

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:	NMC008		
Course Name:	Game Studies		
Semester:	Spring		
Course Credits:	<div>ECTS</div> <div>5</div>		
Language of instruction:	English		
Course Condition:			
Does the Course Require Work Experience?:	No		
Type of course:	Departmental 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) 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

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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	0			0
Homework Assignments	1	0			0
Midterms	3	0			0
Final	3	0			0
Total Workload					0