Course Syllabus

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

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.