

Radio, Television and Cinema (English)			
Bachelor	TR-NQF-HE: Level 6	QF-EHEA: First Cycle	EQF-LLL: Level 6

## Course Introduction and Application Information

Course Code:	UNI310		
Course Name:	Teamwork in Healthcare		
Semester:	Fall		
Course Credits:	<div>ECTS</div> <div>5</div>		
Language of instruction:	English		
Course Condition:			
Does the Course Require Work Experience?:	No		
Type of course:	University Elective		
Course Level:	<div> <div>Bachelor</div> <div>TR-NQF-HE:6. Master`s Degree</div> <div>QF-EHEA:First Cycle</div> <div>EQF-LLL:6. Master`s Degree</div> </div>		
Mode of Delivery:	E-Learning		
Course Coordinator:	Dr. Öğr. Üy. BEGÜM YALÇIN		
Course Lecturer(s):	Assistant Professor Begüm Yalçın		
Course Assistants:			

## Course Objective and Content

Course Objectives:	<ol style="list-style-type: none"> <li>1. Know the difference between work groups and work teams</li> <li>2. Describe the main components of effective teamwork</li> <li>3. Identify the teamwork development process</li> <li>4. Know the importance of team leadership</li> <li>5. Describe and use conflict management and negotiation strategies</li> <li>6. Apply teamwork development strategies to create effective teamwork.</li> </ol>
--------------------	---

Course Content:	Teamwork and basic concepts of team building process, team building and development techniques, roles and role development within the team, effective communication and collaboration within the team.
-----------------	--

## Learning Outcomes

The students who have succeeded in this course;

- 1) Know the difference between work groups and work teams
- 2) Describe the main components of effective teamwork
- 3) Identify the teamwork development process
- 4) Know the importance of team leadership
- 5) Describe and use conflict management and negotiation strategies
- 6) Apply teamwork development strategies to create effective teamwork.

## Course Flow Plan

Week	Subject	Related Preparation
1)	_ Course objectives, rules and assignmentsFoundations of Group Behavior	
2)	Personality Factors in Group Behavior	
3)	Concepts of "team" and "teamwork"	
4)	Types of Teams and Teamwork Development Strategies-1	
5)	Types of Teams and Teamwork Development Strategies-2	
6)	Communication	
7)	Power	
8)	Quiz	
9)	Team Leadership	
10)	Conflict management and Negotiation	
11)	Motivation	
12)	Work Environment	
13)	Teamwork and patient safety	

## Sources

Course Notes / Textbooks:	• Robbins, S. P., Judge, T. A. (2013). Organizational behavior. Pearson.
---------------------------	--

**Course - Program Learning Outcome Relationship**

Course Learning Outcomes	1	2	3	4	5	6
Program Outcomes						
1) By providing both theoretical and practical education, it prepares students for academic and business life.						
2) It provides a critical perspective on mass media.						
3) With the English curriculum, it allows students to follow the international market and academic studies from original sources.						
4) Students will be an expert in front of the camera, behind-the-scenes, news center, light, sound, editing, directing, cinematography, screenwriting.						
5) Thanks to the media professionals, the students will be ready for the sector.						
6) Acquires production skills such as short and medium films, screenplays, documentaries and TV programs.						
7) Have the basic knowledge and experience of image technologies.						
8) Thanks to sectoral cooperation, professional business life will be started.						
9) Through an applied curriculum, students gain an interdisciplinary perspective on different media studies.						
10) With the technical training to be taken in studio environment, students gain experience in the sector.						
11) They will have skills such as negotiating with the group, taking initiative.						
12) Acquire basic values related to media and business ethics.						
13) Follow the developments in the field and communicate with colleagues by using a foreign language at least at the level of European Language Portfolio B1.						
14) Students use information and communication technologies together with computer software at the advanced level of European Computer Driving License required by the field.						

**Course - Learning Outcome Relationship**

No Effect	1 Lowest	2 Average	3 Highest

	Program Outcomes	Level of Contribution
1)	By providing both theoretical and practical education, it prepares students for academic and business life.	
2)	It provides a critical perspective on mass media.	
3)	With the English curriculum, it allows students to follow the international market and academic studies from original sources.	
4)	Students will be an expert in front of the camera, behind-the-scenes, news center, light, sound, editing, directing, cinematography, screenwriting.	
5)	Thanks to the media professionals, the students will be ready for the sector.	
6)	Acquires production skills such as short and medium films, screenplays, documentaries and TV programs.	
7)	Have the basic knowledge and experience of image technologies.	
8)	Thanks to sectoral cooperation, professional business life will be started.	
9)	Through an applied curriculum, students gain an interdisciplinary perspective on different media studies.	
10)	With the technical training to be taken in studio environment, students gain experience in the sector.	
11)	They will have skills such as negotiating with the group, taking initiative.	
12)	Acquire basic values related to media and business ethics.	
13)	Follow the developments in the field and communicate with colleagues by using a foreign language at least at the level of European Language Portfolio B1.	
14)	Students use information and communication technologies together with computer software at the advanced level of European Computer Driving License required by the field.	

## Assessment & Grading

Semester Requirements	Number of Activities	Level of Contribution

Quizzes	3	% 60
Final	1	% 40
<b>total</b>		<b>% 100</b>
PERCENTAGE OF SEMESTER WORK		% 60
PERCENTAGE OF FINAL WORK		% 40
<b>total</b>		<b>% 100</b>

### Workload and ECTS Credit Calculation

Activities	Number of Activities	Preparation for the Activity	Spent for the Activity Itself	Completing the Activity Requirements	Workload
Course Hours	42	0			0
Quizzes	3	35			105
Final	1	28			28
<b>Total Workload</b>					<b>133</b>