

FALL (1st Term)

ILET111 Introduction to Communication

This course provides an overview of the basic concepts of communication sciences and the skills required to communicate in a variety of contexts. The course's objective is to provide students with an introductory understanding of the evolution of communication sciences, fundamental communication concepts, the role and significance of communication in social and human interactions, types, dimensions, and levels of communication, and the principles of effective communication. After completing the course, students will be able to explain and give examples of the various ways that human communication occurs in a range of settings.

SBU157 Political Science

This course covers a variety of topics, such as the foundational ideas and evolution of political science and political systems, democratic systems' emergence and growth, parliamentary systems and procedures, the evolution and functioning of democracy in Turkey, the institutions and politics of democratic systems, and the philosophers and administrators who influenced the field of political science.

CFA103 Introduction to Basic Animation and Design

The aim of this course is to ensure that students can use computer technologies effectively, as well as basic animation and design components. The course aims to enhance students' hardware and software usage skills while creating applications that align with the fundamental principles of animation and design elements.

RPSI109 Positive Psychology and Communication Skills

The topics of this course include the general framework of communication sciences, solutions and recommendations to strengthen communication skills, interpersonal communication, group communication, organizational communication, mass communication, public communication, international communication, and intercultural communication. The approach of this course empowers individuals to harness their own resources and values, leading to a life filled with happiness, peace, success, and high levels of satisfaction. The creative and appropriate use of these resources and values allows individuals to exert their personal and cultural potential with a conscious choice. In this course, students will discuss research and conceptual studies on various topics and theoretical frameworks, including a meaningful life, a sense of thankfulness, happiness, hope, optimism, positive emotions, post-traumatic personal growth, endurance, self-perception, strength, and time perception. Students will also learn how to use methods such as brain mapping, signature strengths, gratitude journaling, and seven ways to increase happiness.

ING103 English I

This course covers the fundamentals of the English language, as well as exercises for reading and writing essays, listening, translating, and speaking.

TURK103 Turkish Language I

This course aims to explore the key trends in Turkish literature and provide a new insight into the works of Turkish authors. The classes will include case studies and practices.

ATA103 Principles of Atatürk and History of Revolution I

This course will examine the events in recent Turkish history, particularly those surrounding the collapse of the Ottoman Empire, the Independence War, the formation of the Turkish Republic, the early years of the Republic, the Second World War, and the transition from the single-party period.

RKUL103 University Culture I

In this course, students will hear from professionals in the 2niversity2on field who will share their insights and experiences. Experts from various organizations will discuss a range of topics important to the country, the 2niversity, and society.

SPRING (2nd Term)**CFA106 Cartoon and Animation Techniques**

The aim of this course is to reinforce traditional and digital animation techniques with applications and ensure that students are able to produce content using cel, stop-motion, cut-out, pixilation, rotoscope, time-lapse, 2D, and 3D animation techniques.

SOS126 General Sociology

This course covers a range of topics, including the fundamentals of sociology, the evolution of sociology as a scientific field, the ideas, theories, and methods that underpin both classical and modern sociology, the stages of sociological thought, and the domains where sociology and communication sciences complement and intersect.

ILET106 Introduction to Economics

This course covers a variety of topics, including fundamental economic concepts, the stages of economic thought, microeconomics and macroeconomics, basic information about international economics, economic policies and practices in Turkey, liberal thought and economics, open markets and competitiveness, concepts of development and underdevelopment, and capitalism and globalization.

FEL109 Basic Concepts in Philosophy

The topics of this course include the emergence and development of philosophy; fundamental concepts, theories, and approaches; paradigms of philosophical thought; first-age philosophers; philosophical thought in the Medieval Age; Eastern and South Eastern philosophy; and the relationship between philosophy and communication science.

ING104 English II

This course covers the fundamentals of the English language, as well as exercises for reading and writing essays, listening, translating, and speaking.

TURK104 Turkish Language II

This course aims to explore the key trends in Turkish literature and provide a new insight into the works of Turkish authors. The classes will include case studies and practices.

ATA104 Principles of Atatürk and History of Revolution II

This course will examine the events in recent Turkish history, particularly those surrounding the collapse of the Ottoman Empire, the Independence War, the formation of the Turkish Republic, the early years of the Republic, the Second World War, and the transition from the single-party period.

RKUL104 University Culture II

In this course, students will hear from professionals in the communication field who will share their insights and experiences. Experts from various organizations will discuss a range of topics important to the country, the university, and society.

FALL (3rd Term)

ILET219 Communication Research Methods

This course examines the emergence and development of epistemology, as well as the developmental stages and philosophical traditions of methodology. We will discuss the relationship between social science and methodology, focusing on various research methods. The course will also include discussions on empirical tradition, critical tradition, survey techniques, content analysis, and hermeneutic analysis.

ILET203 Communications Law

This course covers the fundamental principles of communications law, its evolution across various nations, Turkey's legal framework, freedom of the press, and its initial legal practices. This course will also discuss censorship and law, judicial regulation of the press, juridical regulation of radio and television, and cinema and law.

ILET211 Basic Photography

This course will focus on the basic concepts, types, and techniques of photography. Students will learn framing, depth, perspective, and color settings. We will explore fine art, news, and documentary photography. Students will have the opportunity to practice their skills through hands-on projects and assignments.

ILET205 History of Communication

This course starts with the following idea: "Human history is also the history of communication." The course will cover the topics of human history and communication, communication in the early ages, the development of communication technologies, the birth and development of mass media, the use of the printing press and the development of print media, the introduction of radio, the birth and development of cinema, the television age, digital communication technologies, and the transformative effects of new media. The aim of this course is to gain a critical perspective on history and evaluate concepts such as information, communication, oral and written culture, and mass media within social and historical contexts.

ILET217 Vocational English I

The aim of this course is to equip students with the ability to use English in the professional fields of communication, such as journalism, radio and television, cinema, and new media.

CFA209 Digital Video Editing

This course serves as an introduction that encompasses the foundational concepts and methodologies essential for video editing in a digital media environment. By gaining a thorough

understanding of the diverse editing techniques, tools, and software employed in the industry, students will be able to improve the quality of the digital content they produce. The course will focus on the significance of storytelling, pacing, and continuity within editing, as well as the technical nuances encompassing color correction, sound design, and visual effects. After completing the course, students will have a strong understanding of editing principles and the ability to apply them effectively, resulting in refined and professional-level digital media projects.

COM209 Social Psychology

This course covers a variety of topics, including the fundamental concepts and theories of social psychology, the emergence and development of the field as a scientific discipline, personal and social relationships, groups and group dynamics, group and society relations, attitudes and perception, attitude scales, balance theories, and social psychology and communication.

CFA211 3D Modeling and Texturing

This course will equip students with the skills to use 3D programs. They will have the opportunity to learn about 3D modeling tools, correctly use form, texture, and material knowledge, and effectively incorporate these tools into the modeling process.

SPRING (4th Term)

ILET216 Media Literacy

In the most general sense, media literacy refers to accessing, critically analyzing, and producing media content. The primary goal of media literacy is to understand the media accurately and produce content that adheres to ethical principles. This course will begin with traditional media literacy, look at various forms of literacy that have emerged as a result of the media's growth and change, and place special emphasis on new media literacy—a skill that is essential for people of all ages in the modern world.

CFA212 Experimental Animation

This course will cover methods for creating original films that are suitable for animation techniques. The goal is to gain experience in all phases of pre-production, production, and post-production in order to create a final product.

ILET204 Political Communication

This course covers a variety of topics, including the relation between politics and communication science, political structures and mass communication, democracy and communication, propaganda and persuasion techniques, rhetoric, political advertisement, and image and perception management.

CFA214 Character, Space, and Concept Development

This course aims to analyze the characters and places in the stories, both theoretically and practically, in order to create an effective narrative. We will examine the shape, color, style, etc. of characters, places, and props. The course involves bringing together and developing the features in a way that creates conceptual integrity and supports the story.

CFA216 2D Digital Animation

The primary objective of this course is to generate a sense of lifeliness by animating objects and characters within a 2-dimensional environment, adhering to the principles of animation and the inherent nature of the animation technique, while leveraging the opportunities presented by the 2-dimensional digital landscape. In addition, students will learn the appropriate hardware and software for the techniques covered.

RPRG104 Entrepreneurship and Project Culture

This course will cover all stages of project preparation. The focus will be on gaining project planning and writing skills, finding ideas and transforming them into projects, developing research designs, determining data collection techniques, and analyzing data.

ILET214 Vocational English II

The aim of this course is to equip students with the ability to use English in the professional fields of communication, such as journalism, radio and television, cinema, and new media.

FALL (5th Term)

ILET303 Theories of Communication

This course focuses on the birth and development of the communication sciences. We will discuss models, theories, and approaches in the field, as well as the liberal and critical paradigms. The course will offer a comprehensive understanding of the intellectual, cultural, and historical framework that shaped the development of communication theories, elucidating the core concepts and arguments. Students will learn about the limitations and methods presented by the models, approaches, and theories of media and communication studies.

CFA303 3D Computer Animation

This course aims to facilitate the animation of characters created in a 3D environment, adhering to the principles of animation, the nature of the animation technique, and the capabilities of the 3D digital environment. Students, on the other hand, will learn how to effectively use software suitable for 3D animation techniques and manipulate characters correctly.

ELECTIVES

CFA371 History of Animation

Students will learn about Camera Lucida and Camera Obscura, as well as the parallel histories of animation and cinema. They will gain knowledge about the first animation experiments, their techniques, and their contents. They will have detailed information on history's first animators. They will evaluate the evolution and emergence of various animation genres throughout the medium's history.

CFA373 Storyboarding Techniques

The Storyboard Techniques course covers the fundamental aspects of the storyboard, including its application in cinema and animation, the creation of visual language, framing and composition, stage continuity, and visual literacy. It also offers both theoretical and practical instruction, including the enhancement of student drawing skills and storyboard preparation. This course aims to teach students how to transform scenario ideas into visual language, adapt them for animation, and establish cinematic continuity and framing.

CFA375 Photography

The course's premise is to create a new work by manipulating a photograph with tools such as lighting, coloring, and detaching the object from its context.

CFA377 Drawing for Animation

This course aims to provide the basic drawing skills necessary for the artistic expression of movement and time. Students will learn the basics of human anatomy, animal anatomy, perspective, composition, facial expressions, and character design, as well as how to create their own creative projects. We will examine various animation techniques to understand the importance of movement and dynamism, as well as introduce students to different types of animation, including 2D animation, flipbook animation, and stop-motion. Additionally, students will learn how to visualize storytelling and emotional expressions while designing their own characters and backgrounds.

CFA379 3D Rigging

Animators primarily utilize this technical process and procedure to make animated characters or objects easily movable. In this course, students have the opportunity to create a movement system for different characters and to test the movement of the characters using weight painting. The course provides 3D models with skeletal system-like structures within a systematic framework, ensuring their movement through specific control points. The goal of the movement system designs for different characters is to give students the ability to move any model they want and animate it.

CFA381 Rendering Techniques

This course aims to teach students the fundamental principles and applications of rendering techniques. Students will explore topics such as lighting, shading, materials, and composition, learning to use various rendering engines and software. The course covers different rendering techniques. Throughout the course, students will learn to optimize the rendering process for their own projects and produce professional-quality visuals.

CFA383 Advanced Video Editing Techniques

Students will learn how to effectively use After Effects to edit video and graphic works through the stages of effect application, preparation, and presentation.

CFA385 Story Design

This course aims to facilitate students' understanding of the process by providing examples of creating and animating stories. This course's content is to help students visualize the stories by informing them about the methods of creating internal and external atmospheres as well as the characters that make up the animation, such as story writing, character development, and storyboards.

CFA387 Scriptwriting

The content covers topics such as writing techniques in cartoons, establishing a dramatic structure, synopsis, treatment, and scenario writing stages.

SPRING (6th Term)

CFA302 Advanced Animation Practices

This course will introduce students to 3D software, aiming to enhance their ability to use models effectively through model, texture, rig, weight painting, and character animation experiments. Students will test whether the skeletal system they created works in accordance with the character's nature and improve their skills by animating various characters.

CFA308 Organic Modelling

This course teaches students how to use computer-aided programs to practically transform and organize living organisms like humans and animals into three-dimensional models with relatively more convoluted and dense topological patterns.

ELECTIVES

CFA370 3D Character Creation

This process involves creating digital models of fictional or realistic characters in a three-dimensional space. These characters are crafted using 3D software, taking into account the requirements of the 3D environment. They are used in various media, such as animated films, video games, and virtual and mixed-reality experiences. Unlike traditional 2D characters, which are flat and lack depth, the focus of this course is on producing more realistic and dynamic 3D characters with height, width, and depth.

CFA372 Comic Book

The students who take this course define the methods and types of comic storytelling. They will identify examples of comic stories from around the world and use various drawing materials to create their own. In this course, students also place their comic stories on the appropriate page layout, determine the panels, and decide on the drawing technique that best emphasizes the story. They will be able to select and present the appropriate technique for the resulting comic book.

CFA374 Layout Design

This course describes the process of creating environments based on an animated film's story and adapting them to fit the film's style. The course focuses on the requirements of a layout study, including camera movements, effective positioning of characters within the frame, rough character movements, and preparing characters for the animation phase. It also discusses using the storyboard as a reference or proceeding directly from the script.

CFA378 2D Character Design

The 2D character design course will theoretically explain topics like the role of character design in animation and the social, cultural, and psychological reflection of characteristics on character visuals using visual examples. This course provides theoretical information that guides the preparation of sketches on paper. Following the sketches, we will create character sheets using computers and drawing tablets. We will also create a facial expression sheet for 2D-prepared characters. This course aims to design 2D characters in a way that visually reflects the story and personality traits of any animated film.

CFA380 3D Simulation Practices

This course offers extensive coverage of 3D modeling, animation, and simulation techniques, assisting students in creating projects applicable to various industries. They will also learn how to simulate physical systems in 3D and animate real-world scenarios. Using these skills, students will realize projects in various application areas, such as virtual reality (VR), augmented reality (AR), and game development.

CFA382 Film Analysis for Animation

The goal of this course is to examine films created using animation techniques and conduct a detailed analysis of their technical, artistic, and conceptual aspects, covering a variety of topics. In addition to this, students will be able to develop a language of expression for their projects by watching and analyzing the selected films.

CFA384 Storytelling Techniques

The Storytelling Techniques course aims to equip students with effective storytelling abilities for animation projects. The course will cover topics like story structure, character development, dramatic plotting, and dialogue writing. Students will work on creating their own stories for animation projects, exploring different narrative methods and stylistic approaches. The course helps students enhance their creative thinking, writing, and visual storytelling abilities, enabling them to create compelling and impactful stories in the animation production process.

CFA386 Cinematography

Camera movements, shooting techniques, composition, and basic lighting are the main topics of the course.

CFA388 Artistic Anatomy

Students in the Artistic Anatomy course will scrutinize and illustrate human anatomy, skeletal system, muscular structure, human figure, and dynamic human figure through sketches and drawings. Students will consider perspective, rakursi, artistic, and aesthetic concerns when creating drawings of human anatomy, either in parts or as a whole. During the drawing process, we will apply principles and elements such as part-whole relationship, ratio-proportion, light-shadow, balance-movement, and repetition-harmony to the work. We will create figurative drawings of human anatomy from both living and non-living models, utilizing various drawing techniques. The artistic anatomy course aims to train individuals who can draw and design by understanding human anatomy and reflecting aesthetic and artistic concerns in their drawings and designs.

FALL (7th Term)

CFA491 Graduation Project I

This course aims to equip students with more practical experience and support them in applying their skills to their work. Students will prepare a 8ommuni using the theoretical and practical education they received during their 8ommuni. They will determine their topic, implement their ideas, and present their 8ommuni at the end of the semester. Throughout the course, students will receive guidance on preparing an impactful 8ommuni. This hands-on approach will help students gain valuable skills that they can apply to their future careers in the field of animation.

ILET401 Communication and Ethics

Ethics plays a critical role in preserving a healthy communication environment in both everyday life and mass communication. This course will begin with the origins of ethics and then focus on ethical communication. We will discuss ethics in publishing, broadcasting, journalism, advertising, public relations, and gender representation, as well as legal regulations in Turkey.

ELECTIVES

CFA471 Medical Animation Practices

This course includes the animation of anatomical movements using 3D animation software, visualization of pathological processes and treatment methods, and projects created by supporting these visuals with simulation and sound effects.

CFA473 Mythology and Animation

This course covers Greek, Scandinavian, Chinese, Japanese, Indian, and Turkic mythologies in general terms. We will examine the hero archetype, symbols, and their traces in films within the framework of the connection between mythology and animation.

CFA475 2D Character Animation

The 2D Character Animation course aims to teach students character animation using both traditional and digital methods. This course covers the fundamental principles of motion and character animation. Students will learn concepts such as timing, line flow, and motion curves to accurately convey character movements, as well as how to emphasize characters' emotional expressions and physical traits.

CFA477 Portfolio Editing Techniques

This course aims to equip students with the necessary skills to create professional digital portfolios to showcase their own work using a variety of digital tools in the fields of cartooning and animation. In the process, they will practice to develop their visual expression skills, present their work effectively, and learn how to best represent their art in the virtual environment. The course aims to enable students to present their school projects to the professional world in the most effective way and to start building their portfolios using modern media tools.

CFA479 Digital Illustration

During the digital illustration course, students will learn about the distinctions between traditional and digital illustration, how to use various digital drawing tools and software, how to sketch before illustrating, how to use color, light, and shadow, how to create an open or closed composition on the canvas with different design balances, how to visualize the story effectively, and how to abstract concrete objects through digital, aesthetic, and artistic drawings. Additionally, we will demonstrate the use of tablet illustration programs and explain the design principles and elements that appear in the artworks. We will cover how to reflect elements like color, texture, space, figure, perspective, rakursi, and light in digital illustrations. During the course, we will examine the work of leading traditional and digital illustration artists.

CFA481 Art and Creativity

This course covers topics such as art, artists, creative thinking, aesthetics, artistic perception, and producing works with different materials. The course will integrate these topics with art history and impart theoretical knowledge. These theoretical classes will prepare students for brainstorming, discussing, and creating traditional and digital creative works. The goal of this course is to cultivate individuals who possess the ability to think creatively, critically, and artistically, as well as to reflect on and apply these ideas to their designs.

SPRING (8th Term)

CFA492 Graduation Project II

This course aims to equip students with more practical experience and support them in applying their skills to their work. Students will prepare a project using the theoretical and practical education they received during their studies. They will determine their topic, implement their ideas, and present their project at the end of the semester. Throughout the course, students will receive guidance on preparing an impactful project. This hands-on approach will help students gain valuable skills that they can apply to their future careers in the field of communication.

CFA406 Internship

This course aims to support students in gaining field experience and developing their professional career fields. We expect students to enhance their practical, technical, and administrative skills and gain experience beyond the academic curriculum. The internship will contribute to their education and introduce them to professional life.

ISG490 Occupational Health and Safety in the Communications Sector

This course will focus on the purpose, importance, historical development, and basic concepts of occupational health and safety, as well as current regulations in Turkey. We will place a special emphasis on the communications industry and discuss film sets, natural disaster situations, war correspondence, reporting from terrorism zones, advertising agencies' long working hours, the risks of new communication technologies, working in laboratories and studios, and employer responsibilities. We will also talk about the international conventions on occupational health and safety for communications employees and the European Union's regulations.

ELECTIVES

CFA472 Animation Practices in Advertising

This course delves into the use of animation in advertising, covering both theoretical and practical aspects. Students will engage in practical stages such as using animation in advertising films, adjusting motion, image, and sound in 2D or 3D designs, conducting product-service and target audience research, and creating storyboards. This course aims to prepare advertising films, either fully or partially animated, by adhering to production stages that align with the product, service, and target audience.

CFA474 Animation Film Workshop

This workshop course offers students the opportunity to experience all stages of the animation film production process. Throughout the course, students will learn about idea development, scriptwriting, storyboarding, character and scene design, animation production, and post-production processes. Through group projects, they will develop collaboration and teamwork skills while completing their own short animation films. The course aims to provide students with practical experience in animation filmmaking.

CFA476 3D Character Animation

In the realm of animation, 3D character animation is a specialized component that involves creating lifelike movements for 3D characters. Students in this course learn to animate 3D characters in a way that conveys personality traits through their movements. They also study how to apply the principles of animation to capture the physical and psychological nuances of human movement. The goal is to ensure that the 3D characters move convincingly and interact with their environment in a believable way.

CFA478 3D Stop-Motion Workshop

This course is a comprehensive workshop that aims to teach students the techniques and practices of stop-motion animation. It focuses on the history, theory, and practice of stop-motion animation, allowing students to create their own stop-motion films. During the course, students will learn various stop-motion techniques (clay, puppet, object animation, etc.), design characters and sets, and create their own short films. They will also learn about lighting, camera angles, and post-production techniques. This workshop focuses on developing creative thinking, problem-solving, and technical skills.

CFA480 Performing Arts

The performing arts course will theoretically and practically teach dance-movement training, camera acting, gesture-mimicry, characterization, and creative drama in areas like acting, music, and theater, as well as their contributions to the field of animation. This course aims to apply theoretical and practical performing arts knowledge to the animation film, preparing works that mirror real movements in the field.

CFA482 Artificial Intelligence in Animation

The course is an advanced-level one that aims to explore the impact and use of artificial intelligence in animation and digital arts. This course allows students to develop more realistic, interactive, and creative animations using artificial intelligence technologies. The course will cover topics such as the basics of artificial intelligence algorithms, machine learning, deep learning, and AI-supported animation techniques.

FOREIGN LANGUAGE FACULTY ELECTIVES

ILET351 English Writing Skills

In this course, students will participate in activities such as speaking in class, asking questions, and conducting interviews, all of which aim to improve English communication skills.

ILET352 English Presentation Skills

Students will develop basic skills in this course, which aims to improve English presentation skills, such as applying storytelling techniques to complex topics and creating slides that can make the presentation more understandable. Coursework requires students to prepare and present various presentations to the class.

FOREIGN LANGUAGE UNIVERSITY ELECTIVES

Fall						Spring					
ISP123	Spanish I	3	0	3	5	ISP124	Spanish II	3	0	3	5
ARA123	Arabic I	3	0	3	5	ARA124	Arabic II	3	0	3	5
CIN123	Chinese I	3	0	3	5	CIN124	Chinese II	3	0	3	5
RUS123	Russian I	3	0	3	5	RUS124	Russian II	3	0	3	5
JPN123	Japanese I	3	0	3	5	JPN124	Japanese II	3	0	3	5
ITL123	Italian I	3	0	3	5	ITL124	Italian II	3	0	3	5