

Electrical and Electronic Engineering (English)			
Bachelor	TR-NQF-HE: Level 6	QF-EHEA: First Cycle	EQF-LLL: Level 6

Course Introduction and Application Information

Course Code:	ENS031						
Course Name:	Introduction to Serious Gaming						
Semester:	Fall						
Course Credits:	<table border="1"> <tr> <td>ECTS</td> </tr> <tr> <td>5</td> </tr> </table>			ECTS	5		
ECTS							
5							
Language of instruction:	English						
Course Condition:							
Does the Course Require Work Experience?:	No						
Type of course:	Departmental Elective						
Course Level:	<table border="1"> <tr> <td>Bachelor</td> <td>TR-NQF-HE:6. Master`s Degree</td> <td>QF- EHEA:First Cycle</td> <td>EQF-LLL:6. Master`s Degree</td> </tr> </table>			Bachelor	TR-NQF-HE:6. Master`s Degree	QF- EHEA:First Cycle	EQF-LLL:6. Master`s Degree
Bachelor	TR-NQF-HE:6. Master`s Degree	QF- EHEA:First Cycle	EQF-LLL:6. Master`s Degree				
Mode of Delivery:							
Course Coordinator:	Dr. Öğr. Üy. MUHAMMED DAVUD						
Course Lecturer(s):							
Course Assistants:							

Course Objective and Content

Course Objectives:	
Course Content:	

Learning Outcomes

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follow developments in science and technology and to renew continuously. Course Learning Outcomes	1	2	3	4	5	6	7	8	9	10	11	12
9) To act in accordance with ethical principles, professional and ethical responsibility; information on the standards used in electrical and electronics engineering applications.												
10) Information on business practices such as project management, risk management and change management; awareness of entrepreneurship and innovation; information about sustainable development.												
11) Knowledge of the effects of electrical and electronics engineering practices on health, environment and safety in the universal and social scale and the problems of the era reflected in electrical and electronics engineering; awareness of the legal consequences of electrical and electronics engineering solutions.												

Course - Learning Outcome Relationship

No Effect	1 Lowest	2 Average	3 Highest

	Program Outcomes	Level of Contribution
1)	Adequate knowledge in mathematics, science and Electrical and Electronics engineering; the ability to use theoretical and practical knowledge in these areas in complex engineering problems.	
2)	Ability to identify, formulate, and solve complex electrical and electronics engineering problems; ability to select and apply appropriate analysis and modeling methods for this purpose.	
3)	Ability to design a complex circuit, device or system to meet specific requirements under realistic constraints and conditions; ability to apply modern design methods for this purpose.	
4)	Ability to develop, select and use modern techniques and tools necessary for the analysis	

	and solution of complex problems encountered in electrical and electronics engineering applications; ability to use information technologies effectively.	
5)	Ability to design, conduct experiments, collect data, analyze and interpret results for the study of complex engineering problems or electrical and electronics engineering research topics.	
6)	Ability to work effectively within and multidisciplinary teams; individual study skills.	
7)	Ability to communicate effectively orally and in writing; knowledge of at least one foreign language; ability to write effective reports and understand written reports, to prepare design and production reports, to make effective presentations, to give and receive clear and understandable instructions.	
8)	Awareness of the necessity of lifelong learning; ability to access information, to follow developments in science and technology and to renew continuously.	
9)	To act in accordance with ethical principles, professional and ethical responsibility; information on the standards used in electrical and electronics engineering applications.	
10)	Information on business practices such as project management, risk management and change management; awareness of entrepreneurship and innovation; information about sustainable development.	
11)	Knowledge of the effects of electrical and electronics engineering practices on health, environment and safety in the universal and social scale and the problems of the era reflected in electrical and electronics engineering; awareness of the legal consequences of electrical and electronics engineering solutions.	

Assessment & Grading

Semester Requirements	Number of Activities	Level of Contribution
total		%
PERCENTAGE OF SEMESTER WORK		% 0
PERCENTAGE OF FINAL WORK		%
total		%