



FACULTY OF COMMUNICATION

Department of
Cartoon and Animation

2021-2022

South Campus
Altunizade neighbourhood Kısıklı street 16/ 1 Üsküdar, İstanbul

[Üsküdar University https://uskudar.edu.tr/en](https://uskudar.edu.tr/en)



Why should I choose the cartoon and animation department?

Cartoons and animation are important as a field that is needed in all business and service sectors that concern communication and visual arts in our age where digital communication technologies are developing rapidly. Üsküdar University Faculty of Communication, taking into account this feature of the field in question, aims to both train qualified personnel for the communication sector and lead the training of qualified academic staff in the field.





Mission of Cartoon and Animation Department:

The main mission of the department is to train practitioners with a strong intellectual foundation in the field of cartoon and animation. The curriculum of the department has been developed accordingly and is based on the synthesis of theoretical and practical knowledge. Graduates in the department are equipped with the knowledge and skills required by the relevant sectoral areas.

Vision of Cartoon and Animation Department:

Within the department where advanced digital technological facilities are used at the highest level, students are provided with high knowledge and skill in animation applications, which are not only today's but also profession of the future. Cartoon and Animation Department aims to educate professionals who, in the near future, will create a brand value internationally with its equipped academic staff.



About the Department of Cartoon and Animation

Department of Cartoon and Animation is a field that is based on theory and practice of synthesizing science with art and virtual reality. The Department of Cartoon and Animation, which is, from one point of view, the future of communication sciences, aims to transfer the theoretical knowledge in the field of communication by supporting them with practical training. In this field, it is aimed to train well-equipped professionals and artists that the sector and universities need.



Education and Curriculum in the Department of Cartoon and Animation

The curriculum of the department includes basic social science courses in the first two years in order to provide students with intellectual knowledge and critical perspective. In the relevant periods, besides the theoretical courses on Communication, Politics, Psychology, Sociology and Philosophy, there are also courses on art and design formation such as Basic Design, Cartoon Techniques, Three-Dimensional Modeling and Coating, Basic Animation and Introduction to Design. The next two years have a curriculum focused on practice and the curriculum is; It is also supported by elective courses for vocational qualification. Among these courses, there are many current courses that follow the new trends in design, such as Stage Design and Cinematography, Cartoon Techniques, Three-Dimensional Modeling and Coating, and Three-Dimensional Cartoons.





4 Years Curriculum Program

Üsküdar University Faculty of Communication Department of Cartoon and Animation												
1 st Grade												
Fall Term (1 st Term)					Spring Term (2 nd Term)							
Code	Course Name	T	P	C	ECTS	Code	Course Name	T	P	C	ECTS	
İLET111	Introduction to Communication	3	0	3	5	CFA104	Introduction to Basic Animation and Design	3	0	3	6	
RPSI109	Positive Psychology and Communication Skills	3	0	3	3	SOS126	General Sociology	3	0	3	4	
SBU157	Political Sciences	3	0	3	5	İLET106	Introduction to Economics	3	0	3	5	
İLET109	Introduction to Law	3	0	3	5	İLET109	Basic Concepts in Philosophy	3	0	3	5	
İNG101	English – I	3	0	3	5	İNG102	English – II	3	0	3	3	
TURK101	Turkish Language – I	2	0	2	3	TURK102	Turkish Language – II	2	0	2	3	
ATA101	Principles of Atatürk and History of Revolution – I	2	0	2	3	ATA102	Principles of Atatürk and History of Revolution – II	2	0	2	3	
RKUL101	University Culture – I	0	2	1	1	RKUL102	University Culture – II	0	2	1	1	
Total Credit		19	2	20	30	Total Credit		19	2	20	30	
2 nd Grade												
Fall Term (3 rd Term)					Spring Term (4 th Term)							
Code	Course Name	T	P	C	ECTS	Code	Course Name	T	P	C	ECTS	
İLET219	Communication Research Methods	3	0	3	4	İLET202	Turkish Media History	3	0	3	5	
İLET203	Communications Law	3	0	3	4	İLET204	Political Communication	3	0	3	5	
İLET217	Professional English – I	1	2	2	3	CFA206	Stage Design and Cinematography	2	2	3	5	
İLET209	Social Psychology	3	0	3	4	CFA208	Character Development and 2D	2	2	3	5	
İLET211	Basic Photography	2	2	3	4	CFA210	Cartoon Techniques	2	2	3	5	
CFA205	Visual Narrative and Design	2	2	3	4	İLET214	Professional English – II	1	2	2	2	
CFA207	Drawing for Animation	2	0	2	3	RGPK104	Entrepreneurship and Project Cultur	2	0	2	3	
İLET205	History of Communication	3	0	3	4							
Total Credit		19	6	22	30	Total Credit		15	8	19	30	

3 rd Grade												
Fall Term (5 th Term)						Spring Term (6 th Term)						
Code	Course Name	T	P	C	ECTS	Code	Course Name	T	P	C	ECTS	
İLET303	Theories of Communication	3	0	3	7	CFA302	Advanced Animation Practices	3	0	3	7	
CFA301	3D Modelling and Covering	2	2	3	7	CFA304	3D Animated Cartoon	2	2	3	7	
XXXXXX	Department Elective	3	0	3	4	XXXXXX	Department Elective	3	0	3	4	
XXXXXX	Department Elective	3	0	3	4	XXXXXX	Department Elective	3	0	3	4	
XXXXXX	Faculty Elective	3	0	3	4	XXXXXX	Faculty Elective	3	0	3	4	
XXXXXX	University Elective	3	0	3	4	XXXXXX	University Elective	3	0	3	4	
Total Credit		17	2	18	30	Total Credit		17	2	18	30	
4 th Grade												
Fall Term (7 th Term)						Spring Term (8 th Term)						
Code	Course Name	T	P	C	ECTS	Code	Course Name	T	P	C	ECTS	
CFA491	Graduation Project – I	1	4	3	10	CFA492	Graduation Project – II	1	4	3	10	
İLET401	Communication and Ethics	3	0	3	4	CFA402	Internship	0	0	0	5	
XXXXXX	Department Elective	3	0	3	4	İSG490	Occupational Health and Safety in Communications	2	0	2	3	
XXXXXX	Department Elective	3	0	3	4	XXXXXX	Department Elective	3	0	3	4	
XXXXXX	Faculty Elective	3	0	3	4	XXXXXX	Department Elective	3	0	3	4	
XXXXXX	Faculty Elective	3	0	3	4	XXXXXX	Faculty Elective	3	0	3	4	
Total Credit		16	4	18	30	Total Credit		12	4	14	30	





Education-Training Methods

In the Department of Cartoon and Animation, the courses are carried out by blending theoretical knowledge with applications. In this process, the student develops projects that capture the future with the latest technological equipment.





Advisor System

The advisor system is maintained by an academician assigned to the students from the first year to the last year. The advisor supports students in many subjects from course selection to educational activities, school/course related problems.



Main Topics of Advisor Benefit

- Course Add-Drop
- Project Applications
- Internship Procedures
- Diameter/Minor Operations
- Erasmus Transactions



Grade Evaluation System

Mid-term %40 / Final Examination %60

Points	Grades	Coefficient
90-100	AA	4.0
85-89	BA	3.5
80-84	BB	3.0
75-79	CB	2.5
70-74	CC	2.0
60-69	DC	1.5
50-59	DD	1.0
40-49	FD	0.5
00-39	FF	0



Exam Excuse Right

Unless there is a health report signed by the chief physician from a full-fledged hospital, the right of excuse for repeating the exam is definitely not given.



Provisionally Low Performance Student Course Registrations

According to Article 3 of the Associate Degree and Undergraduate Education Examination Regulations; Students whose overall weight average is below 1.80 pass into probationary status. At the end of the fourth semester, students who are on probation status can take a maximum of 2 courses with a general average of 1.60-1.69 for the fifth and subsequent semesters, and a maximum of 3 courses with a general average of 1.70-1.79 until they leave the probation status. In other words, if the student does not pass the 1.80 threshold while passing from the 2nd to the 3rd grade, it remains on probation until the general average is 1.80. The student is required to repeat the courses that both fail and have low letter grades and raise his/her average as soon as possible.



Course and Curriculum Program

Students have the opportunity to take courses from other departments besides the field courses; It has the chance to do double major and minor branches in different departments. In the department where internship opportunities are available, students can also participate in the Erasmus exchange program at partner institutions. In addition to the optional English preparatory education, students can also learn different languages offered as electives.





Departments Selected for the Cartoon and Animation Department with Double Major & Minor Programs in the 2021-2022 Academic Year

Philosophy

Journalism

Visual Communication Design

Public Relation and Promotion

Psychology

Psychology (English)

Radio, Television and Cinema

Advertisement

Health Management

Politic science and international relations

Politic science and international relations
(English)

Sosyology

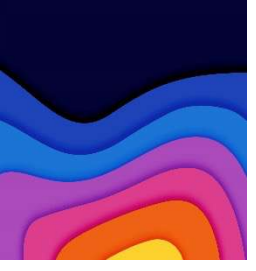
History

New Media and Communication



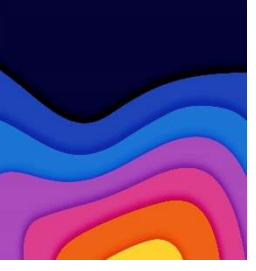
Department of Cartoon and Animation Internship

- Compulsory and voluntary internship period is 20 working days. You can specify the date ranges you want.
- The start date of the internship must start at least 10 days after the internship form is filled (in order to carry out insurance transactions).



Academic Staff

- Associate Prof. İpek Fatma Çevik
- Associate Prof. Bahar Muratođlu Pehlivan
- Assitant Prof. Ceren Acun
- Research Asistant Dr. Ezgi Ően
- Research Asistant Onur CoŐkun



Part Time Academic Staff

- Assitant Prof. Birnur Çutsay
- Lecturer Özgül Öztürk
- Lecturer Süleyman Özşahin
- Lecturer Pınar Kaçmaz Berk
- Lecturer Mustafa Berk
- Lecturer Cengiz Akyıldız
- Lecturer Volkan Davut Mengi
- Lecturer Fevzi Engin Palabıyık





Department of Cartoon and Animation Sectoral Network

1. Nesine.com
2. Fanatik.com
3. [Doğan Holding](http://Dogan Holding)
4. Amazon.com
5. Lunapark Film
6. TIVİBU
7. Samsung
8. Global TV
9. The Cartoon Mill
10. Ranna Digital Works



Department of Cartoon and Animation Facilities

- A campus and easy transportation in the city, out of the chaos,
- Computer laboratories equipped with the latest technology, shooting, production and editing workshops, physical environment suitable for design education,
- Qualified academic staff,
- experienced expert training support from the sector, meetings with professional professionals,
- Participation in events that provide experience, design seminars, talks, exhibitions and workshops.



Pc Lab. Facilities

There are two large laboratories with Apple Mac computers and one of the most equipped PC laboratories in Turkey, which are used by the Cartoon and Animation Department. The computer laboratory is a laboratory where not only undergraduate but also postgraduate students work together with the lecturers in their thesis studies, projects and researches.





In addition to the opportunity for our undergraduate students to use our modern laboratories with high-speed internet outside the classroom, it is also a laboratory where postgraduate students work together with the lecturers in their thesis studies, projects and research.

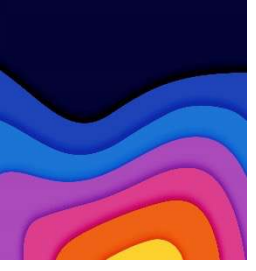




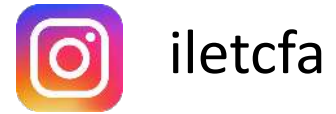


Cartoon and Animation Department Graduation Requirements and Job Opportunities for Graduates

Students who graduate from the Department of Cartoon and Animation have employment opportunities in all areas of the media industry related to animation. In addition, it can be employed in many areas from public and private sector institutions. He can work in many different specialties such as Animator, Game Designer, according to his specialization in Cartoon and Animation.



Social Media Account



Animation Magazine





Advice to Prospective Students

- Candidates should be aware that if the graduates of the Cartoon and Animation Department improve themselves, they have wide job opportunities in the sector. A graduate who has gained theoretical and practical skills in the field can be a sought-after name for employment in the sector or educational institutions.
- Design is a field that requires curiosity, knowledge, skill and discipline. However, success is inevitable for students who are interested and eager in the field. Graduates who are aware of the fact that learning is a lifelong process should not forget that they will be accepted at home and abroad thanks to their efforts. Those who prefer this department, where there are different specialization options according to their field of interest, will not regret it.



Career Opportunities

- Animation Company
- Game Company
- Publishers
- Post-Production Agency
- Municipalities
- Private/Public
- Academic Career



Scholarship

- **Preference Scholarship**
Students who have chosen Üsküdar University's undergraduate programs as first preference on ÖSYM guide receive 25% discount, as second preference 15%, and third, fourth, fifth preference 10% discount.
- **First 5 Preferences Scholarship**
Students who have chosen Üsküdar University's 5 undergraduate programs as their first preferences on ÖSYM guide receive 25% discount.
- **Sibling Scholarship**
Siblings who are students of Üsküdar University (including graduates' siblings) receive 10% discount each.
- **Science, Art, Religion and Culture Scholarship**
Students who were internationally successful in the fields of Science, Art, Religion and Culture receive 20% discount, students who were nationally successful receive 10% discount. These students represent Üsküdar University in activities related to their field.



Solution Center Application Process





- Associate Prof. İpek Fatma Çevik (Head of Department)
ipek.cevik@uskudar.edu.tr / (0216) 400 2222 – (2973)
- Associate Prof. Bahar Muratoğlu Pehlivan
bahar.muratoglu@uskudar.edu.tr
- Asistant Prof. Üyesi Ceren Acun
ceren.acun@uskudar.edu.tr
- Research Asistant Dr. Ezgi Şen
ezgi.sen@uskudar.edu.tr
- Research Asistant Onur Coşkun
onur.coskun@uskudar.edu.tr

EVENTS





2021-2022 Akademik Yılı
FiJİTAL Oryantasyon Günleri

İletişim Fakültesi - 09.30- 10.30













ÜSKÜDAR
KÜLTÜR VE TURİZM BAKANLIĞI

15-20 MAYIS
ÖĞRENCİ
KARMA SERGİSİ
SERGİ MEKANI
C. O. Bülent Altın

ARTİVIVE

ART
UYGULAMA
KULLANIMI
GEZEBİLİRLER





Cartoon and Animation Department is Waiting for You

