

# ANIMATION-ORIENTED INSTRUCTIONAL MATERIAL DESIGN

1	Course Title:	ANIMATION-ORIENTED INSTRUCTIONAL MATERIAL DESIGN	
2	Course Code:	BIL3116	
3	Type of Course:	Optional	
4	Level of Course:	First Cycle	
5	Year of Study:	3	
6	Semester:	6	
7	ECTS Credits Allocated:	5.00	
8	Theoretical (hour/week):	3.00	
9	Practice (hour/week):	0.00	
10	Laboratory (hour/week):	0	
11	Prerequisites:	---	
12	Language:	Turkish	
13	Mode of Delivery:	Face to face	
14	Course Coordinator:	Dr. Öğr. Üyesi SEMİRAL ÖNCÜ	
15	Course Lecturers:	---	
16	Contact information of the Course Coordinator:	Yrd. Doç. Dr. Semiral Öncü	
17	Website:		
18	Objective of the Course:	The purpose of this study is to help preservice teachers gain fundamental skills to design animation-based and efficient educational materials for certain audiences. In this course, students theoretically investigate the need for educational materials that have motion, interaction and that are – in essence – animation oriented. They gain experience in designing up-to-date educational software that enables animation and interaction.	
19	Contribution of the Course to Professional Development:		
20	Learning Outcomes:		
		1	Explains why and for what purpose the motion and interactive objects are used in education.
		2	Interprets the reason for preferring animation to certain other instructional materials.
		3	Utilizes principles of graphical design when preparing motion and interactive objects.
		4	Uses symbols when working with objects; interprets and – when necessary – uses the Library feature that is common to material design software.
		5	Effectively works with layers.
		6	Is aware of and effectively uses the timeline feature.
		7	Interprets the differences between the frame-by-frame animation and tweening.
		8	Is aware of the different types of tweening and effectively uses each type.
		9	Designs advanced animations using the bone tool.
		10	Defines and applies fundamental programming commands and techniques when preparing motion and interactive objects.
21	Course Content:		
		<b>Course Content:</b>	

Week	Theoretical	Practice		
1	Introduction Use of animations in education.			
2	Getting to know the Adobe Flash program (15 p.).			
3	Drawing basic shapes (6.5 p.).			
4	Moving beyond basic shapes (10.5 p.)			
5	Using graphic symbols (4.5 p.).			
6	Working with frame-by-frame animations (4 p.). Working with shape tweens (4 p.).			
7	Working with motion tweens (9.5 p.).			
8	Working with classic tweens (2 p.). Using button symbols (5 p.).			
9	Adding interactivity with ActionScript (7 p.). Fundamentals of ActionScript (2 p.). Working with variables (3 p.).			
10	Using functions (4 p.). Working with display objects (7 p.).			
11	Using classes (7 p.).			
Activites		Number	Duration (hour)	Total Work Load (hour)
Theoretical	(continued) (Using Code Snippets control video). (3 p.).	14	2.00	28.00
Practicals/Labs		0	0.00	0.00
Self-study and preparation	Adding inverse kinematics with the bone tool (6 p.)	6	1.00	6.00
Homeworks		1	8.00	8.00
Projects	Textbooks, References and/or Other Materials:	Geişken, U. (2011). Adobe Flash Professional CS5 & ActionScript 3.0 (2. Deven). İstanbul: Kodlar Yayıncılık	0.00	0.00
Field Studies		0	0.00	0.00
Midterm exams		Todd, P. (2010). Flash Professional CS5 Essential Training. Retrieved September 12, 2010 from World Wide Web	0.00	0.00
Others		0	0.00	0.00
Final Exams		professional-cs5-essential-training/59964-2.html Todd, P. (2010). ActionScript 3.0 in Flash CS4	2.00	2.00
Total Work Load				60.00
Total work load/ 30 hr		from World Wide Web <a href="http://www.lynda.com/ActionScript-3-tutorials/in-flash-cs4-">http://www.lynda.com/ActionScript-3-tutorials/in-flash-cs4-</a>		2.00
ECTS Credit of the Course				5.00
23	Assesment			
TERM LEARNING ACTIVITIES		NUMBER	WEIGHT	
Midterm Exam		1	30.00	
Quiz		0	0.00	
Home work-project		1	20.00	
Final Exam		1	50.00	
Total		3	100.00	
Contribution of Term (Year) Learning Activities to Success Grade		50.00		
Contribution of Final Exam to Success Grade		50.00		

Total									100.00							
Measurement and Evaluation Techniques Used in the Course																
24	ECTS / WORK LOAD TABLE															
25	CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME QUALIFICATIONS															
	PQ1	PQ2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ8	PQ9	PQ10	PQ11	PQ12	PQ13	PQ14	PQ15	PQ16
ÖK1	3	5	5	0	0	1	0	0	0	5	3	5	0	5	0	0
ÖK2	3	5	5	0	0	1	0	0	0	5	3	5	0	5	0	0
ÖK3	3	0	0	1	0	1	0	0	0	3	5	5	0	0	0	0
ÖK4	3	0	0	3	0	1	0	0	0	3	5	5	0	0	0	0
ÖK5	3	0	0	3	0	1	0	0	0	3	5	5	0	0	0	0
ÖK6	3	0	0	3	0	1	0	0	0	3	5	5	0	0	0	0
ÖK7	3	0	0	3	0	1	0	0	0	3	5	5	0	0	0	0
ÖK8	3	0	0	3	0	1	0	0	0	3	5	5	0	0	0	0
ÖK9	3	0	0	3	0	1	0	0	0	3	5	5	0	0	0	0
ÖK10	3	0	0	5	0	1	0	0	0	3	5	5	0	0	0	0
LO: Learning Objectives    PQ: Program Qualifications																
Contribution Level:	1 very low			2 low			3 Medium			4 High			5 Very High			