

GRAPHICS AND ANIMATION IN EDUCATION

1	Course Title:	GRAPHICS AND ANIMATION IN EDUCATION	
2	Course Code:	BIL2010	
3	Type of Course:	Compulsory	
4	Level of Course:	First Cycle	
5	Year of Study:	2	
6	Semester:	4	
7	ECTS Credits Allocated:	5.00	
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:	Doç. Dr. ŞEHNAZ BALTAÇI GÖKTALAY	
15	Course Lecturers:	Onur Hakan BAŞYIĞIT	
16	Contact information of the Course Coordinator:	Email: sehnazbg@uludag.edu.tr Tel: 224 2942216 Uludağ Üniversitesi Eğitim Fakültesi, A Blok, BÖTE Bölümü, 16059 Nilüfer, Bursa	
17	Website:		
18	Objective of the Course:	The purpose of this course is to give the basic competencies necessary to design graphics and animations for educational purposes.	
19	Contribution of the Course to Professional Development:		
20	Learning Outcomes:		
		1	Knows the fundamentals of graphics design
		2	Recognizes basic design elements
		3	Applies basic design applications
		4	Makes graphic designs for educational purposes
		5	Understands the basics of animation
		6	Creates animations for educational purposes
		7	Integrates animation programs with other programs
		8	Develops a course unit using graphics design software
		9	
		10	
21	Course Content:		
		Course Content:	
Week	Theoretical	Practice	
1	Course introduction What is design? Graphics design, communication and graphics communication	Finding good and bad graphics design examples	
2	Elements of graphics design: Line, tone, color	Examining various line, tone and color examples Creating good examples	

3	Psychological messages of colors Choosing color and graphics	R. Williams & J. Tollett (2000) Chapter 8 applications
4	Fundamentals of Design	R. Williams (1994) Chapter 1 applications
5	Planning in graphics design Typography	R. Williams (1994) Chapter 8 applications R. Williams & J. Tollett (2000) Chapter 12 applications
6	Basic principles of Photoshop CS4	Basic applications of Photoshop
7	Basic applications of Photoshop CS4	Basic applications of Photoshop
8	Layers and masks	Applications of layers and masks in Photoshop CS4
9	Advanced techniques	Poster design for BÖTE Kurultay graphics competition
10	Basics of animation	Poster design for BÖTE Kurultay graphics competition
11	Developing animations and integration	Poster design for BÖTE Kurultay graphics competition
12	Programming by animation software	Poster design for BÖTE Kurultay graphics competition
13	Project: Poster design presentation	Final project presentation
14	Project: Poster design presentation	Final project presentation
22	Textbooks, References and/or Other Materials:	R Karatas, S. (2003). Öğretim Amaçlı Web Sayfası Tasarımında Renk Kullanımı. G.Ü. Gazi Eğitim Fakültesi Dergisi, 23(2), 139-148. Ipek, i. (2003). Bilgisayarlar, Görsel Tasarım ve Görsel Öğrenme Stratejileri. TOJET, 2(3). R. Williams & J. Tollett (2000). The Non-Designer's Web Book, Peachpit Press, Berkeley, CA. R. Williams (1994). The Non-Designer's Design Book, Peachpit Press, Berkeley, CA.
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 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	

Activites	Number	Duration (hour)	Total Work Load (hour)
Theoretical	14	2.00	28.00
Practicals/Labs	14	2.00	28.00
Self study and preperation	18	4.00	72.00
Homeworks	0	0.00	0.00
Projects	0	0.00	0.00
Field Studies	0	0.00	0.00
Midterm exams	1	8.00	8.00
Others	0	0.00	0.00
Final Exams	1	14.00	14.00
Total Work Load			150.00
Total work load/ 30 hr			5.00
ECTS Credit of the Course			5.00

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	5	0	0	0	0	5	5	0	5	0	0	0	0	0	0	0
ÖK2	5	0	0	0	0	5	5	0	5	0	0	0	0	0	0	0
ÖK3	5	0	5	5	0	5	5	0	5	0	5	5	0	0	0	0
ÖK4	5	0	0	5	0	5	5	0	5	0	0	5	0	0	0	0
ÖK5	5	0	0	0	0	5	5	0	5	0	0	5	0	0	0	0
ÖK6	5	5	5	5	0	5	5	5	5	5	5	5	0	0	0	0
ÖK7	5	0	0	5	5	5	5	0	5	0	0	5	0	0	0	0
ÖK8	5	5	0	5	0	5	5	5	5	5	5	5	0	0	0	0
LO: Learning Objectives PQ: Program Qualifications																
Contribution Level:	1 very low			2 low			3 Medium			4 High			5 Very High			