

MUSEUM EDUCATION AND PRACTICES

1	Course Title:	MUSEUM EDUCATION AND PRACTICES
2	Course Code:	GKZ3102
3	Type of Course:	Compulsory
4	Level of Course:	First Cycle
5	Year of Study:	3
6	Semester:	6
7	ECTS Credits Allocated:	3.00
8	Theoretical (hour/week):	2.00
9	Practice (hour/week):	2.00
10	Laboratory (hour/week):	0
11	Prerequisites:	-
12	Language:	Turkish
13	Mode of Delivery:	Face to face
14	Course Coordinator:	Araş.Gör.Dr. TUĞBA ŞENYAVAŞ
15	Course Lecturers:	-
16	Contact information of the Course Coordinator:	Bursa Uludağ Üniversitesi Eğitim Fakültesi Güzel Sanatlar Eğitimi Bölümü Resim-İş Eğitimi Anabilim Dalı Görükle Yerleşkesi/ Nilüfer-BURSA +90 (224) 294 2571 tgurkan@uludag.edu.tr
17	Website:	
18	Objective of the Course:	The aim of the Museum Education course is to comprehend the importance of museums, which are out of school learning environments, as cultural institutions. In addition, the aim of this course is to teach the role of formal and informal education institutions in social and cultural development and to provide students with new perspectives in this context by informing them about educational practices in different fields.
19	Contribution of the Course to Professional Development:	The fact that museums are rich sources of information offers wide opportunities for their use in almost every field. The use of museums in education is important for learning and putting knowledge into practice rather than learning it in traditional ways, on the basis of active learning outside the classroom environment. It is one of the requirements of the changing education approach of the age that teacher candidates have knowledge about how they can benefit from museums as out-of-school learning environments, as well as their professional and field knowledge, and to be aware of current studies and practices on this subject.
20	Learning Outcomes:	
	1	Being able to explain the significance of tangible and intangible cultural heritage elements within the historical and cultural development process of humanity.
	2	The emergence of the concept of museum, its development from the past to present day, and its historical influences can be explained.
	3	Being able to possess the necessary knowledge and skills for utilizing museums as an educational environment.
	4	Being able to provide information about the traditional and contemporary functions of museums.
	5	Being able to explain the developmental process of museology in Türkiye and around the world.

		6	Being able to possess the knowledge and skills to transfer the experience of active teaching methods in the context of museum education to their future professional life.	
		7	Being able to explain how museums can establish connections with different learning domains.	
		8	To have knowledge about contemporary museology practices.	
		9	To have knowledge about how to plan a museum visit, what to consider before, during and after a museum visit, through a physical/virtual museum visit experience.	
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21	Course Content:			
	Course Content:			
Week	Theoretical	Practice		
1	Information about course introduction, content and evaluation processes. Source book suggestions. Learning preliminary information about the museum. A museum visit assignment.	A museum visit assignment		
2	Discussion of a museum report using the six thinking hats technique (Banksy - Museum hacking)	Group working		
3	Association activity for the word museum and museum definition workshop (Group work).	Comparison of ICOM's definition of museum with the definition of museum that emerged in the classroom.		
4	The emergence of the museum concept and its development until the Industrial	Theoretical lecture followed by question and answer.		
Activites		Number	Duration (hour)	Total Work Load (hour)
Theoretical and future inquiries over objects.		14	2.00	28.00
Practicals/Labs		14	2.00	28.00
Self study and preparation		4	2.00	32.00
Homeworks		0	0.00	0.00
Projects		0	0.00	0.00
Field Studies		0	0.00	0.00
Midterm exams		1	1.00	1.00
Others		0	0.00	0.00
Final Exam		1	1.00	1.00
Total Work Load				90.00
Total flipped/30 hr				3.00
ECTS Credit of the Course				3.00
	to the groups in the classroom.			
11	Museum education activity in the classroom (Create your own museum)	Museum education activity in the classroom (Create your own museum)		
12	Theoretical lecture on museum types, functions of museums, educational activities in museums.	Virtual museum reviews.		
13	Talking about VR, AR experience, Google Arts & Culture app and some digital apps in museums.	Examination major museum examples from Turkey and around the world.		
14	Term evaluation, brief repetition of the topics. Ending the lesson.	Video links and podcast sharing about museology.		

22	Textbooks, References and/or Other Materials:	<p>Artun, A. (2006). Sanat Müzeleri 1- Müze ve Modernlik, İletişim Yayıncılık: İstanbul.</p> <p>Artun, A. (2006). Sanat Müzeleri 2- Müze ve Eleştirel Düşünce, İletişim Yayıncılık: İstanbul.</p> <p>Artun, A. (2017a), Mümkün Olmayan Müze- Müzeler Ne Gösteriyor?, İstanbul: İletişim Yayınları.</p> <p>Artun, A.(2017b), Hayali Müze, (http://www.aliartun.com/yazilar/hayali-muze/)</p> <p>Buyurgan, S. & Mercin, L. (2005). Müze Eğitimi ve Uygulamaları. Varan Matbaacılık: Ankara.</p> <p>Edhem, H. (2019). Müzecilik Yazıları: Modern Sanat Müzesinin Tasarımı, İletişim Yayıncılık: İstanbul.</p> <p>Onur, B. (2013). Müze ve Oyun Kültürü, İmge Kitabevi, Ankara.</p> <p>Piper, D. (2006). The illustrated history of art. London: Bounty Books.</p> <p>Shaw, M.K.W. (2004). Osmanlı Müzeciliği, Ed.Ali Artun, İletişim Yayıncılık: İstanbul.</p> <p>Yücel, E. (1999). Türkiye’de Müzecilik. Arkeoloji ve Sanat Yayinevi, İstanbul.</p>
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23	Assesment
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TERM LEARNING ACTIVITIES	NUMBE R	WEIGHT
Midterm Exam	1	40.00
Quiz	0	0.00
Home work-project	0	0.00
Final Exam	1	60.00
Total	2	100.00
Contribution of Term (Year) Learning Activities to Success Grade		40.00
Contribution of Final Exam to Success Grade		60.00
Total		100.00
Measurement and Evaluation Techniques Used in the Course	In the midterm and final exams of the course, multiple choice tests are used as an evaluation tool.	

24	ECTS / WORK LOAD TABLE
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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	1	1	1	1	1	1	1	4	1	1	1	1	1	1	1	1
ÖK2	1	1	1	1	1	1	1	4	1	1	1	1	1	1	1	1
ÖK3	1	1	1	1	1	2	1	5	2	3	1	1	1	1	1	1
ÖK4	1	1	1	1	1	1	2	5	2	1	1	2	1	1	1	1
ÖK5	1	1	1	1	1	1	2	2	1	3	1	2	2	1	1	1
ÖK6	1	1	1	1	1	1	1	1	1	1	3	3	1	1	1	1
ÖK7	1	1	1	1	1	5	1	5	1	1	1	5	1	1	4	1
ÖK8	1	1	1	1	1	1	1	4	3	1	4	1	1	1	1	1

ÖK9	1	1	4	5	1	1	3	5	3	4	1	3	1	1	1	1
LO: Learning Objectives PQ: Program Qualifications																
Contrib ution Level:	1 very low			2 low			3 Medium			4 High			5 Very High			