EGE UNIVERSITY
FACULTY OF FINE ARTS, DESIGN AND ARCHITECTURE
DEPARTMENT OF VISUAL COMMUNICATION DESIGN
PROGRAM INFORMATION

Course Code	Course	Course Type	Year	Semester	ECTS
	3D Design I	Elective	3	1	4

Prerequisites	None

Course Level	Bachelor
Aim of the Course	To learn how to use 3D design software.
Teaching Staff/Staffs	
Learning Outcomes	1- Understanding 3D modeling, texturing and animation 2- Understanding the creation, formatting, modification and import of media elements in three-dimensional modeling programs. 3- Demonstrating proficiency in common software programs and create multimedia projects 4- Developing concepts with modeling and animation. 5- Designing beginner - level projects in multi-media with 3-D design programs
Type of Study	Formal Education
Other Subjects Recommended fort he Course	None
Content of the Course	It is intended to use 3D design software.

WEEKLY DETAILED COURSE CONTENT

Week	Topics	Application	Laboratory
1	Introduction: Specifying the content, purpose and target of the course and applications to be made	Research	
2	Understanding 3 dimension	Research	
3	Basic 3D terms	Review and Analysis	
4	Basic 3D modeling techniques	Studio work and homework	
5	Introduction to Blender programme	Studio work and homework	
6	Studio work with Blender Completion and presentation of projects.	Studio work and homework	
7	Material Design and mapping	Studio work and homework	
8	Midterm Exam		
9	Creating a project concept and program	Studio work and homework	
10	Visual project outline	Studio work and homework	
11	Studio work with Blender Max	Studio work and homework	
12	Camera mapping with Blender program	Studio work and homework	
13	Preparation for final project	Research	

14	Project planning and visual project draft	Studio work and homework	
15	Project planning and visual project draft	Studio work and homework	
16	Final Exam		

Textbook / Material / Recommended Reading

Bayraktar, C. Özsağlam, M. Y. ; 3ds Max; Seçkin Yayıncılık, 2012, ISBN: 9789750219016
Yıkaroğlu, N..; Maya Zbrush - Karakter Modelleme; Kodlab Yayın Dağıtım, 2011, ISBN: 9786054205448

Planned Learning Activities and Methods

Activities are given in detail in the "Evaluation" and "Workload Calculation" sections.

EVALUATION

Semester (Year) Activities	Adet	Değer
Midterm Exam	1	100
Total		100
Semester (Year) Final Activities	**Adet**	**Değer**
Final Exam	1	**100**
Total		**100**
Semester (Year) Activities		**40**
Semester (Year) Final Activities		**60**
TOTAL		**100**

LANGUAGE OF THE COURSE

Turkish

INTERNSHIP STATUS

None

WORKLOAD CALCULATION

Activities	Number	Time (Hour)	Total Work Load (Hours)
Midterm Exam	1	1	1
Final Exam	1	1	1
Attendance to the Course	14	4	56
Application / Practice	14	4	62
TOTAL WORK LOAD (Hours)	30	10	120

RELATION OF THE LEARNING OUTCOMES OF THE COURSE WITH THE PROGRAM COMPETENCIES

	* Contribution Level															
	PC1	PC2	PC3	PC4	PC5	PC6	PC7	PC8	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16
LO1	4									5						
LO2			4													
LO3		5			4											
LO4												5				
LO5									5							5

*Contribution Level: 1 very low, 2 low, 3 moderate, 4 high, 5 very high

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Course Code	Course	Course Type	Year	Semester	ECTS
	Advanced Typography	Elective	3	1	4

Prerequisites	None

Course Level	Bachelor
Aim of the Course	To gain advanced knowledge of typography.
Teaching Staff/Staffs	
Learning Outcomes	1- To design font 2 - Designing typesetting in FontLab 3 - To be able to read about font design and typography 4 - To be able to define appropriate typesetting principles 5 - To be able to create appropriate typography to be used in design.
Type of Study	Formal Education
Other Subjects Recommended fort he Course	None
Content of the Course	Includes advanced typography applications.

WEEKLY DETAILED COURSE CONTENT

Week	Topics	Application	Laboratory
1	Introduction: Specifying the content, purpose and target of the course and applications to be made	Research	
2	Examples of logotype examples	Research	
3	Research, collecting information, preparing sketches	Review and Analysis	
4	Draft Critique	Studio work and homework	
5	Preparation of draft	Studio work and homework	
6	Project development	Studio work and homework	
7	Project development	Studio work and homework	
8	Midterm Exam		
9	Examples of typographic poster design	Studio work and homework	
10	Research, collecting information, preparing sketches	Studio work and homework	
11	Preparation of draft	Studio work and homework	
12	Draft criteria	Studio work and homework	
13	Project development	Research	
14	Project development	Studio work and homework	

15	Research, collecting information, preparing sketches	Studio work and homework	
16	Final Exam		

Textbook / Material / Recommended Reading

Haley, Allan (1990) ABC's of Type. New York: Watson-Guptill Publications.* Solomon, Martin (1990) The Art of Typography. New York: Watson-Guptill Publications.* Nelson, Roy Paul (1987) Publication Design. Iowa: WM. C. Brown Publishers.* Conover, E. Thedore (1985) Graphic Communication Today. USA: West Pub. Co.* March, Marion (1988) Creative Typography. Oxford: Phaidon

Planned Learning Activities and Methods

Activities are given in detail in the "Evaluation" and "Workload Calculation" sections.

EVALUATION

Semester (Year) Activities	Adet	Değer
Midterm Exam	1	100
Total		100
Semester (Year) Final Activities	**Adet**	**Değer**
Final Exam	1	**100**
Total		**100**
Semester (Year) Activities		**40**
Semester (Year) Final Activities		**60**
TOTAL		**100**

LANGUAGE OF THE COURSE

Turkish

INTERNSHIP STATUS

None

WORKLOAD CALCULATION

Activities	Number	Time (Hour)	Total Work Load (Hours)
Midterm Exam	1	1	1
Final Exam	1	1	1
Attendance to the Course	14	4	56
Application / Practice	14	4	62
TOTAL WORK LOAD (Hours)	30	10	120

RELATION OF THE LEARNING OUTCOMES OF THE COURSE WITH THE PROGRAM COMPETENCIES

	* Contribution Level															
	PC1	PC2	PC3	PC4	PC5	PC6	PC7	PC8	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16
LO1	4									5						
LO2			4													
LO3		5			4											
LO4												5				
LO5									5							5

*Contribution Level: 1 very low, 2 low, 3 moderate, 4 high, 5 very high

Course Code	Course	Course Type	Year	Semester	ECTS
	Advertising Photography	Elective	3	1	4

Prerequisites	None

Course Level	Bachelor
Aim of the Course	Solution of design problems in the field of advertising photography.
Teaching Staff/Staffs	
Learning Outcomes	1- To obtain the basic information about advertising photography 2- To comprehend the qualities of advertising photography 3- To use photography studio equipment and apparatus 4- To use lighting techniques effectively 5- To make product and Model shooting for presentation in studio or outdoors.
Type of Study	Formal Education
Other Subjects Recommended fort he Course	None
Content of the Course	Covers the definition, development and applications of advertising photography.

WEEKLY DETAILED COURSE CONTENT

Week	Topics	Application	Laboratory
1	Introduction: Specifying the content, purpose and target of the course and applications to be made	Research	
2	Advertising photography	Research	
3	Advertising photography	Review and Analysis	
4	Advertising photography editing	Studio work and homework	
5	Advertising photography application	Studio work and homework	
6	Advertising photography application	Studio work and homework	
7	Advertising photography application	Studio work and homework	
8	Midterm Exam		
9	Advertising photography in the studio	Studio work and homework	
10	Advertising photography in the studio	Studio work and homework	
11	Advertising photography in the studio	Studio work and homework	
12	Working with different light sources	Studio work and homework	
13	Preparation for final project	Research	
14	Project planning and visual project draft	Studio work and homework	

15	Completion and presentation of projects	Studio work and homework	
16	Final Exam		

Textbook / Material / Recommended Reading

Mıchael Langford, Yaratıcı Fotoğrafçılık, İnkılap Kitabevi

Planned Learning Activities and Methods

Activities are given in detail in the "Evaluation" and "Workload Calculation" sections.

EVALUATION

Semester (Year) Activities	Adet	Değer
Midterm Exam	1	100
Total		100
Semester (Year) Final Activities	**Adet**	**Değer**
Final Exam	1	**100**
Total		**100**
Semester (Year) Activities		**40**
Semester (Year) Final Activities		**60**
TOTAL		**100**

LANGUAGE OF THE COURSE

Turkish

INTERNSHIP STATUS

None

WORKLOAD CALCULATION

Activities	Number	Time (Hour)	Total Work Load (Hours)
Midterm Exam	1	1	1
Final Exam	1	1	1
Attendance to the Course	14	4	56
Application / Practice	14	4	62
TOTAL WORK LOAD (Hours)	30	10	120

RELATION OF THE LEARNING OUTCOMES OF THE COURSE WITH THE PROGRAM COMPETENCIES

	* Contribution Level					PC6	PC7	PC8	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16
	PC1	PC2	PC3	PC4	PC5											
LO1	4									5						
LO2			4													
LO3		5			4											
LO4												5				
LO5									5							5

*Contribution Level: 1 very low, 2 low, 3 moderate, 4 high, 5 very high

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Course Code	Course	Course Type	Year	Semester	ECTS
	Desktop Publishing	Elective	3	1	4

Prerequisites	None

Course Level	Bachelor
Aim of the Course	Understanding desktop publishing techniques and learning printed publishing applications.
Teaching Staff/Staffs	
Learning Outcomes	1- To be able to prepare the pre-print preparations of the design 2- Understanding design printing techniques 3- Recognizing the materials required for printing 4- To dominate the concepts related to color in desktop publishing 5- Mastering desktop publishing design programs.
Type of Study	Formal Education
Other Subjects Recommended fort he Course	None
Content of the Course	Covers the definition, development and applications of desktop publishing.

WEEKLY DETAILED COURSE CONTENT			
Week	**Topics**	**Application**	**Laboratory**
1	Introduction: Specifying the content, purpose and target of the course and applications to be made	Research	
2	Introduction to desktop publishing and overview.	Research	
3	Examination of desktop publishing examples	Review and Analysis	
4	Introduction To InDesign	Studio work and homework	
5	InDesign applications	Studio work and homework	
6	InDesign applications	Studio work and homework	
7	InDesign applications	Studio work and homework	
8	Midterm Exam		
9	Magazine Design	Studio work and homework	
10	Magazine Design	Studio work and homework	
11	Magazine Design	Studio work and homework	
12	Book Design	Studio work and homework	
13	Preparation for final project	Research	
14	Project planning and visual project draft	Studio work and homework	

15	Completion and presentation of projects	Studio work and homework	
16	Final Exam		

Planned Learning Activities and Methods

Activities are given in detail in the "Evaluation" and "Workload Calculation" sections.

EVALUATION

Semester (Year) Activities	Adet	Değer
Midterm Exam	1	100
Total		100
Semester (Year) Final Activities	**Adet**	**Değer**
Final Exam	1	**100**
Total		**100**
Semester (Year) Activities		**40**
Semester (Year) Final Activities		**60**
TOTAL		**100**

LANGUAGE OF THE COURSE

Turkish

INTERNSHIP STATUS

None

WORKLOAD CALCULATION

Activities	Number	Time (Hour)	Total Work Load (Hours)
Midterm Exam	1	1	1
Final Exam	1	1	1
Attendance to the Course	14	4	56
Application / Practice	14	4	62
TOTAL WORK LOAD (Hours)	30	10	120

RELATION OF THE LEARNING OUTCOMES OF THE COURSE WITH THE PROGRAM COMPETENCIES

	* Contribution Level															
	PC1	PC2	PC3	PC4	PC5	PC6	PC7	PC8	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16
LO1	4									5						
LO2			4													
LO3		5			4											
LO4												5				
LO5									5							5

*Contribution Level: 1 very low, 2 low, 3 moderate, 4 high, 5 very high

2

Course Code	Course	Course Type	Year	Semester	ECTS
	Game Design	Elective	3	1	4

Prerequisites	None

Course Level	Bachelor
Aim of the Course	To understand the history of game design, basic concepts and to make game design applications.
Teaching Staff/Staffs	
Learning Outcomes	1- To learn about Game studies 2- Understanding the concept of Game Design 3- Understanding the game types 4- Understanding the motivations of playing games 5- To be able to develop design for the player
Type of Study	Formal Education
Other Subjects Recommended fort he Course	None
Content of the Course	It is intended for game design.

WEEKLY DETAILED COURSE CONTENT

Week	Topics	Application	Laboratory
1	Introduction: Specifying the content, purpose and target of the course and applications to be made	Research	
2	Role of game designers	Research	
3	Structures of games	Review and Analysis	
4	Structures of games	Studio work and homework	
5	Structures of games	Studio work and homework	
6	Structures of games	Studio work and homework	
7	Game types	Studio work and homework	
8	Midterm Exam		
9	Game development phases	Studio work and homework	
10	Game development phases	Studio work and homework	
11	Game development phases	Studio work and homework	
12	The game prototype	Studio work and homework	
13	The game prototype	Research	
14	Project planning and visual project draft.	Studio work and homework	

15	Completion and presentation of projects.	Studio work and homework	
16	Final Exam		

Textbook / Material / Recommended Reading

Fullerton, Tracy. 2014. Game Design Workshop: A Playcentric Approach to Creating Innovative Games. 3rd Edition. Boca Raton: CRC Press.

Planned Learning Activities and Methods

Activities are given in detail in the "Evaluation" and "Workload Calculation" sections.

EVALUATION

Semester (Year) Activities	Adet	Değer
Midterm Exam	1	100
Total		100
Semester (Year) Final Activities	**Adet**	**Değer**
Final Exam	1	**100**
Total		**100**
Semester (Year) Activities		**40**
Semester (Year) Final Activities		**60**
TOTAL		**100**

LANGUAGE OF THE COURSE

Turkish

INTERNSHIP STATUS

None

WORKLOAD CALCULATION

Activities	Number	Time (Hour)	Total Work Load (Hours)
Midterm Exam	1	1	1
Final Exam	1	1	1
Attendance to the Course	14	4	56
Application / Practice	14	4	62
TOTAL WORK LOAD (Hours)	30	10	120

RELATION OF THE LEARNING OUTCOMES OF THE COURSE WITH THE PROGRAM COMPETENCIES

	* Contribution Level															
	PC1	PC2	PC3	PC4	PC5	PC6	PC7	PC8	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16
LO1	4									5						
LO2			4													
LO3		5			4											
LO4												5				
LO5									5							5

*Contribution Level: 1 very low, 2 low, 3 moderate, 4 high, 5 very high

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Course Code	Course	Course Type	Year	Semester	ECTS
	Illustration	Elective	3	1	4

Prerequisites	None

Course Level	Bachelor
Aim of the Course	Original illustration creation.
Teaching Staff/Staffs	
Learning Outcomes	1- To define the basic concepts related to illustration 2- To have knowledge about the history and development stages of illustration 3- To have an idea about major illustration artists 4- To be able to define different illustration styles 5- To be able to define materials to be used in the design phase.
Type of Study	Formal Education
Other Subjects Recommended fort he Course	None
Content of the Course	Covers human, animal figures, plant and section drawings.

WEEKLY DETAILED COURSE CONTENT

Week	Topics	Application	Laboratory
1	Introduction: Specifying the content, purpose and target of the course and applications to be made	Research	
2	Introduction to illustration	Research	
3	History of illustration	Review and Analysis	
4	Pattern study	Studio work and homework	
5	Pattern study	Studio work and homework	
6	Use of different materials	Studio work and homework	
7	Use of different materials	Studio work and homework	
8	Midterm Exam		
9	Self-portrait studies	Studio work and homework	
10	Self-portrait studies	Studio work and homework	
11	Figure studies	Studio work and homework	
12	Figure studies	Studio work and homework	
13	Abstractions	Research	
14	Project planning and visual project draft	Studio work and homework	

15	Completion and presentation of projects	Studio work and homework	
16	Final Exam		

Planned Learning Activities and Methods

Activities are given in detail in the "Evaluation" and "Workload Calculation" sections.

EVALUATION

Semester (Year) Activities	Adet	Değer
Midterm Exam	1	100
Total		100
Semester (Year) Final Activities	**Adet**	**Değer**
Final Exam	1	**100**
Total		**100**
Semester (Year) Activities		**40**
Semester (Year) Final Activities		**60**
TOTAL		**100**

LANGUAGE OF THE COURSE

Turkish

INTERNSHIP STATUS

None

WORKLOAD CALCULATION

Activities	Number	Time (Hour)	Total Work Load (Hours)
Midterm Exam	1	1	1
Final Exam	1	1	1
Attendance to the Course	14	4	56
Application / Practice	14	4	62
TOTAL WORK LOAD (Hours)	30	10	120

RELATION OF THE LEARNING OUTCOMES OF THE COURSE WITH THE PROGRAM COMPETENCIES

	* Contribution Level															
	PC1	PC2	PC3	PC4	PC5	PC6	PC7	PC8	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16
LO1	4									5						
LO2			4													
LO3		5			4											
LO4												5				
LO5									5							5

*Contribution Level: 1 very low, 2 low, 3 moderate, 4 high, 5 very high

2

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Course Code	Course	Course Type	Year	Semester	ECTS
	Interface Design	Elective	3	1	4

Prerequisites	None

Course Level	Bachelor
Aim of the Course	Understanding the components of the interface design, producing the original design.
Teaching Staff/Staffs	
Learning Outcomes	1- To learn the basic concepts of interface design 2. To have knowledge about interface design methods 3. Analyzing the interface designs designed for different areas 4. To obtain basic color, text and hardware information required for interface design 5. Preparing an interface design project
Type of Study	Formal Education
Other Subjects Recommended fort he Course	None
Content of the Course	It involves preparing an interface design project using the necessary software in the computer environment.

WEEKLY DETAILED COURSE CONTENT			
Week	**Topics**	**Application**	**Laboratory**
1	Introduction: Specifying the content, purpose and target of the course and applications to be made	Research	
2	What is interface design?	Research	
3	Case studies	Review and Analysis	
4	Interface design methods	Studio work and homework	
5	Interface design methods	Studio work and homework	
6	Layout application	Studio work and homework	
7	Layout application	Studio work and homework	
8	Midterm Exam		
9	Interface design	Studio work and homework	
10	Interface design	Studio work and homework	
11	Interface design	Studio work and homework	
12	Interface design	Studio work and homework	
13	Interface design	Research	
14	Project planning and visual project outline	Studio work and homework	

15	Completion and submission of projects	Studio work and homework	
16	Final Exam		

Textbook / Material / Recommended Reading

nteraktif Media Tasarımında Temel Adımlar, Oğuzhan Özcan.

Planned Learning Activities and Methods

Activities are given in detail in the "Evaluation" and "Workload Calculation" sections.

EVALUATION

Semester (Year) Activities	Adet	Değer
Midterm Exam	1	100
Total		100
Semester (Year) Final Activities	**Adet**	**Değer**
Final Exam	1	**100**
Total		**100**
Semester (Year) Activities		**40**
Semester (Year) Final Activities		**60**
TOTAL		**100**

LANGUAGE OF THE COURSE

Turkish

INTERNSHIP STATUS

None

WORKLOAD CALCULATION

Activities	Number	Time (Hour)	Total Work Load (Hours)
Midterm Exam	1	1	1
Final Exam	1	1	1
Attendance to the Course	14	4	56
Application / Practice	14	4	62
TOTAL WORK LOAD (Hours)	30	10	120

RELATION OF THE LEARNING OUTCOMES OF THE COURSE WITH THE PROGRAM COMPETENCIES

	* Contribution Level															
	PC1	PC2	PC3	PC4	PC5	PC6	PC7	PC8	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16
LO1	4									5						
LO2			4													
LO3		5			4											
LO4												5				
LO5									5							5

*Contribution Level: 1 very low, 2 low, 3 moderate, 4 high, 5 very high

Course Code	Course	Course Type	Year	Semester	ECTS
	Multimedia Design and Animation I	Elective	3	1	4

Prerequisites	None

Course Level	Bachelor
Aim of the Course	Conceptualizing a design idea and designing a moving visual.
Teaching Staff/Staffs	
Learning Outcomes	1- To be able to desgn 2-dimensional character 2- To be able to make a multi-angle design plan 3- To understand animation production processes 4- understanding the importance of moving and interactive media 5- Deciding how to use animation and interaction techniques.
Type of Study	Formal Education
Other Subjects Recommended fort he Course	None
Content of the Course	It includes moving visual design.

WEEKLY DETAILED COURSE CONTENT			
Week	Topics	Application	Laboratory
1	Introduction: Specifying the content, purpose and target of the course and applications to be made	Research	
2	Web animations	Research	
3	Web animations	Review and Analysis	
4	Web animations	Studio work and homework	
5	2-D animation	Studio work and homework	
6	2-D animation	Studio work and homework	
7	2-D animation	Studio work and homework	
8	Midterm Exam		
9	2-D animation	Studio work and homework	
10	2-D animation	Studio work and homework	
11	3D concept design	Studio work and homework	
12	3D concept design	Studio work and homework	
13	Preparation for final project	Research	
14	Project planning and visual project draft	Studio work and homework	

15	Completion and presentation of projects	Studio work and homework	
16	Final Exam		

Textbook / Material / Recommended Reading

Bayraktar, C. Özsağlam, M. Y. ; 3ds Max; Seçkin Yayıncılık, 2012, ISBN: 9789750219016
Yıkaroğlu, N..; Maya Zbrush - Karakter Modelleme; Kodlab Yayın Dağıtım, 2011, ISBN: 9786054205448

Planned Learning Activities and Methods

Activities are given in detail in the "Evaluation" and "Workload Calculation" sections.

EVALUATION

Semester (Year) Activities	Adet	Değer
Midterm Exam	1	100
Total		100
Semester (Year) Final Activities	**Adet**	**Değer**
Final Exam	1	**100**
Total		**100**
Semester (Year) Activities		**40**
Semester (Year) Final Activities		**60**
TOTAL		**100**

LANGUAGE OF THE COURSE

Turkish

INTERNSHIP STATUS

None

WORKLOAD CALCULATION

Activities	Number	Time (Hour)	Total Work Load (Hours)
Midterm Exam	1	1	1
Final Exam	1	1	1
Attendance to the Course	14	4	56
Application / Practice	14	4	62
TOTAL WORK LOAD (Hours)	30	10	120

RELATION OF THE LEARNING OUTCOMES OF THE COURSE WITH THE PROGRAM COMPETENCIES																
	* Contribution Level															
	PC1	PC2	PC3	PC4	PC5	PC6	PC7	PC8	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16
LO1	4									5						
LO2			4													
LO3		5			4											
LO4												5				
LO5									5							5

*Contribution Level: 1 very low, 2 low, 3 moderate, 4 high, 5 very high

2

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Course Code	Course	Course Type	Year	Semester	ECTS
	Video Production Techniques	Elective	3	1	4

Prerequisites	None

Course Level	Bachelor
Aim of the Course	Understanding video technologies and techniques.
Teaching Staff/Staffs	
Learning Outcomes	1- To be able to produce suitable video for publication 2- Comprehending image generation technologies 3- Understanding of traditional video and photography techniques 4- To be able to evaluate the plans and frameworks between the videos in terms of graphics 5- Researching the fundamentals of imaging technology
Type of Study	Formal Education
Other Subjects Recommended fort he Course	None
Content of the Course	To understand video technologies and techniques.

WEEKLY DETAILED COURSE CONTENT

Week	Topics	Application	Laboratory
1	Introduction: Specifying the content, purpose and target of the course and applications to be made	Research	
2	Production team workers and tasks	Research	
3	Introduction to pre-structuring	Review and Analysis	
4	Story writing, character design, script writing	Studio work and homework	
5	Designing and analyzing the scenes to be used in production	Studio work and homework	
6	Storyboard design	Studio work and homework	
7	Basic sound and recording information	Studio work and homework	
8	Midterm Exam		
9	Shooting application	Studio work and homework	
10	Shooting application	Studio work and homework	
11	Editing and introduction to Adobe Premiere	Studio work and homework	
12	Applications with Adobe Premiere	Studio work and homework	
13	Applications with Adobe Premiere	Research	
14	Applications with Adobe Premiere	Studio work and homework	

15	Applications with Adobe Premiere	Studio work and homework	
16	Final Exam		

Textbook / Material / Recommended Reading

Adobe Premiere Pro CC Classroom in a Book, Maxim Jago, Adobe Press

Planned Learning Activities and Methods

Activities are given in detail in the "Evaluation" and "Workload Calculation" sections.

EVALUATION

Semester (Year) Activities	Adet	Değer
Midterm Exam	1	100
Total		100
Semester (Year) Final Activities	**Adet**	**Değer**
Final Exam	1	**100**
Total		**100**
Semester (Year) Activities		**40**
Semester (Year) Final Activities		**60**
TOTAL		**100**

LANGUAGE OF THE COURSE

Turkish

INTERNSHIP STATUS

None

WORKLOAD CALCULATION

Activities	Number	Time (Hour)	Total Work Load (Hours)
Midterm Exam	1	1	1
Final Exam	1	1	1
Attendance to the Course	14	4	56
Application / Practice	14	4	62
TOTAL WORK LOAD (Hours)	30	10	120

RELATION OF THE LEARNING OUTCOMES OF THE COURSE WITH THE PROGRAM COMPETENCIES

	* Contribution Level															
	PC1	PC2	PC3	PC4	PC5	PC6	PC7	PC8	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16
LO1	4									5						
LO2			4													
LO3		5			4											
LO4												5				
LO5									5							5

*Contribution Level: 1 very low, 2 low, 3 moderate, 4 high, 5 very high

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PROGRAM INFORMATION

Course Code	Course	Course Type	Year	Semester	ECTS
	Web Design I	Elective	3	1	4

Prerequisites	None

Course Level	Bachelor
Aim of the Course	Learning to use the appropriate software in website design.
Teaching Staff/Staffs	
Learning Outcomes	1- Understanding the universal standards in website design 2- Understanding the functions of accessibility and style in website design 3- Comprehending user interface designs 4- To use knowledge and skills to design interactive and creative websites 5- To produce user-friendly designs
Type of Study	Formal Education
Other Subjects Recommended fort he Course	None
Content of the Course	It is intended for the use of appropriate software in website design.

WEEKLY DETAILED COURSE CONTENT

Week	Topics	Application	Laboratory
1	Introduction: Specifying the content, purpose and target of the course and applications to be made	Research	
2	A brief history of the Internet and the definition of web design	Research	
3	Examining content and components in web design	Review and Analysis	
4	Introduction to basic HTML and Adobe Dreamweaver interface	Studio work and homework	
5	Evaluate and compare examples of existing web design	Studio work and homework	
6	Project planning	Studio work and homework	
7	Web site project work with Dreamweaver program	Studio work and homework	
8	Midterm Exam		
9	Introduction to the Adobe Flash interface	Studio work and homework	
10	Introduction to mobile website design	Studio work and homework	
11	Project Planning	Studio work and homework	
12	Animated website design with Adobe Flash	Studio work and homework	
13	Web site design project work	Research	
14	Project planning and visual project draft	Studio work and homework	

| 15 | Completion of projects, delivery and presentation | Studio work and homework | |
| 16 | Final Exam | | |

Textbook / Material / Recommended Reading

Grover, C. ; Flash CS6: The Missing Manual, O'Reilly Media, 2012
Gümüştepe, Y.; Dreamweaver CS6; Kodlab Yayın Dağıtım, 2013, ISBN: 9786054205929

Planned Learning Activities and Methods

Activities are given in detail in the "Evaluation" and "Workload Calculation" sections.

EVALUATION

Semester (Year) Activities	Adet	Değer
Midterm Exam	1	100
Total		100
Semester (Year) Final Activities	**Adet**	**Değer**
Final Exam	1	**100**
Total		**100**
Semester (Year) Activities		**40**
Semester (Year) Final Activities		**60**
TOTAL		**100**

LANGUAGE OF THE COURSE

Turkish

INTERNSHIP STATUS

None

WORKLOAD CALCULATION

Activities	Number	Time (Hour)	Total Work Load (Hours)
Midterm Exam	1	1	1
Final Exam	1	1	1
Attendance to the Course	14	4	56
Application / Practice	14	4	62
TOTAL WORK LOAD (Hours)	30	10	120

RELATION OF THE LEARNING OUTCOMES OF THE COURSE WITH THE PROGRAM COMPETENCIES

	* Contribution Level															
	PC1	PC2	PC3	PC4	PC5	PC6	PC7	PC8	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16
LO1	4									5						
LO2			4													
LO3		5			4											
LO4												5				
LO5									5							5

*Contribution Level: 1 very low, 2 low, 3 moderate, 4 high, 5 very high

Course Code	Course	Course Type	Year	Semester	ECTS
	3D Design Production II	Elective	3	2	4

Prerequisites	None

Course Level	Bachelor
Aim of the Course	3D design production.
Teaching Staff/Staffs	
Learning Outcomes	1- Making three-dimensional modeling 2- Detailing in three-dimensional modeling 3- Understanding the working principles of human and animal muscle systems 4- Developing concepts with modeling and animation 5- Designing advanced projects in multiple environments with 3D design programs.
Type of Study	Formal Education
Other Subjects Recommended fort he Course	None
Content of the Course	Includes producing 3D design.

WEEKLY DETAILED COURSE CONTENT			
Week	Topics	Application	Laboratory
1	Specifying the content, purpose and target of the course and applications to be made	Research	
2	Character design studies	Research	
3	Character design sketches	Review and analysis	
4	Character design	Studio work and homework	
5	Character design	Studio work and homework	
6	Character design	Studio work and homework	
7	Character design	Studio work and homework	
8	Midterm Exam		
9	Advanced techniques - modeling with Zbrush and Maya	Studio work and homework	
10	Advanced techniques - modeling with Zbrush and Maya	Studio work and homework	
11	Advanced techniques - modeling with Zbrush and Maya	Studio work and homework	
12	Advanced techniques - modeling with Zbrush and Maya	Studio work and homework	
13	Preparation for final project	Research	
14	Project planning and visual project draft	Studio work and homework	

15	Completion and presentation of projects	Studio work and homework	
16	Final Exam		

Textbook / Material / Recommended Reading

Bayraktar, C. Özsağlam, M. Y. ; 3ds Max; Seçkin Yayıncılık, 2012, ISBN: 9789750219016
Yıkaroğlu, N.; Maya Zbrush - Karakter Modelleme; Kodlab Yayın Dağıtım, 2011, ISBN: 9786054205448
Autodesk Maya Press The Art of Maya: An Introduction to 3D Computer Graphics

Planned Learning Activities and Methods

Activities are given in detail in the "Evaluation" and "Workload Calculation" sections.

EVALUATION

Semester (Year) Activities	Unit	Valuation
Midterm Exam	1	100
Total		100
Semester (Year) Final Activities	**Unit**	**Valuation**
Final Exam	1	**100**
Total		**100**
Semester (Year) Activities		**40**
Semester (Year) Final Activities		**60**
TOTAL		**100**

LANGUAGE OF THE COURSE

Turkish

INTERNSHIP STATUS

None

WORKLOAD CALCULATION

Activities	Number	Time (Hours)	Total Work Load (Hours)
Midterm Exam	1	1	1
Final Exam	1	1	1
Attendance to the Course	14	4	56
Application / Practice	14	4	62
TOTAL WORK LOAD (Hours)	30	10	120

RELATION OF THE LEARNING OUTCOMES OF THE COURSE WITH THE PROGRAM COMPETENCIES

	* Contribution Level															
	PC1	PC2	PC3	PC4	PC5	PC6	PC7	PC8	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16
LO1	4									5						
LO2			4													
LO3		5			4											
LO4												5				
LO5									5							5

*Contribution Level: 1 very low, 2 low, 3 moderate, 4 high, 5 very high

2

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Course Code	Course	Course Type	Year	Semester	ECTS
	Color Theory	Elective	3	2	4

Prerequisites	None

Course Level	Bachelor
Aim of the Course	Understanding color and color theories, having basic knowledge about the use of color.
Teaching Staff/Staffs	
Learning Outcomes	1- Explaining color and general concepts about color 2- Understanding the psychological, sociological, physiological effects of color 3- Explaining the stages of color formation 4- Description of the tram and tram types 5- Description of color management system properties
Type of Study	Formal Education
Other Subjects Recommended fort he Course	None
Content of the Course	Includes topics such as the definition of color, the importance of color, printing types and colors.

WEEKLY DETAILED COURSE CONTENT

Week	Topics	Application	Laboratory
1	Specifying the content, purpose and target of the course and applications to be made	Research	
2	Definition of color	Research	
3	Wavelengths of colors and their intended use	Review and analysis	
4	Color scales, definitions of main and intermediate colors and their relation to each other, color mixing studies	Lecture	
5	Color scales, definitions of main and intermediate colors and their relation to each other, color mixing studies	Lecture	
6	Color scales, definitions of main and intermediate colors and their relation to each other, color mixing studies	Lecture	
7	Tram and tram formation processes	Lecture	
8	Midterm Exam		
9	Color management systems, importance of color management system and components of color management system	Lecture	
10	Color management systems, importance of color management system and components of color management system	Lecture	
11	Color management systems, the importance of color management system and components of color management system	Lecture	

12	Color theories	Lecture	
13	Color theories	Research	
14	Color theories	Lecture	
15	Color theories	Lecture	
16	Final Exam		

Textbook / Material / Recommended Reading

1. ŞAHİNBAŞKAN, Türkün, GENÇOĞLU, Efe. "Basım Sektöründe Renk ve Renk Yönetimi" Odak Kimya, İstanbul, 2010
2. UĞUR, Engin. "Renk Bilgisi ve Renk Yönetimi" Kuşbakışı Yayınevi, İstanbul, 2007
3. Heidelberg Baskı Makineleri "Uzman Rehberi -Renk, Kalite ve Tramlama Teknolojisi" Eğitim Notu

Planned Learning Activities and Methods

Activities are given in detail in the "Evaluation" and "Workload Calculation" sections.

EVALUATION

Semester (Year) Activities	Unit	Valuation
Midterm Exam	1	100
Total		100
Semester (Year) Final Activities	**Unit**	**Valuation**
Final Exam	1	**100**
Total		**100**
Semester (Year) Activities		**40**
Semester (Year) Final Activities		**60**
TOTAL		**100**

LANGUAGE OF THE COURSE

Turkish

INTERNSHIP STATUS

None

WORKLOAD CALCULATION

Activities	Number	Time (Hours)	Total Work Load (Hours)
Midterm Exam	1	1	1
Final Exam	1	1	1
Attendance to the Course	14	4	56
Application / Practice	14	4	62
TOTAL WORK LOAD (Hours)	30	10	120

RELATION OF THE LEARNING OUTCOMES OF THE COURSE WITH THE PROGRAM COMPETENCIES

	* Contribution Level															
	PC1	PC2	PC3	PC4	PC5	PC6	PC7	PC8	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16
LO1	4									5						
LO2			4													
LO3		5			4											
LO4												5				
LO5									5							5

*Contribution Level: 1 very low, 2 low, 3 moderate, 4 high, 5 very high

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Course Code	Course	Course Type	Year	Semester	ECTS
	Community Service Activities	Elective	3	2	4

Prerequisites	None

Course Level	Bachelor
Aim of the Course	Design project preparation within the framework of social responsibility.
Teaching Staff/Staffs	
Learning Outcomes	1- Getting consciousness of social responsibility 2- Designing a social responsibility project 3- Executing a social responsibility project 4- To be able to manage projects with team work 5- Making a division of work in design
Type of Study	Formal Education
Other Subjects Recommended fort he Course	None
Content of the Course	To prepare and carry out projects within the framework of social responsibility.

WEEKLY DETAILED COURSE CONTENT			
Week	Topics	Application	Laboratory
1	Specifying the content, purpose and target of the course and applications to be made	Research	
2	Examples of social responsibility projects	Research	
3	Sustainable social responsibility projects	Review and analysis	
4	Sustainable social responsibility projects	Lecture	
5	Sustainable social responsibility project development	Studio work and homework	
6	Sustainable social responsibility project development	Studio work and homework	
7	Sustainable social responsibility project development	Studio work and homework	
8	Midterm Exam		
9	Information and guidance on the execution of projects	Studio work and homework	
10	Information and guidance on the execution of projects	Studio work and homework	
11	Information and guidance on the execution of projects	Studio work and homework	
12	Information and guidance on the execution of projects	Studio work and homework	
13	Information and guidance on the execution of projects	Studio work and homework	
14	Information and guidance on the execution of projects	Studio work and homework	

15	Information and guidance on the execution of projects	Studio work and homework	
16	Final Exam		

Textbook / Material / Recommended Reading

E. Özgen,Kurumsal Sosyal Sorumluluk Projeleri, Mavi Ağaç Yayınları, 2007

Planned Learning Activities and Methods

Activities are given in detail in the "Evaluation" and "Workload Calculation" sections.

EVALUATION

Semester (Year) Activities	Unit	Valuation
Midterm Exam	1	100
Total		100
Semester (Year) Final Activities	**Unit**	**Valuation**
Final Exam	1	**100**
Total		**100**
Semester (Year) Activities		**40**
Semester (Year) Final Activities		**60**
TOTAL		**100**

LANGUAGE OF THE COURSE

Turkish

INTERNSHIP STATUS

None

WORKLOAD CALCULATION

Activities	Number	Time (Hours)	Total Work Load (Hours)
Midterm Exam	1	1	1
Final Exam	1	1	1
Attendance to the Course	14	4	56
Application / Practice	14	4	62
TOTAL WORK LOAD (Hours)	30	10	120

RELATION OF THE LEARNING OUTCOMES OF THE COURSE WITH THE PROGRAM COMPETENCIES

	* Contribution Level					PC6	PC7	PC8	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16
	PC1	PC2	PC3	PC4	PC5											
LO1	4									5						
LO2			4													
LO3		5			4											
LO4												5				
LO5									5							5

*Contribution Level: 1 very low, 2 low, 3 moderate, 4 high, 5 very high

2

Course Code	Course	Course Type	Year	Semester	ECTS
	Digital Illustration	Compulsary	3	2	4

Prerequisites	None

Course Level	Bachelor
Aim of the Course	Designing illustration in digital environment.
Teaching Staff/Staffs	
Learning Outcomes	1- To be able to define the basic concepts related to digital illustration 2- To have knowledge about the development stages of digital illustration 3- Creating illustration in computer environment 4- To be able to define different illustration styles 5- To be able to define materials to be used in the design phase
Type of Study	Formal Education
Other Subjects Recommended fort he Course	None
Content of the Course	It is intended to produce original digital illustrations.

WEEKLY DETAILED COURSE CONTENT			
Week	Topics	Application	Laboratory
1	Specifying the content, purpose and target of the course and applications to be made	Research	
2	What is digital illustration?	Research	
3	Professional Practice In Illustration	Review and analysis	
4	Expression and place	Studio work and homework	
5	Expression and place	Studio work and homework	
6	Creating illustrations using traditional and digital techniques	Studio work and homework	
7	Creating illustrations using traditional and digital techniques	Studio work and homework	
8	Midterm Exam		
9	Creating illustrations using traditional and digital techniques	Studio work and homework	
10	Creating illustrations using traditional and digital techniques	Studio work and homework	
11	Creating illustrations using traditional and digital techniques	Studio work and homework	
12	Creating illustrations using photographic images	Studio work and homework	
13	Abstractions	Research	
14	Project planning and visual project draft	Studio work and homework	

15	Completion and presentation of projects	Studio work and homework	
16	Final Exam		

Textbook / Material / Recommended Reading

The Illustration Handbook, N.&T . Souter

Planned Learning Activities and Methods

Activities are given in detail in the "Evaluation" and "Workload Calculation" sections.

EVALUATION

Semester (Year) Activities	Unit	Valuation
Midterm Exam	1	100
Total		100
Semester (Year) Final Activities	**Unit**	**Valuation**
Final Exam	1	**100**
Total		**100**
Semester (Year) Activities		**40**
Semester (Year) Final Activities		**60**
TOTAL		**100**

LANGUAGE OF THE COURSE

Turkish

INTERNSHIP STATUS

None

WORKLOAD CALCULATION

Activities	Number	Time (Hours)	Total Work Load (Hours)
Midterm Exam	1	1	1
Final Exam	1	1	1
Attendance to the Course	14	4	56
Application / Practice	14	4	62
TOTAL WORK LOAD (Hours)	30	10	120

RELATION OF THE LEARNING OUTCOMES OF THE COURSE WITH THE PROGRAM COMPETENCIES

	* Contribution Level					PC6	PC7	PC8	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16
	PC1	PC2	PC3	PC4	PC5											
LO1	4									5						
LO2			4													
LO3		5			4											
LO4												5				
LO5									5							5

*Contribution Level: 1 very low, 2 low, 3 moderate, 4 high, 5 very high

2

Course Code	Course	Course Type	Year	Semester	ECTS
	Editing Techniques	Elective	3	2	4

Prerequisites	None

Course Level	Bachelor
Aim of the Course	Understanding and applying editing techniques.
Teaching Staff/Staffs	
Learning Outcomes	1- To be able to produce video according to the publication 2- Comprehending image generation technologies 3- Understanding traditional video and photograph techniques 4- To be able to graphically evaluate the plans and frameworks that should exist between videos 5- Researching the fundamentals of imaging technology
Type of Study	Formal Education
Other Subjects Recommended fort he Course	None
Content of the Course	Includes comprehending and applying editing techniques.

WEEKLY DETAILED COURSE CONTENT

Week	Topics	Application	Laboratory
1	Specifying the content, purpose and target of the course and applications to be made	Research	
2	Editing Programs	Research	
3	Editing program General Interface	Review and analysis	
4	Convert and import	Studio work and homework	
5	Image processing and layer system	Studio work and homework	
6	Effects and types	Studio work and homework	
7	Using the keyframe	Studio work and homework	
8	Midterm Exam		
9	Text	Studio work and homework	
10	Color editing	Studio work and homework	
11	Audio Editing	Studio work and homework	
12	Export process	Studio work and homework	
13	Project work	Research	
14	Project work	Studio work and homework	

15	Project presentation	Studio work and homework	
16	Final Exam		

Textbook / Material / Recommended Reading

Edward Dmytryk, Sinemada Kurgu, İzdüşüm Yayınları.

Planned Learning Activities and Methods

Activities are given in detail in the "Evaluation" and "Workload Calculation" sections.

EVALUATION

Semester (Year) Activities	Unit	Valuation
Midterm Exam	1	100
Total		100
Semester (Year) Final Activities	**Unit**	**Valuation**
Final Exam	1	**100**
Total		**100**
Semester (Year) Activities		**40**
Semester (Year) Final Activities		**60**
TOTAL		**100**

LANGUAGE OF THE COURSE

Turkish

INTERNSHIP STATUS

None

WORKLOAD CALCULATION

Activities	Number	Time (Hours)	Total Work Load (Hours)
Midterm Exam	1	1	1
Final Exam	1	1	1
Attendance to the Course	14	4	56
Application / Practice	14	4	62
TOTAL WORK LOAD (Hours)	30	10	120

RELATION OF THE LEARNING OUTCOMES OF THE COURSE WITH THE PROGRAM COMPETENCIES

	* Contribution Level															
	PC1	PC2	PC3	PC4	PC5	PC6	PC7	PC8	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16
LO1	4									5						
LO2			4													
LO3		5			4											
LO4												5				
LO5									5							5

*Contribution Level: 1 very low, 2 low, 3 moderate, 4 high, 5 very high

2

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Course Code	Course	Course Type	Year	Semester	ECTS
	Game Design Applications	Elective	3	2	4

Prerequisites	None

Course Level	Bachelor
Aim of the Course	To make advanced game design applications.
Teaching Staff/Staffs	
Learning Outcomes	1 - Learning about Game studies 2 - Understanding the concept of game design 3 - Understanding the game concepts 4 - Understanding the motivations of playing games 4 - To be able to develop design for the player
Type of Study	Formal Education
Other Subjects Recommended fort he Course	None
Content of the Course	It is intended for game design.

WEEKLY DETAILED COURSE CONTENT

Week	Topics	Application	Laboratory
1	Specifying the content, purpose and target of the course and applications to be made	Research	
2	Basic game design	Research	
3	Basic game design	Review and analysis	
4	Story	Studio work and homework	
5	Story	Studio work and homework	
6	Level design	Studio work and homework	
7	Level design	Studio work and homework	
8	Midterm Exam		
9	In-game lighting and camera placements	Studio work and homework	
10	In-game lighting and camera placements	Studio work and homework	
11	In-game animation	Studio work and homework	
12	In-game animation	Studio work and homework	
13	In-game animation	Research	
14	In-game animation	Studio work and homework	

15	Game prototype	Studio work and homework	
16	Final Exam		

Textbook / Material / Recommended Reading

Fullerton, Tracy. 2014. Game Design Workshop: A Playcentric Approach to Creating Innovative Games. 3rd Edition. Boca Raton: CRC Press.
Unity Game Development Essentials (Will Goldstone)

Planned Learning Activities and Methods

Activities are given in detail in the "Evaluation" and "Workload Calculation" sections.

EVALUATION

Semester (Year) Activities	Unit	Valuation
Midterm Exam	1	100
Total		100
Semester (Year) Final Activities	**Unit**	**Valuation**
Final Exam	1	**100**
Total		**100**
Semester (Year) Activities		**40**
Semester (Year) Final Activities		**60**
TOTAL		**100**

LANGUAGE OF THE COURSE

Turkish

INTERNSHIP STATUS

None

WORKLOAD CALCULATION

Activities	Number	Time (Hours)	Total Work Load (Hours)
Midterm Exam	1	1	1
Final Exam	1	1	1
Attendance to the Course	14	4	56
Application / Practice	14	4	62
TOTAL WORK LOAD (Hours)	30	10	120

RELATION OF THE LEARNING OUTCOMES OF THE COURSE WITH THE PROGRAM COMPETENCIES

	* Contribution Level															
	PC1	PC2	PC3	PC4	PC5	PC6	PC7	PC8	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16
LO1	4									5						
LO2			4													
LO3		5			4											
LO4												5				
LO5									5							5

*Contribution Level: 1 very low, 2 low, 3 moderate, 4 high, 5 very high

2

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Course Code	Course	Course Type	Year	Semester	ECTS
	Media Aesthetics	Elective	3	2	4

Prerequisites	None

Course Level	Bachelor
Aim of the Course	Examining the image from the theoretical and technical point of view.
Teaching Staff/Staffs	
Learning Outcomes	1 - To be able to produce suitable video for publication 2 - Understanding image creation concepts 3 - Understanding traditional video and photograph techniques 4 - To be able to graphically evaluate the plans and frameworks that should exist between videos 5 - Researching the technologies of image creation
Type of Study	Formal Education
Other Subjects Recommended fort he Course	None
Content of the Course	Covers concepts such as light, lighting, color, composition, visualization and editing.

WEEKLY DETAILED COURSE CONTENT

Week	Topics	Application	Laboratory
1	Specifying the content, purpose and target of the course and applications to be made	Research	
2	Light	Research	
3	Lighting	Review and analysis	
4	Color	Lecture	
5	Composition and Functions	Lecture	
6	Area / Frame	Lecture	
7	Depth and Volume	Lecture	
8	Midterm Exam		
9	Visualization	Lecture	
10	Time	Lecture	
11	Movement	Lecture	
12	Editing	Lecture	
13	Sound and Music	Lecture	
14	Project work	Lecture	

15	Project presentation	Lecture		
16	Final Exam			

Textbook / Material / Recommended Reading

Zetll, Herbert. Sight Sound Motion: Applied Media Aesthethics, California: Wadsworth, 2005.Kılıç, Levend. Görüntü Estetiği, İnkilap Yayınları, İstanbul: 2013.Popper, Frank. art of The electronic Age. Singapore: Thames and Hudson, 1993. Altunay, Alper. Sanatın ortamında Video. Eskişehir0 AÜ yayınları, 2013.

Planned Learning Activities and Methods

Activities are given in detail in the "Evaluation" and "Workload Calculation" sections.

EVALUATION

Semester (Year) Activities	Unit	Valuation
Midterm Exam	1	100
Total		100
Semester (Year) Final Activities	**Unit**	**Valuation**
Final Exam	1	**100**
Total		**100**
Semester (Year) Activities		**40**
Semester (Year) Final Activities		**60**
TOTAL		**100**

LANGUAGE OF THE COURSE

Turkish

INTERNSHIP STATUS

None

WORKLOAD CALCULATION

Activities	Number	Time (Hours)	Total Work Load (Hours)
Midterm Exam	1	1	1
Final Exam	1	1	1
Attendance to the Course	14	4	56
Application / Practice	14	4	62
TOTAL WORK LOAD (Hours)	30	10	120

RELATION OF THE LEARNING OUTCOMES OF THE COURSE WITH THE PROGRAM COMPETENCIES

	* Contribution Level															
	PC1	PC2	PC3	PC4	PC5	PC6	PC7	PC8	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16
LO1	4									5						
LO2			4													
LO3		5			4											
LO4												5				
LO5									5							5

*Contribution Level: 1 very low, 2 low, 3 moderate, 4 high, 5 very high

Course Code	Course	Course Type	Year	Semester	ECTS
	Multimedia Design and Animation_II	Elective	3	2	4

Prerequisites	None

Course Level	Bachelor
Aim of the Course	Creating a large scale planning and design project.
Teaching Staff/Staffs	
Learning Outcomes	1-To be able to develop creative and critical design approach in design process 2- Combining different techniques 3- Taking personal initiative while working on the project 4– To be able to apply design tools and methods to the project. 5- Choosing the appropriate design software
Type of Study	Formal Education
Other Subjects Recommended fort he Course	None
Content of the Course	Includes creating an original design project.

WEEKLY DETAILED COURSE CONTENT			
Week	**Topics**	**Application**	**Laboratory**
1	Specifying the content, purpose and target of the course and applications to be made	Research	
2	Project Development	Research	
3	Project Development	Review and analysis	
4	Project Development	Studio work and homework	
5	Project Development	Studio work and homework	
6	Project Development	Studio work and homework	
7	Project Development	Studio work and homework	
8	Midterm Exam		
9	Experience Design	Studio work and homework	
10	Experience Design	Studio work and homework	
11	Experience Design	Studio work and homework	
12	Experience Design	Studio work and homework	
13	Preparation for final project	Research	
14	Project planning and visual project draft	Studio work and homework	

15	Completion and presentation of projects	Studio work and homework	
16	Final Exam		

Planned Learning Activities and Methods

Activities are given in detail in the "Evaluation" and "Workload Calculation" sections.

EVALUATION

Semester (Year) Activities	Unit	Valuation
Midterm Exam	1	100
Total		100
Semester (Year) Final Activities	**Unit**	**Valuation**
Final Exam	1	**100**
Total		**100**
Semester (Year) Activities		**40**
Semester (Year) Final Activities		**60**
TOTAL		**100**

LANGUAGE OF THE COURSE

Turkish

INTERNSHIP STATUS

None

WORKLOAD CALCULATION

Activities	Number	Time (Hours)	Total Work Load (Hours)
Midterm Exam	1	1	1
Final Exam	1	1	1
Attendance to the Course	14	4	56
Application / Practice	14	4	62
TOTAL WORK LOAD (Hours)	30	10	120

RELATION OF THE LEARNING OUTCOMES OF THE COURSE WITH THE PROGRAM COMPETENCIES

	* Contribution Level					PC6	PC7	PC8	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16
	PC1	PC2	PC3	PC4	PC5											
LO1	4									5						
LO2			4													
LO3		5			4											
LO4												5				
LO5									5							5

*Contribution Level: 1 very low, 2 low, 3 moderate, 4 high, 5 very high

Course Code	Course	Course Type	Year	Semester	ECTS
	Packaging Design	Elective	3	2	4

Prerequisites	None

Course Level	Bachelor
Aim of the Course	Understanding and application of packaging design techniques.
Teaching Staff/Staffs	
Learning Outcomes	1. Understanding packaging design techniques 2. Setting up the packaging design and user relationship 3. Designing by considering the characteristics of the target audience 4. Selecting the appropriate material by establishing the packaging material and product relationship 5. Choosing the most appropriate print method
Type of Study	Formal Education
Other Subjects Recommended fort he Course	None
Content of the Course	It is intended to produce packaging design.

WEEKLY DETAILED COURSE CONTENT			
Week	Topics	Application	Laboratory
1	Specifying the content, purpose and target of the course and applications to be made	Research	
2	Historical process of packaging design	Research	
3	Classical and contemporary-innovative approaches in packaging design	Review and analysis	
4	Classical and contemporary-innovative approaches in packaging design	Studio work and homework	
5	Classical and contemporary-innovative approaches in packaging design	Studio work and homework	
6	Packaging samples in various sizes and formats	Studio work and homework	
7	Packaging samples in various sizes and formats	Studio work and homework	
8	Midterm Exam		
9	Understanding the concepts of sales packaging, transport packaging and storage packaging	Studio work and homework	
10	Creative elements in packaging design	Studio work and homework	
11	Creative elements in packaging design	Studio work and homework	
12	Project development	Studio work and homework	

13	Project development	Research	
14	Project development	Studio work and homework	
15	Project development	Studio work and homework	
16	Final Exam		

Textbook / Material / Recommended Reading

Etkili Ambalaj Tasarımı, Gültekin Erdal. Dora Yay. 2009.

Planned Learning Activities and Methods

Activities are given in detail in the "Evaluation" and "Workload Calculation" sections.

EVALUATION

Semester (Year) Activities	Unit	Valuation
Midterm Exam	1	100
Total		100
Semester (Year) Final Activities	**Unit**	**Valuation**
Final Exam	1	**100**
Total		**100**
Semester (Year) Activities		**40**
Semester (Year) Final Activities		**60**
TOTAL		**100**

LANGUAGE OF THE COURSE

Turkish

INTERNSHIP STATUS

None

WORKLOAD CALCULATION

Activities	Number	Time (Hours)	Total Work Load (Hours)
Midterm Exam	1	1	1
Final Exam	1	1	1
Attendance to the Course	14	4	56
Application / Practice	14	4	62
TOTAL WORK LOAD (Hours)	30	10	120

RELATION OF THE LEARNING OUTCOMES OF THE COURSE WITH THE PROGRAM COMPETENCIES

	* Contribution Level															
	PC1	PC2	PC3	PC4	PC5	PC6	PC7	PC8	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16
LO1	4									5						
LO2			4													
LO3		5			4											
LO4												5				
LO5									5							5

*Contribution Level: 1 very low, 2 low, 3 moderate, 4 high, 5 very high

Course Code	Course	Course Type	Year	Semester	ECTS
	Popular Culture	Compulsary	1	1	4

Prerequisites	None

Course Level	Bachelor
Aim of the Course	To give a general perspective about popular culture in terms of theory and practice.
Teaching Staff/Staffs	
Learning Outcomes	1 - To explain the relationship between media and popular culture 2 - To explain the relationship between design and popular culture 3 - Comprehending the impact of technological developments on culture and popular culture 4 - Establishing the relationship between media and popular culture 5 - Establishing the relationship between visual communication design and popular culture.
Type of Study	Formal Education
Other Subjects Recommended fort he Course	None
Content of the Course	Includes popular cultural theories and analyses.

WEEKLY DETAILED COURSE CONTENT

Week	Topics	Application	Laboratory
1	Specifying the content, purpose and target of the course and applications to be made	Research	
2	Culture and technology	Research	
3	Culture and technology	Review and analysis	
4	Culture and social transformation	Lecture	
5	Culture and social transformation	Lecture	
6	The concept and historical process of popular culture	Lecture	
7	The concept and historical process of popular culture	Lecture	
8	Midterm Exam		
9	Popular culture approaches	Lecture	
10	Popular culture approaches	Lecture	
11	Popular culture approaches	Lecture	
12	Popular culture and consumption	Lecture	
13	Popular culture and consumption	Research	
14	Popular culture and design	Lecture	

15	Popular culture and design	Lecture	
16	Final Exam		

Textbook / Material / Recommended Reading

Zetll, Herbert. Sight Sound Motion: Applied Media Aesthethics, California: Wadsworth, 2005.Kılıç, Levend. Görüntü Estetiği, İnkilap Yayınları, İstanbul: 2013.Popper, Frank. art of The electronic Age. Singapore: Thames and Hudson, 1993. Altunay, Alper. Sanatın ortamında Video. Eskişehir0 AÜ yayınları, 2013.

Planned Learning Activities and Methods

Activities are given in detail in the "Evaluation" and "Workload Calculation" sections.

EVALUATION

Semester (Year) Activities	Unit	Valuation
Midterm Exam	1	100
Total		100
Semester (Year) Final Activities	**Unit**	**Valuation**
Final Exam	1	**100**
Total		**100**
Semester (Year) Activities		**40**
Semester (Year) Final Activities		**60**
TOTAL		**100**

LANGUAGE OF THE COURSE

Turkish

INTERNSHIP STATUS

None

WORKLOAD CALCULATION

Activities	Number	Time (Hours)	Total Work Load (Hours)
Midterm Exam	1	1	1
Final Exam	1	1	1
Attendance to the Course	14	4	56
Application / Practice	14	4	62
TOTAL WORK LOAD (Hours)	30	10	120

RELATION OF THE LEARNING OUTCOMES OF THE COURSE WITH THE PROGRAM COMPETENCIES

	* Contribution Level															
	PC1	PC2	PC3	PC4	PC5	PC6	PC7	PC8	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16
LO1	4									5						
LO2			4													
LO3		5			4											
LO4												5				
LO5									5							5

*Contribution Level: 1 very low, 2 low, 3 moderate, 4 high, 5 very high

EGE UNIVERSITY
FACULTY OF FINE ARTS, DESIGN AND ARCHITECTURE
DEPARTMENT OF VISUAL COMMUNICATION DESIGN
PROGRAM INFORMATION

Course Code	Course	Course Type	Year	Semester	ECTS
	Web Design_II	Elective	3	2	4

Prerequisites	None

Course Level	Bachelor
Aim of the Course	Performing web design applications.
Teaching Staff/Staffs	
Learning Outcomes	1- Making production for universal standards in website design 2- Designing website design by considering accessibility and style functions 3- Understanding the user interface designs 4- Designing interactive and creative websites 5- Understanding content management
Type of Study	Formal Education
Other Subjects Recommended fort he Course	None
Content of the Course	It is intended for the production of original web design.

WEEKLY DETAILED COURSE CONTENT

Week	Topics	Application	Laboratory
1	Specifying the content, purpose and target of the course and applications to be made	Research	
2	Advanced techniques in web design	Research	
3	Advanced techniques in web design	Review and analysis	
4	Designing and developing a commercial related website	Studio work and homework	
5	Designing and developing a commercial related website	Studio work and homework	
6	Designing and developing a commercial related website	Studio work and homework	
7	Designing and developing a commercial related website	Studio work and homework	
8	Midterm Exam		
9	Web site design, development and publication	Studio work and homework	
10	Web site design, development and publication	Studio work and homework	
11	Web site design, development and publication	Studio work and homework	
12	Web site design, development and publication	Studio work and homework	
13	Web site design, development and publication	Research	
14	Web site design, development and publication	Studio work and homework	

15	Web site design, development and publication	Studio work and homework	
16	Final Exam		

Textbook / Material / Recommended Reading

Jennifer Niederst Robbins, Learning Web Design, 4th Edition A Beginner's Guide to HTML, CSS, JavaScript, and Web Graphics, US 2012.

Planned Learning Activities and Methods

Activities are given in detail in the "Evaluation" and "Workload Calculation" sections.

EVALUATION

Semester (Year) Activities	Unit	Valuation
Midterm Exam	1	100
Total		100
Semester (Year) Final Activities	**Unit**	**Valuation**
Final Exam	1	**100**
Total		**100**
Semester (Year) Activities		**40**
Semester (Year) Final Activities		**60**
TOTAL		**100**

LANGUAGE OF THE COURSE

Turkish

INTERNSHIP STATUS

None

WORKLOAD CALCULATION

Activities	Number	Time (Hours)	Total Work Load (Hours)
Midterm Exam	1	1	1
Final Exam	1	1	1
Attendance to the Course	14	4	56
Application / Practice	14	4	62
TOTAL WORK LOAD (Hours)	30	10	120

RELATION OF THE LEARNING OUTCOMES OF THE COURSE WITH THE PROGRAM COMPETENCIES

	* Contribution Level					PC6	PC7	PC8	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16
	PC1	PC2	PC3	PC4	PC5											
LO1	4									5						4
LO2			4													
LO3		5			4											
LO4												5				
LO5									5							

*Contribution Level: 1 very low, 2 low, 3 moderate, 4 high, 5 very high