## Course Syllabus

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| **Code - Course Title** | **GİT401U -** |
| **Course Type** | II. SEMESTER |
| **Laboratory + Practice** | 0+0 |
| **ECTS** | **5.0** |
| **Language of Instruction** | Türkçe |
| **Course Type** | Elective Courses |
| **Course Instructor(s)** | Assoc. Prof. Fatih Kurtcu |

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| **Mode of Delivery** | Distance Education |
| **Prerequisites** | There are no prerequisites or co conditions for this course |
| **Recommended Resources** | Krasner, J. (2008). Motion Graphic Design Applied History and Aesthetics. (2. ed) Focal Press. Crook, I., Beare, P. (2017). Motion Graphics Principles and Practices From The Ground Up. Bloomsbury Publishing. Betancourt, Michael. (2013). The history of motion graphics : from avant-garde to industry in the United States . United States: Wildside Press. Braha, Y., & Byrne, B. (2011). Creative Motion Graphic Titling For Film, Video&The; Web. USA&UK;.: Focal Press-Elsevier. Kurtcu F. ve Coşkun, C. (2022). Hareketli Grafik Üretimi, Dijital Görüntü İşleme Yöntemleri, Anadolu Üniversitesi Açıköğretim Fakültesi Yayınları, Eskişehir. Betancourt, M. (2017). Synchronization and title sequences: Audio-visual semiosis in motion graphics, Routledge: New York. Betancourt, M. (2017). Synchronization and title sequences: Audio-visual semiosis in motion graphics, Routledge: New York. Thompson, K. (1999). Storytelling in the new Hollywood: Understanding Classical Narrative Technique, Harvard University Press: Cambridge. Uçar, T. F. (2014). Görsel İletişim ve Grafik Tasarımı. İstanbul: İnkılap Yayınevi. |

## Course Syllabus

| Weeks | Learning Outcomes | Topics | Teaching Methods |
|---|---|---|---|
| **Week - 1** | | The Evolution of Motion Graphics | |
| **Week - 2** | | Applications of Motion Graphics | |
| **Week - 3** | | Components of a Motion Graphics | |
| **Week - 4** | | Principles of Motion Graphics | |
| **Week - 5** | | Solving Questions to Midterm Exam | |
| **Week - 6** | | Solving Questions to Midterm Exam | |
| **Week - 7** | | Midterm Exam | |
| **Week - 8** | | Production Processes of Motion Graphics | |
| **Week - 9** | | Methods for Developing Motion Graphics | |

## Course Syllabus

| Weeks | Learning Outcomes | Topics | Teaching Methods |
|---|---|---|---|
| Week - 10 | | Motion Graphics Tools and Technology | |
| Week - 11 | | Exploring the Horizon: The Future of Motion Graphics in the Age of AI, Augmented Reality, and Real-Time Visualization | |
| Week - 12 | | Solving Questions to Final Exam | |
| Week - 13 | | Solving Questions to Final Exam | |
| Week - 14 | | Final Exam | |

## Learning Outcomes

| # | Learning Outcome |
|---|---|
| 1 | To understand the development of motion graphics, recognize its concepts, and describe its pioneering designers. |
| 2 | To explain the uses of motion graphics and how they are used in cinema, television, and digital media. |
| 3 | To list the components of motion graphics and explain the contributions of image, typography, and sound components to the process. |
| 4 | To explain and relate motion graphics within the framework of graphic design and Gestalt principles. |
| 5 | To explain the motion graphic production processes. |
| 6 | To identify methods and types of motion graphic development. |
| 7 | To explain the tools, hardware, computer software, and plugins used in motion graphics production. |
| 8 | To identify the technologies that will shape the future of motion graphics, and to explain the concepts of artificial intelligence, augmented reality, mixed reality, virtual reality, and extended reality. |

## 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 |

## AKTS Workload

| Activity | Duration (Hour) | Count | Workload |
|---|---|---|---|
| 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** |