ELECTRONIC MEDIA AND ART

1	Course Title:	ELECTRONIC MEDIA AND ART
2	Course Code:	RSM6108
3	Type of Course:	Optional
4	Level of Course:	Third Cycle
5	Year of Study:	1
6	Semester:	2
7	ECTS Credits Allocated:	4.00
8	Theoretical (hour/week):	1.00
9	Practice (hour/week):	2.00
10	Laboratory (hour/week):	0
11	Prerequisites:	None
12	Language:	Turkish
13	Mode of Delivery:	Face to face
14	Course Coordinator:	Doç. Dr. Nuri YAVUZ
15	Course Lecturers:	Doç. Meryem UZUNOĞLU Doç. Tolga ŞENOL
16	Contact information of the Course Coordinator:	Doç. Nuri YAVUZ nuriyavuz@uludag.edu.tr Uludağ Üniversitesi, Güzel Sanatlar Fakültesi, Resim Bölümü, Görükle Kampüsü / BURSA
17	Website:	
18	Objective of the Course:	In this course, it is aimed to examine digital media used as an artistic expression tool with the invention of the computer and the development of digital technologies, in terms of technical processes, form and content, on examples from contemporary Turkish and World art.
19	Contribution of the Course to Professional Development:	It supports the students to understand the relationship of electronic art with technology and use this knowledge and experience in contemporary art production.
20	Learning Outcomes:	
		1	To learn about the invention of the computer and the development process of digital technologies.
		2	To have knowledge about the development of digital art in the historical process.
		3	To distinguish the application areas of digital art.
		4	To gain the ability to perform formal analysis of digital art applications in the context of surface aesthetics, volume aesthetics and moving images.
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21	Course Content:	

Course Content:

Week	Theoretical	Practice

1	Information About Course Content	Analysis of sample works
2	History and Development Process of Digital Technologies	Analysis of sample works
3	Using Digital Technologies as A Tool of Artistic Expression	Analysis of sample works
4	Scope and Types of Digital Art	Analysis of sample works
5	Digital Sculpture	Analysis of sample works
6	Digital Installation	Analysis of sample works
7	Digital Performance, Music and Sound Art	Analysis of sample works
8	Surface Aesthetics in Digital Art: Digital Painting	Analysis of sample works
9	Surface Aesthetics in Digital Art: Digital Animation	Analysis of sample works
10	Surface Aesthetics in Digital Art: Digital Video	Analysis of sample works
11	Surface Aesthetics in Digital Art: Software, Database and Game Art	Preparing project
12	Surface Aesthetics in Digital Art: The Art of Net	Preparing project
13	Digital Image Creation Techniques	Preparing project
14	General evaluation	Project presentation

22	Textbooks, References and/or Other Materials:	1. Yeni Medya Sanatı ve Yeni Müze, Derya Yücel, İstanbul Kültür Üniversitesi Yayınları 2. Dijital Çağın Sanatı, Bruce Wands

Activites	Number	Duration (hour)	Total Work Load (hour)
Theoretical	6. Görme Biçimleri, John Berger	14.00
	7. Modernizmden Postmodernizme SanaT, Mehmet	
Practicals/Labs	14	2.00	28.00
Self study and preperation	8. Fotoğraf Resimdir, Mehmet Yılmaz 15.00	15.00
Homeworks	2	15.00	30.00
Projects	1	19.00	19.00

TERM LEARNING ACTIVITIES	NUMBE	WEIGHT		
Field Studies		0	0.00	0.00
Midterm Exam / Midterm exams	0	0.00	0.00	0.00
Others		0	0.00	0.00
Home work project / Final Exams	0	0.00	14.00	14.00
Total Work Load				120.00
Total work load/ 30 hr	1	100.00		4.00
ECTS Credit of the Course				4.00

Success Grade

Contribution of Final Exam to Success Grade	100.00
Total	100.00
Measurement and Evaluation Techniques Used in the Course	Absolute or relative evaluation is made according to the number of students taking 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	2	3	4	5	2	3	3	3	4	4	3	4	0	0	0	0
ÖK2	3	3	4	4	5	5	4	4	5	3	4	3	0	0	0	0
ÖK3	3	3	5	2	4	4	3	3	4	3	3	4	0	0	0	0
ÖK4	2	2	5	5	2	4	5	4	3	4	4	4	0	0	0	0

LO: Learning Objectives   PQ: Program Qualifications

Contribution Level:	1 very low	2 low	3 Medium	4 High	5 Very High