Course Syllabus

Code - Course Title	**TDE587 - AI-Supported Digital Children's and Young Adult Literature**
Course Type	I. SEMESTER
Laboratory + Practice	3+0
ECTS	**6.0**
Language of Instruction	Türkçe
Course Type	Elective Courses
Course Instructor(s)	PROF. DR. EMİNE KOLAÇ

Mode of Delivery	The mode of delivery of this course is face to face.
Prerequisites	None
Courses Recomended	None
Recommended Resources	Akyüz, Y. (2022). Dijitalleşme ve çocuk edebiyatı: Fırsatlar, riskler ve yeni ufuklar. Çocuk Edebiyatı Dergisi, 4(2), 45-62.Alper, M. (2023). Artificial intelligence and children\\\'s literature: From story generation to ethical challenges. Children and Media Research Journal, 10(2), 67-81.Balcı, A. & Güneş, S. (2022). Dijital okuryazarlık ve çocuk edebiyatının geleceği. Eğitim ve Bilim, 47(210), 244-259.Buckingham, D. (2020). The Media Literacy of Children in the Digital Age. Polity Press.Demir, H. & Demirtaş, H. (2022). Yapay zekâ destekli hikâye üretim araçlarının eğitsel kullanımı. Eğitim Bilimleri ve Uygulama, 21(1), 182-197.Erdoğdu, M. (2023). Dijitalleşme ve çocukların yaratıcılığı: Çocuk edebiyatı perspektifi. Eğitim ve Psikoloji Dergisi, 14(6), 230-249.Falloon, G. (2022). Ethics and data privacy in AI-based children’s literature apps. Educational Technology Research and Development, 70(6), 2449-2465.Güngör, B. (2022). Çocuk ve gençlik kitaplarında görsellik: Dijital çağda illüstrasyonun rolü. Türk Çocuk Edebiyatı Araştırmaları Dergisi, 5(1), 17-32.Hammond, H. K. (2021). Interactive storybooks and literacy development: A review. Journal of Early Childhood Literacy, 21(1), 3-22.Hsiao, H. S., & Kao, C. H. (2021). Designing AI-based educational materials for young learners. Interactive Learning Environments, 29(1), 104-122.Kaya, F. (2021). Çocuk edebiyatında etik sorunlar: Dijitalleşme ekseninde bir değerlendirme. Düşünce ve Edebiyat, 2(2), 88-105.Kucirkova, N. (2022). Personalized books and AI in early literacy: Opportunities and limitations. Literacy, 56(3), 152-168.McGrail, E., & McGrail, J. P. (2023). Digitalization, reading habits, and youth creativity: A literature review. Journal of Research in Childhood Education, 37(2), 184-199.Noh, E., & Kim, K. (2020). The effect of digital storytelling on children’s creativity. Computers & Education, 149, 103813.Öztürk, S. (2021). Çocuk edebiyatında dijitalleşmenin etkileri ve çocukların okuma alışkanlıkları. Türk Kütüphaneciliği, 35(4), 675-690.Pantaleo, S. (2019). Visual literacy and children’s books in the digital era. Children’s Literature in Education, 50(3), 221-238.Serafini, F., & Reid, S. F. (2022). Multimodal Literacies in Children’s Literature: The Impact of Digital Technologies. Routledge.Taşdemir, S. (2022). Yapay zekâ ile eğitim materyalleri tasarımı: Okul öncesi için dijital uygulamalar. Milli Eğitim Dergisi, 51(234), 214-227.Tunalı, H. (2023). Dijitalleşen dünyada çocuklara değer aktarımı. Değerler Eğitimi Dergisi, 18(2), 120-139.Yıldırım, U. & Aksoy, N. (2023). Etkileşimli kitaplar ve dijital hikâye anlatımı uygulamaları. Eğitim ve Teknoloji Dergisi, 17(3), 75-91.
Work Placement	None

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		Children's and Young Adult Literature: Concepts and Features	
Week - 2		Historical Development of Children's and Young Adult Literature	
Week - 3		The Impact of Digitalization on Children's and Young Adult Literature	
Week - 4		Digital Storytelling	
Week - 5		Interactive Books and Digital Applications	
Week - 6		Story Production Tools with Artificial Intelligence	
Week - 7		Digitalization and Children's Reading Habits	
Week - 8		Language Development in the Process of Digitalization	
Week - 9		Value Transmission to Children in the Digital Age	
Week - 10		The Role of Children's and Young Adult Literature in Digital Environments	
Week - 11		Designing Educational Materials with Artificial Intelligence	
Week - 12		Digitalization and Visuals in Children's Literature	
Week - 13		Ethical Issues in Children's and Young Adult Literature	
Week - 14		Digitalization and Children's Creativity; The Future of Children's Literature in the Digital Age	

Learning Outcomes

#	Learning Outcome
1	Explains the fundamental concepts and characteristics of children's and young adult literature; analyzes the impact of digitalization in this field.
2	Designs, analyses, and evaluates digital storytelling, interactive books, and digital reading applications.
3	Applies AI-based story generation tools and educational material design; analyzes their contributions to language development and value transmission.
4	Evaluates visuality, creativity, and ethical issues in children's and young adult literature throughout the digitalization process.
5	Predicts the future of children's and young adult literature shaped by digitalization and artificial intelligence; develops innovative suggestions for the field.

Sustainable Development Goals

No content has been provided.

Course Theme

No content has been provided.

AKTS Workload

Activity	Duration (Hour)	Count	Workload
Teorik Derse Katılım	0	0	0
Sınıf Dışı Çalışma (Ön Hazırlık & Pekiştirme Amaçlı)	0	0	0
Ödevler	0	0	0
Proje - Rapor - Sunum Hazırlama	0	0	0
Ara Sınav Hazırlığı (sınav süresi dahil)	0	0	0
Final Sınavı Hazırlığı (sınav süresi dahil)	0	0	0
Uygulama (Laboratuvar, Müzik/Enstrüman Uygulaması, Atölye/Saha Çalışması vb.)	0	0	0
Staj Uygulaması	0	0	0
		Calculated ECTS	**0**

Assessment Method and Passing Requirements

No content has been provided.

Assessment Method and Passing Requirements	Quamtity	Percentage (%)
1.Midterm Exam	1	40
Final Exam	1	60
	Sum (%)	**100**