



AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Game and Game Culture							
Course Code		REKB117		Course Level		First Cycle (Bachelor's Degree)			
ECTS Credit	4	Workload	95 (Hours)	Theory	2	Practice	1	Laboratory	0
Objectives of the Course		Explain the importance of game and culture in relation to the historical process							
Course Content		Explaining the traditional games played in Turkish culture.							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Demonstration					
Name of Lecturer(s)									

Prerequisites & Co-requisites

Equivalent Course	REKB161
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Assessment Methods and Criteria

Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	70

Recommended or Required Reading

1	Türkiye de çocuk oyunları kültürüRÜ,Mevlüt Özhan
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Week	Weekly Detailed Course Contents	
1	Theoretical	game concept
2	Theoretical	definition and classification of the game
3	Theoretical	Key features of the game
4	Theoretical	effects of play on child's development
5	Theoretical	contribution of children's games to education
6	Theoretical	Turkish culture and play
7	Theoretical	Calling methods by region
8	Intermediate Exam	midterm
9	Practice	midwife selection in games
10	Practice	determination of the starting order of the game
11	Practice	game finishing
12	Practice	penalties in the game
13	Practice	rhymes
14	Final Exam	final

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	1	2	42
Lecture - Practice	14	1	2	42
Assignment	1	1	2	3
Seminar	2	2	2	8
Total Workload (Hours)				95
[Total Workload (Hours) / 25*] = ECTS				4

*25 hour workload is accepted as 1 ECTS

Learning Outcomes

1	explain the concepts of tradition and culture
2	To be able to tell the plays in Turkish culture



3	know the games made using tools
4	know the games played in circle form
5	know games played in groups

Programme Outcomes (*Recreation*)

1	Students have comprehensive and systematic information about concepts, principles, theories, facts in disciplines related to Recreation in Recreation field and use and interpret these information in workplace
2	By specialising in certain studies of profession related to Recreation, students carry out planning and control functions in the field.
3	By using the knowledge about Recreation, students fulfil responsibilities in league with other occupational groups
4	Students carry out the recommendation and coordination functions, and plan activities related to Recreation
5	Students behave in accordance with the codes of ethics and laws and regulations related to right and liability of Recreation field.
6	Students analyse by using the known techniques related to Recreation
7	Students fulfil scientific information responsibility related to Recreation and research
8	Students develop positive behaviour and attitude towards healthy life-long sport
9	Students set an example as a model to society and colleagues with their professional identity related to Recreation field
10	Students must communicate written or verbal in some foreign languages

