

ANIMATION

1	Course Title:	ANIMATION	
2	Course Code:	BED2132	
3	Type of Course:	Optional	
4	Level of Course:	First Cycle	
5	Year of Study:	2	
6	Semester:	4	
7	ECTS Credits Allocated:	4.00	
8	Theoretical (hour/week):	2.00	
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:	Öğr.Gör. FARUK KORKMAZ	
15	Course Lecturers:		
16	Contact information of the Course Coordinator:	fkorkmaz@uludag.edu.tr	
17	Website:		
18	Objective of the Course:	Teaching the basic concepts animation. Animation and planning applications	
19	Contribution of the Course to Professional Development:		
20	Learning Outcomes:		
		1	The purpose of animation
		2	Animation as a personal and societal benefits of knowing.
		3	Animation understand the importance of education in life.
		4	Animation to plan activities
		5	Perform the effectiveness of Animation
		6	Face painting techniques, knowledge
		7	Eggs and the like to make paintings
		8	Musical drama: the knowledge to prepare
		9	Wooden toy making
		10	Make cloth dolls
21	Course Content:		
		Course Content:	
Week	Theoretical	Practice	
1	ANIMATION DESCRIPTION, IMPORTANCE AND BENEFITS.	MATERIAL PLANNING	
2	THE IMPORTANCE OF ANIMATION FOR CHILDREN.	APPLICATIONS OF CHILDREN'S ANIMATION	
3	ANIMATION IN EARLY CHILDHOOD EDUCATION.	APPLICATIONS OF ANIMATION	
4	ANIMATION FOR A CHILD	APPLICATIONS OF ANIMATION	
5	YOUTH ANIMATIONS	YOUTH ANIMATION PRACTICES	

6	FACE PAINTING EXAMPLES OF CHARACTER.	FACE PAINTING PRACTICES
7	DESCRIPTION AND HISTORY OF COSTUME.	APPLICATIONS OF DRAMA
8	PLANNING GAMES DRAMA	APPLICATIONS OF DRAMA
9	OPEN AIR ANIMATIONS	APPLICATIONS OPEN AIR ANIMATIONS
10	HOLIDAY TOURS AND ANIMATIONS	HOLIDAY PRACTICES ANIMATIONS
11	HOLIDAY TOURS AND ANIMATIONS	HOLIDAY PRACTICES ANIMATIONS
12	CHARACTER ANIMATIONS	EGG PAINTING PRACTICES
13	BABY CLOTH MAKING, WOODEN TOYS HOW.	BABY CLOTH MAKING, WOODEN TOY MAKING APPLICATIONS
14	BABY CLOTH MAKING, WOODEN TOY PLAY EDUCATION	BABY CLOTH MAKING, WOODEN TOY MAKING APPLICATIONS

22	Textbooks, References and/or Other Materials:	<p>1-ÇETİN Fatma, Örneklerle Kuklalar ve Kukla Oyunları, Esin Yayınevi, İstanbul, 2002.</p> <p>2-GÜNGÖR Salih, GÜNGÖR Sevgi, Kız Meslek Liseleri için Animasyon, Ya – Pa Yayıncılık, İstanbul, 2003.</p> <p>3-HACIOĞLU Necdet, GÖKDENİZ Ayhan, DİNÇ Yakup, Boş Zaman ve Rekreasyon Eğitimi, Detay Yayıncılık, Ankara, 2003.</p> <p>4-HAZAR ATİLA, Turizm İşletmelerinde Animasyon, Detay Yayıncılık, Ankara, 1999.</p> <p>5-KARADAĞ Asiye, Okulöncesinde Çoklu Zeka, Kök Yayıncılık, Ankara, 2005.</p>
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Activites	Number	Duration (hour)	Total Work Load (hour)
Theoretical	2004-14 7-ÖZER Dilara, Animasyon, Kök Yayıncılık, Ankara, 2005.	2.00	28.00
Practicals/Labs	14	2.00	28.00
Self study and preperation	14 9- www.tdk.gov.tr	3.00	42.00
Homeworks	0	0.00	0.00
Projects	11- www.showtv.net.com 12- www.piknikci.com	10.00	10.00
Field Studies	0	0.00	0.00
Midterm exams	14- www.gryslr.com 15- www.crazyajans.info	4.00	4.00
Others	0	0.00	0.00
Final Exams	14- www.eyaboglu.com 18- www.agacler.com	8.00	8.00
Total Work Load			124.00
Total work load/ 30 hr	20- www.ajanopromis.com 21- www.partizzz.com		4.00
ECTS Credit of the Course			4.00

23	Assesment	
TERM LEARNING ACTIVITIES	NUMBER	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																
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	0	5	0	0	4	0	0	0	0	0	0	0	0	0	0
ÖK2	3	0	5	0	0	4	0	0	0	0	0	0	0	0	0	0
ÖK3	3	0	5	0	0	4	0	0	0	0	0	0	0	0	0	0
ÖK4	3	0	5	0	0	4	0	0	0	0	0	0	0	0	0	0
ÖK5	3	0	5	0	0	4	0	0	0	0	0	0	0	0	0	0
ÖK6	3	0	5	0	0	4	0	0	0	0	0	0	0	0	0	0
ÖK7	3	0	5	0	0	4	0	0	0	0	0	0	0	0	0	0
ÖK8	3	0	5	0	0	4	0	0	0	0	0	0	0	0	0	0
ÖK9	3	0	5	0	0	4	0	0	0	0	0	0	0	0	0	0
ÖK10	3	0	5	0	0	4	0	0	0	0	0	0	0	0	0	0
LO: Learning Objectives PQ: Program Qualifications																
Contribution Level:	1 very low			2 low			3 Medium			4 High			5 Very High			