

Dentistry (English)			
Bachelor	TR-NQF-HE: Level 6	QF-EHEA: First Cycle	EQF-LLL: Level 6

## Course Introduction and Application Information

Course Code:	NMC008		
Course Name:	Game Studies		
Semester:	Spring 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:	Öğr. Gör. ZEYNEP BURCU KAYA ALPAN		
Course Lecturer(s):	Zeynep Burcu Kaya Alpan		
Course Assistants:			

## Course Objective and Content

Course Objectives:	This course will introduce key areas of game studies to students, enabling them to explore and research academic areas of game studies on their own.
Course Content:	Within the scope of the course, the basic concepts of game studies, preliminary academics and their texts are introduced.

## Learning Outcomes

The students who have succeeded in this course;

- 1) Defines and critically discusses key areas of game studies.
- 2) Introduces students with a dynamic and interdisciplinary field of the academia and its preliminary researchers.
- 3) Encourages students to independently discuss games and game studies in their everyday lives.
- 4) Empower them with the necessary lexicon to critique digital games and game cultures.

## Course Flow Plan

Week	Subject	Related Preparation
1)	Introduction to game studies and exploring the syllabus.	
2)	Defining Games, Rules and Play	
3)	A Brief History of Game Studies	
4)	Digital Games as an Art Form	
5)	Representation and Identity in Games and Game Cultures	
6)	Games for Change	
7)	Overview of previous lectures.	
8)	Midterm Exam	
9)	Digital Game Design Processes	
10)	Production, Marketing and Labor in Digital Games	
11)	Game Criticism and Game Journalism	
12)	Examining selected games regarding previous lectures.	
13)	Overview of the lectures.	
14)	Final exam	

## Sources

Course Notes / Textbooks:	An Introduction To Game Studies: Games In Culture, Frans Mäyrä, SAGE Publications, 2008. Rules of Play: Game Design Fundamentals, Katie Salen and Eric Zimmerman, The MIT Press, 2004. The Routledge Companion to Video Game Studies, Mark J.P. Wolf, Bernard Perron, Routledge, 2013.

References:	<p>Man, Play and Games, Roger Caillois, 2001.</p> <p>The Video Game Debate: Unravelling The Physical, Social, And Psychological Effects Of Video Games, Rachel Kowert, Thorsten Quandt, Routledge, 2015.</p>
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## Course - Program Learning Outcome Relationship

Course Learning Outcomes	1	2	3	4
Program Outcomes				
1) Has basic and up-to-date knowledge in the field of dentistry, follows scientific publications, and applies evidence-based data to his/her professional practice.				
2) Knows well and effectively uses devices, tools, and materials specific to diagnosis and treatment in the field of dentistry.				
3) Evaluates the knowledge in the field of dentistry critically, integrates it with the knowledge of disciplines in the field of health, uses it by analyzing and synthesizing it.				
4) Produces projects related to the field of dentistry, can work with other health disciplines, takes part as a member of the research team and evaluates and reports the results obtained at a scientific level.				
5) Uses information that will contribute to the dentistry profession during practice, takes responsibility, and produces solutions in unforeseen situations.				
6) Shares, compares, and exchanges dental knowledge with professional colleagues in social and scientific environments in written, verbal, and visual forms.				
7) Within the framework of social, scientific, and ethical values including patient privacy, communicates with patients and their relatives, knows all the characteristics of the patient, and recommends the most appropriate treatment with a patient-centered approach.				
8) Follows technological developments, participates in national and international studies, and shares and presents own observations, experiences, and research to further advance dental practices.				
9) By adopting the principle of lifelong learning throughout the dentistry profession, follows current evidence-based dental knowledge and uses it during his professional practice.				
10) During dental practice, in cases such as abuse and addiction, performs the treatment by exhibiting the behaviors required by social ethics and legal rules, and collects and records the relevant data.				
11) Uses basic and current knowledge in the field of dentistry during professional practice for the benefit of society within the framework of national values and country realities.				

Course Learning Outcomes	1	2	3	4
12) In natural disasters and emergency cases, takes the protective measures required by the dentistry profession; performs professional practices that benefit patients and society				
13) Generates ideas regarding health policy in dentistry, prioritizes individual and public health, and carries out preventive and therapeutic medical practices within the framework of scientific, ethical, and quality processes.				
14) Differentiates the signs and symptoms commonly encountered in the dentistry profession, makes a treatment plan and refers when necessary, and manages diseases and clinical situations regarding their urgency and patient priority.				
15) Can assume the leadership responsibility of the team he/she works for, manage it following scientific criteria, and support the professional development of the team.				

### Course - Learning Outcome Relationship

No Effect	1 Lowest	2 Average	3 Highest

	Program Outcomes	Level of Contribution
1)	Has basic and up-to-date knowledge in the field of dentistry, follows scientific publications, and applies evidence-based data to his/her professional practice.	
2)	Knows well and effectively uses devices, tools, and materials specific to diagnosis and treatment in the field of dentistry.	
3)	Evaluates the knowledge in the field of dentistry critically, integrates it with the knowledge of disciplines in the field of health, uses it by analyzing and synthesizing it.	
4)	Produces projects related to the field of dentistry, can work with other health disciplines, takes part as a member of the research team and evaluates and reports the results obtained at a scientific level.	
5)	Uses information that will contribute to the dentistry profession during practice, takes responsibility, and produces solutions in unforeseen situations.	
6)	Shares, compares, and exchanges dental knowledge with professional colleagues in social and scientific environments in written, verbal, and visual forms.	
7)	Within the framework of social, scientific, and ethical values including patient privacy, communicates with patients and their relatives, knows all the characteristics of the patient, and recommends the most appropriate treatment with a patient-centered approach.	

8)	Follows technological developments, participates in national and international studies, and shares and presents own observations, experiences, and research to further advance dental practices.	
9)	By adopting the principle of lifelong learning throughout the dentistry profession, follows current evidence-based dental knowledge and uses it during his professional practice.	
10)	During dental practice, in cases such as abuse and addiction, performs the treatment by exhibiting the behaviors required by social ethics and legal rules, and collects and records the relevant data.	
11)	Uses basic and current knowledge in the field of dentistry during professional practice for the benefit of society within the framework of national values and country realities.	
12)	In natural disasters and emergency cases, takes the protective measures required by the dentistry profession; performs professional practices that benefit patients and society	
13)	Generates ideas regarding health policy in dentistry, prioritizes individual and public health, and carries out preventive and therapeutic medical practices within the framework of scientific, ethical, and quality processes.	
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15)	Can assume the leadership responsibility of the team he/she works for, manage it following scientific criteria, and support the professional development of the team.	

### Assessment & Grading

Semester Requirements	Number of Activities	Level of Contribution
Midterms	1	% 40
Final	1	% 60
<b>total</b>		<b>% 100</b>
PERCENTAGE OF SEMESTER WORK		% 40
PERCENTAGE OF FINAL WORK		% 60
<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
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Course Hours	14	0			0
Homework Assignments	1	0			0
Midterms	3	0			0
Final	3	0			0
Total Workload					0