*Spring Semester 2015-2016*

Difficulties and Challenges of the Video Game Industry in  
Turkey

*By Umut Atalay*

**Submitted on: 05.05.2016**

Project Advisor: Hacer ANSAL

## **Abstract**

The study focuses on detecting the problems and challenges of Turkish video game industry. The industry still continues to grow both in the world and in Turkey. Hence, new problems and challenges are still coming by emergence of new tools, new business models and perspectives. Moreover, it is important that video game industry accepted as interactive entertainment, culture industry and product of promotional capitalism. The role of government policies, investors, media, producers and public view and players are very important for the national advancement. Besides, independent developers and individuals are also having a part of small industry of Turkey.

## **Chapter: 1 Introduction**

Video games are electronic game that involves human interaction to generate visual, audial and mental feedbacks on a video device. The system or platform of a video game depends on its electronic operators. These platforms are PC (Personal Computer), consoles which is a dedicated platform for operating video games and they are manufactured by a specific company other than PCs, (e.g. Sony Playstation, Microsoft Xbox and Nintendo Wii) handheld gaming devices which are also dedicated platforms like consoles with difference of being portable, arcade machines which are the electronic devices, typically designed to play only one game and is encased in a special cabinet which has one built-in console, controller and screen. Lastly, web browsers which are hosting web browser games such as the "Facebook" games. Smartphones, tablets and PDAs' are also forming a platform for the video games as non-dedicated electronic devices. This gaming practice has been formed as mobile gaming.

Video game genres are used to categorize video games based on their gameplay interaction rather than visual or narrative differences. Also video games are classified from their setting and game-world content, unlike films or books. For instance an action game is classified as action game regardless the profoundness of its content. Some of these genres are action, puzzle, tower defense, board games, shooter, action-adventure, adventure, role playing, simulation, sports, strategy, survival horror and massively multiplayer online. Moreover, the classification of video games is different from the categorization of genres. They may be classified as the criteria of professional rating systems or by purpose of the game such as