

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:	RTC020						
Course Name:	Digital Culture						
Semester:	Spring						
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:	University 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:	Face to face						
Course Coordinator:	Dr. Öğr. Üy. MERVE GENÇ						
Course Lecturer(s):	Dr. Merve Genç						
Course Assistants:							

Course Objective and Content

Course Objectives:	This course aims to provide a comprehensive understanding of culture in general, digitalization of culture in specific terms.
Course Content:	The definition of digital culture, the development of digital culture and its importance in social life, digital media literacy, digital culture and globalization.

Learning Outcomes

The students who have succeeded in this course;

- 1) Understanding of digital culture
- 2) Understanding current digitalization of culture
- 3) Gaining critical perspective on society and culture in terms of new media technologies

Course Flow Plan

Week	Subject	Related Preparation
1)	Introduction to Digital Culture: Characteristics of Digital Culture	
2)	Video Oyunları	
3)	Video Oyunları II	
4)	Participatory Culture	
5)	Privacy and Surveillance in Digital Life	
6)	Online Public Sphere and New Social Movements	
7)	Digital Identity	
8)	Midterm Exam	
9)	Digital Community	
10)	Information Society	
11)	Network Society	
12)	Feminism and Technology	
13)	Body and Technology: Cyborgs	
14)	Revision	

Sources

Course Notes / Textbooks:	Digital Culture, Charlie Gere, Reaktion Books
References:	Digital Culture: Understanding New Media, (ed.) Glen Creeber & Royston Martin

Course - Program Learning Outcome Relationship

Course Learning Outcomes	1	2	3

Program Outcomes	1	2	3
Course Learning 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
Midterms	1	% 40
Final	1	% 60
total		% 100
PERCENTAGE OF SEMESTER WORK		% 40
PERCENTAGE OF FINAL WORK		% 60

total	% 100
--------------	--------------

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	14	2	3		70
Study Hours Out of Class	14	3			42
Midterms	1	10	1		11
Final	1	10	1		11
Total Workload					134