Course Syllabus

Code - Course Title	**GİT403U -**
Course Type	II. SEMESTER
Laboratory + Practice	0+0
ECTS	**5.0**
Language of Instruction	Türkçe
Course Type	Elective Courses
Course Instructor(s)	Assoc. Prof. Dr. Meltem Cemiloğlu

Mode of Delivery	Distance learning
Prerequisites	There are no prerequisites for this course.
Courses Recomended	-
Recommended Resources	Posthumanist Design Approaches, REPUBLIC OF TURKEY ANADOLU UNIVERSITY PUBLICATION NO: 4421 FACULTY OF OPEN EDUCATION PUBLICATION NO: 3160
Work Placement	-

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		What is posthumanism?	
Week - 2		Posthumanism and Graphic Design	
Week - 3		Posthumanism and Cinema	
Week - 4		Space and Architecture in the Posthuman	
Week - 5		Midterm Exam Question Solution	
Week - 6		Midterm Exam Question Solution	
Week - 7		Midterm Exam	
Week - 8		Posthumanism and New Media	
Week - 9		Posthuman and Fashion	
Week - 10		Posthumanism and Sound Design	
Week - 11		Posthumanism and Fictional Creativity	
Week - 12		Preparation for the final exam	
Week - 13		Preparation for the final exam	

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 14		Final exam	

Learning Outcomes

#	Learning Outcome
1	Explain the concept of posthumanism in the context of its historical development, comparison with humanism and transhumanism, scope, aims, basic features and subtypes.
2	By explaining the aesthetic, creative, social and ethical effects of the posthumanist approach on graphic design, it can evaluate future design practices in the light of new technologies.
3	It can evaluate the transformations that have occurred in the viewing culture by explaining the historical development of cinema, its production processes, and the effects of posthumanism in the context of genre and theme.
4	Within the framework of posthumanism, it can discuss the social role of the architect by evaluating the changing body-nature-space relations in historical and cultural contexts, techno-nature concepts and the subject problem of architecture.
5	By evaluating the development of new media technologies in the context of posthumanist theory, one can explain the social and cultural impacts of virtual/augmented reality, social networks and artificial intelligence-supported communication forms.
6	By evaluating the posthumanist approach in fashion design, one can discuss new aesthetic and social trends in the context of digital fashion, wearable technologies, biodesign and sustainability.
7	By evaluating sound design from a posthumanist perspective, it can explain current sound design approaches through digitalization, human-non-human interaction and ethical dimensions.
8	By evaluating fictional creativity in the context of its historical development, story elements and posthumanist orientations, it can explain the transmedia and convergence practices that emerge in new media environments.

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

AKTS Workload

Activity	Duration (Hour)	Count	Workload
		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**