Course Syllabus

Code - Course Title	**GİT108U -**
Course Type	II. SEMESTER
Laboratory + Practice	0+0
ECTS	**5.0**
Language of Instruction	Türkçe
Course Type	Elective Courses
Course Instructor(s)	ASSOC. PROF. EBRU SELCAN BARANSELİ ARSLAN

Mode of Delivery	Online
Prerequisites	There is no prerequisite or co-requisite for this course.
Recommended Resources	Digital Culture textbook

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		Digital Culture Sociology	
Week - 2		Venue, Location, and Online Communities in the Networked Society	
Week - 3		Digital Technologies New Reality, New Images; XR, MR, VR, AR.	
Week - 4		Digital Technologies New Reality, New Images; XR, MR, VR, AR.	
Week - 5		Information Economy in the Digital Age; Bitcoin, Cryptocurrency and Blockchain	
Week - 6		Information Economy in the Digital Age; Bitcoin, Cryptocurrency and Blockchain	
Week - 7		Midterm	
Week - 8		Digital Art	
Week - 9		Digital Art	
Week - 10		Digital Games	
Week - 11		Digital Games	
Week - 12		Artificial Intelligence and Robots	
Week - 13		Algorithmic Methods, Social Media and Big Data	
Week - 14		Final Exam	

Learning Outcomes

#	Learning Outcome
1	To be able to have information about the main theoretical approaches on Human-Technology Interaction
2	To be able to explain the sample areas and concepts of the multi-layered structure of digital transformation.
3	To be able to explain the concepts of network society and the public sphere.
4	To be able to discuss the advantages and disadvantages of online communities.
5	Ability to define location-based applications and spatial media.
6	Awareness of ethical responsibilities in online communities and the use of location data
7	To have knowledge about the history of computers.
8	To be able to have information about digital reality and new aesthetic concepts.
9	To be able to define the concept of money in the digital age.
10	To be able to explain the blockchain technology and the economy that this technology creates.
11	To be able to explain the development of digital technologies and the concept of new media.
12	To be able to define new media as an art medium.
13	To be able to define the concept of game and explain its features.
14	To be able to define the concept of digital game in relation to digital media and explain its features.
15	To be able to define the concept of player and the functions of player communities and explain their characteristics.
16	To be able to explain the relations between technology and culture.
17	To be able to explain artificial intelligence and its types and to discuss the possibilities and limits of artificial intelligence.
18	To be able to define the concept of robot and to list the basic examples in the historical process.
19	To be able to explain the general features of Big Data and Algorithmic Research Methods.
20	To be able to distinguish different types of data in digital environments.
21	To be able to list algorithmic data collection methods.
22	To be able to distinguish algorithmic analysis techniques from each other.

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

AKTS Workload

Activity	Duration (Hour)	Count	Workload
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	30
Final Exam	1	70
	Sum (%)	**100**