	MU	SEUM	EDUCATION					
1	Course Title:	MUSEUM EDUCATION						
2	Course Code:	MBS0017						
3	Type of Course:	Optional						
4	Level of Course:	First Cycle						
5	Year of Study:	2						
6	Semester:	3						
7	ECTS Credits Allocated:	4.00						
8	Theoretical (hour/week):	2.00	2.00					
9	Practice (hour/week):	0.00						
10	Laboratory (hour/week):	0						
11	Prerequisites:	-						
12	Language:	Turkish						
13	Mode of Delivery:	Face to f	face					
14	Course Coordinator:	Araş.Gö	r.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. n 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 To understand how the concepts of "culture" and "culture transfer" are shaped in the historical and cultural development process of humanity.						
		2	To understand how "civilizations" are shaped in the historical and cultural development process of humanity and to be able to associate it with the concept of culture.					
		3	To be able to comprehend the function of art in the cultural field and its vital importance as a way of expression.					
		4	To be able to analyze the contextual relations of art and art in the context of social, cultural, political and traditions.					
		5	In museums in Turkey and to have information about how you pass through a development process in the world.					

		6	To gain awareness about different practices and museum							
		7	education models. To gain new perspectives on how museums can relate to different learning areas							
		8	To have knowledge abo	different learning areas. To have knowledge about contemporary museology						
		practices.								
	9 10									
04	Course Content:									
21	Course Content: Course Content:									
14/ 1		Co								
	Theoretical		Practice							
1	Information about course introduction and evaluation processes. Source bo suggestions. Learning preliminary inf about the museum. A museum visit assignment.	ormation								
2	"What is art?" Bager Akbay Youtube	video								
3	"Development of Museum Education Selin Seher Özmen	article -								
4	"Future of Museums" - Chris Dercon (Istanbul Modern Art Museum and Br Council organization)									
5	"Banksy: Love in the Trash" - Barış Ö	Dzcan								
6	"Museum as a Social Responsibility I	Project" -								
Activit	es		Number	Duration (hour)	Total Work Load (hour)					
Theore	129al- Digital Museums / Sebla Kut	•	14	2.00	28.00					
Practic	als/Labs		0	0.00	0.00					
Sel stu	Interview with MoMA Director Glenn	D.	10	9.00	90.00					
Homew			0	0.00	0.00					
Project	Information" - Journal of Turkish Libra	arianship	0	0.00	0.00					
Field S			0	0.00	0.00					
Midterr	nexams		1	1.00	1.00					
Others			0	0.00	0.00					
Final E	kams		1	1.00	1.00					
Total W	Vork Load				120.00					
Total w	vork load/ 30 hr				4.00					
ECTS (Credit of the Course				4.00					

	22	Textbooks, References and/or Other Materials:	 Artun, A. (2006). Sanat Müzeleri 1- Müze ve Modernlik, İletişim Yayıncılık: İstanbul. Artun, A. (2006). Sanat Müzeleri 2- Müze ve Eleştirel Düşünce, İletişim Yayıncılık: İstanbul. Artun, A. (2017a), Mümkün Olmayan Müze- Müzeler Ne Gösteriyor?, İstanbul: İletişim Yayınları. Artun, A. (2017b), Hayali Müze, (http://www.aliartun.com/yazilar/hayali-muze/) Buyurgan, S. & Mercin, L. (2005). Müze Eğitimi ve Uygulamalari. Varan Matbaacilik: Ankara. Edhem, H. (2019). Müzecilik Yazıları: Modern Sanat Müzesinin Tasarımı, İletişim Yayıncılık: İstanbul. Onur, B. (2013). Müze ve Oyun Kültürü, İmge Kitabevi, Ankara. Piper, D. (2006). The illustrated history of art. London: Bounty Books. Shaw, M.K.W. (2004). Osmanlı Müzeciliği, Ed.Ali Artun, İletişim Yayıncılık: İstanbul. Yücel, E. (1999). Türkiye'de Müzecilik. Arkeoloji ve Sanat Yayınevi, İstanbul.
--	----	--	---

23 Assesment

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 Activitie	es to	40.00				
Contribution of Final Exam to Success Grade)	60.00				
Total		100.00				
Measurement and Evaluation Techniques Us Course	sed in the	In the midterm and final exams of the course, multiple choice tests are used as an evaluation tool.				

24 ECTS / WORK LOAD TABLE

25		CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME QUALIFICATIONS														
	PQ1	PQ2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ8	PQ9	PQ1 0	PQ11	PQ12	PQ1 3	PQ14	PQ15	PQ16
ÖK1	4	1	1	1	1	1	1	1	4	2	1	1	1	1	1	1
ÖK2	4	1	1	1	1	1	1	1	2	1	1	1	1	1	1	1
ÖK3	2	2	1	1	4	1	1	1	4	1	1	1	1	1	1	1
ÖK4	3	1	1	1	3	1	1	1	1	1	1	1	1	1	1	1
ÖK5	5	1	1	1	3	1	1	1	3	1	1	1	1	1	1	1
ÖK6	2	4	1	2	1	1	1	1	3	1	1	1	1	1	1	1
ÖK7	2	1	2	1	1	1	1	1	2	1	1	1	1	4	1	1
ÖK8	2	3	1	1	1	1	1	1	1	1	1	1	1	1	1	1
LO: Learning Objectives PQ: Program Qualifications																

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