PRINCIPLES OF SCENARIO WRITING											
1	Course Title:	PRINCIF	PLES OF SCENARIO WRITING								
2	Course Code:	GSY300	1								
3	Type of Course:	Compuls	sory								
4	Level of Course:	First Cyc	cle								
5	Year of Study:	3									
6	Semester:	5									
7	ECTS Credits Allocated:	8.00									
8	Theoretical (hour/week):	2.00									
9	Practice (hour/week):	4.00									
10	Laboratory (hour/week):	0									
11	Prerequisites:	NONE									
12	Language:	Turkish									
13	Mode of Delivery:	Face to f	face								
14	Course Coordinator:	Doç. Dr.	ALİ SAİT LİMAN								
15	Course Lecturers:	Yok									
16	Contact information of the Course Coordinator:	asliman@uludag.edu.tr, 0 224 543 10 15, U. Ü. Güzel Sanatlar Fakültesi Mudanya / Bursa									
17	Website:										
18	Objective of the Course:	The aim of the lesson is to make student use the academic information, which they learn about writing games, for children's play and sketche and teaching the differences with examples.									
19	Contribution of the Course to Professional Development:										
20	Learning Outcomes:										
		1	Learning scenario reading methods								
		2	Getting knowledge about cinema history								
		3	Getting knowledge about television history								
		4	Developing and writing scenario projects								
		5	Raising students to be able to specialize in this field in the future								
		6	Working possibilities with Scenario groups								
		7	Working possibilities with advertising groups								
		8									
		9									
		10									
21	Course Content:										
100		Co	ourse Content:								
Week	Theoretical		Practice								
1	History of the Scenario		Devision of the former of finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the second finite and the sec								
2	Writing methods in scenario: Piyes t scenario; story type scenario		Revision of the format features of scenarios and preparing scenario templates by hand or on computer								
3	Elements in the scenario dramaturgy	/: Opinion	, , ,								
4	Theme (subject) Developing subjects in order to write a scenario										

5	Con	nposition		Na	arrating the develope	ed subjects within a b	road framework					
6	Dra	matic Conflict peripeteia		Fictionalizing complex and troubled events for the hero in the story.								
7	Ger	neral Assessment (Mid-term exan	n)									
8	Stru	iggle (collision)		Finding an opponent against the hero and creating conflicts								
9	Cha	racters+		Developing the people in the scenario								
10	Dra	matic action		fa	fact, event							
11	fact	, event										
12	Sce	ne, Episode,										
13	Sub	ject : exhibition, knot and develo	pment									
14	Sub	ject : climax, settlement and final										
22		tbooks, References and/or Other erials:		Sources - Lajos EGRI, "Piyes Yazma Sanatı", Translation: Suat TAŞER,Yazko Publications, İstanbul 1982 Hülya NUTKU, "Oyun Yazmak", Mitos Boyut Publications,İstanbul 1998 Özdemir NUTKU, "Tiyatro Ve Yazar", Gim.Publications, Ankara 1960 Turgut ÖZAKMAN, "Oyun ve Senaryo Yazma Tekniği", Bilgi Publishing, Ankara 1988.								
23		esment										
Activit		NING ACTIVITIES	INHIMPE		Number	Duration (hour)	Total Work Load (hour)					
Theore	tical	-proiect		۲	14	2.00	28.00					
Practic:			10	_	00 14	4.00	56.00					
		ind preperation			30	3.00	90.00					
Homew			2	110	14	2.00	28.00					
Brojees	ss Gr			П	8	2.00	16.00					
Field S	Studie	es		_	0	0.00	0.00					
Midtern	m exa	ams		16	100.00 6.00 6.00							
Others					10	1.00	10.00					
Eioal se	xam	S			1	6.00						
Total W	Vork	Load					240.00					
Total w	vork l	oad/ 30 hr					8.00					
ECTS (Cred	it of the Course					8.00					
25		CONTRIBUTION	OF LEA	R۱	NING OUTCOME	S TO PROGRAM	IME					

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	2	3	3	3	3	3	0	0	0	0	0	0	0	0	0	0
ÖK2	2	3	3	4	4	4	0	0	0	0	0	0	0	0	0	0
ÖK3	2	3	3	4	4	4	0	0	0	0	0	0	0	0	0	0
ÖK4	2	5	3	4	5	4	0	0	0	0	0	0	0	0	0	0

ÖK5	2	3	3	5	5	3	0	0	0	0	0	0	0	0	0	0
ÖK6	2	3	5	3	3	3	0	0	0	0	0	0	0	0	0	0
ÖK7	2	3	5	3	3	3	0	0	0	0	0	0	0	0	0	0
LO: Learning Objectives PQ: Program Qualifications																
Contrib 1 very low ution Level:			2 low		3 Medium			4 High				5 Ver	y High			