Course Syllabus

Code - Course Title	**GİT201U -**
Course Type	III. 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	New Media Art

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		The Birth of New Media Art	
Week - 2		The Birth of New Media Art	
Week - 3		New Art, New Aesthetics, New Space	
Week - 4		Extended Reality in New Media Art	
Week - 5		Extended Reality in New Media Art	
Week - 6		The Art of Data Visualization	
Week - 7		Midterm	
Week - 8		Flowing from Traditional to Digital	
Week - 9		Flowing from Traditional to Digital	
Week - 10		Digital Game Art	
Week - 11		Digital Game Art	
Week - 12		Generative Art	
Week - 13		Turkish New Media Art	
Week - 14		Final Exam	

Learning Outcomes

#	Learning Outcome
1	To be able to explain the concepts of art and technology and the relationship between them
2	To be able to explain new media art and its origins
3	To be able to explain the history of new media art, the leading artists and their works in the field.
4	To be able to define the concept of aesthetics and its history
5	To be able to explain the aesthetic understanding of the digital culture age.
6	To be able to explain the new spaces of new media art.
7	To be able to explain concepts related to augmented reality
8	To be able to explain the artifacts produced in augmented reality environment and their origins.
9	To be able to explain the historical development of data visualization
10	To be able to explain the art of data visualization.
11	To be able to explain the shaping of art with computer technologies
12	To be able to define the visual language that transforms from analog to digital.
13	To be able to explain the environments of new media art.
14	To be able to explain the main discussions on the relationship between digital games and art.
15	To be able to define the concept of game art and explain the features
16	Being able to define the concept of art game and explain its features.
17	To be able to explain the concept of generative art.
18	To be able to explain the historical process of generative art
19	To be able to explain the scope and development of new media art in Turkey and in the World.
20	To be able to explain the trainings and schools of new media artists in Turkey.
21	To be able to explain the history of new media art, the pioneering artists and their works.

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.