

COURSE DESCRIPTION AND APPLICATION INFORMATION

Course Name	Code	Semester	T+A+L (hour/week)	Type (C / O)	Local Credit	ECTS
Cybergame Project	VCD 432	Fall	02+04+00	Elective	4	7
Academic Unit:	Faculty of Communication					
Mode of Delivery:	Face to face					
Prerequisites:	None					
Language of Instruction:	English					
Level of Course Unit:	Undergraduate					
Course Coordinator:	- -					
Course Objectives:	<p>The students are expected to:</p> <ul style="list-style-type: none"> • Implement research skills for market and industry research • Enhance and apply skills gained in project management • Advance presentation skills • Prepare a research report or a cybergame project portfolio • Participate in teamwork • Apply skills and knowledge gained in their studies to real-world cases in collaboration with mentors from industry/academia 					
Course Contents:	This course aims to provide students, who are preparing for their senior project in their final semester, with knowledge and skills of the stages of designing a basic cybergame or industry-based game in collaboration with their supervisors or mentors from the relevant industry/sector.					
Learning Outcomes of the Course Unit (LO):	<ul style="list-style-type: none"> • 1- Develop an independent collaborative project, • 2- Produce a deliverable for graduation portfolios, • 3- Manage projects, • 4- Work in teams, • 5- Develop skills for professional presentation of projects in English. 					
Planned Learning Activities and Teaching Methods:	<p>The course consists of a combination of readings, seminar, case study analysis, strategy building and production workshops. Seminars and discussion: The supervisor/mentor for each project will deliver seminars and discussion sessions and they will also provide students relevant reading material for developing and implementing a research project idea. The student and the supervisor/mentor will discuss ideas and the readings assigned for each week during seminars. The students are expected to come to class having read the texts. Case Study: The student and the mentor will identify a case when developing the research strategy or the strategy for multi-media production, social media or market research strategy.</p>					

WEEKLY SUBJECTS AND RELATED PREPARATIONS

Week	Subjects	Related Preparation
1	Introduction to the course	
2	(Phase I:) Workshop - Cybergame Project	Workshop visual
3	(Phase I:) Meeting with supervisors	Development of a project idea
4	(Phase I:) Conceptualizing Research: Meaningful and Creative game Idea.	Development of a project idea
5	(Phase I:) Project idea preparation	Class discussions/ presentations.
6	(Phase II:) Project preparation	Class discussions/ presentations.
7	(Phase II:) Project preparation	
8	(Phase III:) Cybergame Design	
9	(Phase III:) Approval of Cybergame designs	

10	(Phase IV:) Project implementation	
11	(Phase IV:) Project implementation	Class discussions/ presentations.
12	(Phase IV:) Project implementation	Class discussions/ presentations.
13	Final Project Research Presentations	Class discussions/ presentations.
14	Presentations	

At Kadir Has University, a Semester is 14 weeks; The weeks 15 and 16 are reserved for final exams.

REQUIRED AND RECOMMENDED READING

All the required/recommended readings will be provided in the form of digital/reserve course reader (available at KHASLearn and/or KHAS Information Center.)

OTHER COURSE RESOURCES

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ASSESSMENT METHODS AND CRITERIA

Semester Requirements	Number	Percentage of Grade (%)
Attendance / Participation	14	10
Project	4	50
Presentation / Jury	4	40
Total:	22	100

WORKLOAD

Events	Count	Duration (Hours)	Total Workload (hour)
Course Hours	14	3	42
Project	4	18.3	73.2
Preparation for Presentation / Jury	4	15	60
Total Workload (hour):			175.2

1 ECTS = 25 Hours Workload

THE RELATIONSHIP BETWEEN COURSE LEARNING OUTCOMES (LO) AND PROGRAM QUALIFICATIONS (PQ)

#	PQ1	PQ2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ8	PQ9	PQ10
L01										
L02										
L03										
L04										
L05										

Contribution: 1 Low, 2 Average, 3 High