

## ANIMATION

1	Course Title:	ANIMATION
2	Course Code:	AEB0045
3	Type of Course:	Optional
4	Level of Course:	First Cycle
5	Year of Study:	1
6	Semester:	2
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:	None
12	Language:	Turkish
13	Mode of Delivery:	Face to face
14	Course Coordinator:	Öğr.Gör. A.NAZIM GÜRAK
15	Course Lecturers:	-
16	Contact information of the Course Coordinator:	ngurak@uludag.edu.tr      Tel: 0224 2940990 Bursa Uludağ Üniversitesi, Spor Bilimleri Fakültesi, Beden Eğitimi ve Spor Öğretmenliği Bölümü, PK: 16059, Görükle Kampüsü, Nilüfer, Bursa
17	Website:	
18	Objective of the Course:	Expanding the concept of animation and transferring its importance in tourism. Teaching the properties that should be present in animators. Transferring the issues that should be considered in the group management of animation practitioners and managers.
19	Contribution of the Course to Professional Development:	It prepares the working infrastructure in the tourism sector. He / she has the potential to prepare animation programs whenever he / she wants.
20	Learning Outcomes:	
	1	It provides professional development of organizations related to animation by participating in vocational and academic education programs of national and international levels.
	2	Possess critical thinking, creative thinking, problem solving and communication skills.
	3	To be able to work in a specific area related to animation.
	4	Assist the development of animation in Turkey
	5	Recognizes and uses the physical environment, tools and technologies related to physical activity and animation.
	6	To be aware of knowledge and skill levels related to animation.
	7	To make instant decisions about sports animator or culture animator.
	8	To be able to work as a team and project member in touristic facilities and take responsibility
	9	Plans programs for physical activity and animation, taking into account individual differences and environmental possibilities.
	10	To be able to prepare plans and programs related to meetings, seminars, cultural tours.

21	Course Content:			
	Course Content:			
Week	Theoretical	Practice		
1	The aim of the animation lesson and basic resources about the lesson.			
2	Animation concept, properties and concentration studies.			
3	Communication and development studies in animation education.			
4	Animation and improvisation exercises.			
5	Creating characters and leadership in animation education.			
6	Managing and using initiative in animation programs.			
7	Learning the knowledge and skills required by the animator profession.			
8	Using gestures and gestures,			
9	Sporty Animation types and studies.			
10	Cultural Animation types and studies.			
11	Organization chart in animation activities.			
12	Animation techniques, Tourism economy and marketing			
13	Sports Animation, Socio-Cultural Animation			
Activites		Number	Duration (hour)	Total Work Load (hour)
22	Theoretical Materials:	14	2.00	28.00
Practicals/Labs		0	0.00	0.00
Self study and preperation		3	5.00	15.00
Homeworks		14	2.00	28.00
23	Projects	14	2.00	28.00
TERM LEARNING ACTIVITIES		NUMBER	WEIGHT	
Field Studies		0	0.00	0.00
Midterm Exams		1	5.00	5.00
Others		0	0.00	0.00
Final Exam		0	5.00	5.00
Total Work Load				155.00
Total work load/ 30 hr		2	100.00	5.00
ECTS Credit of the Course				5.00
Success Grade				
Contribution of Final Exam to Success Grade		60.00		
Total		100.00		
Measurement and Evaluation Techniques Used in the Course		Turkish Folk Dances course is evaluated as absolute / relative based on Bursa Uludağ University Associate Degree-Undergraduate Regulations in line with the decisions of the academic board.		
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	0	0	0	0	4	0	0	0	0	0	0	0	0	0	0	0
ÖK2	0	0	0	0	0	0	0	0	5	0	0	0	0	0	0	0
ÖK3	0	0	0	0	0	0	0	0	0	0	4	0	0	0	0	0
ÖK4	0	0	0	0	0	0	4	0	0	0	0	0	0	0	0	0
ÖK5	0	0	0	0	0	0	0	0	0	0	0	0	0	5	0	0
ÖK6	0	0	5	0	0	0	0	0	0	0	0	0	0	0	0	0
ÖK7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	0
ÖK8	0	0	5	0	0	0	0	0	0	0	0	0	0	0	0	0
ÖK9	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ÖK10	0	0	0	0	0	0	0	0	0	0	0	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			