



## AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Animation							
Course Code		REKB333		Course Level		First Cycle (Bachelor's Degree)			
ECTS Credit	3	Workload	70 (Hours)	Theory	2	Practice	1	Laboratory	0
Objectives of the Course		It is aimed to gain the competencies related to the implementation of animation services							
Course Content		To know animation types and application areas.							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Demonstration, Case Study					
Name of Lecturer(s)		Ins. Eda GÜNAY							

### Prerequisites & Co-requisites

Equivalent Course	REKB302
ECTS Requisite	45

### Assessment Methods and Criteria

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

### Recommended or Required Reading

1	Rekreasyon Ve Animasyon Atilla HAZAR, Detay Yayıncılık, Ankara, 2009
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Week	Weekly Detailed Course Contents	
1	Theoretical	Time Concept and Types
2	Theoretical	The Concept of Recreation and Types of Recreation
3	Theoretical	Relationship between Recreation Characteristics, Development and Tourism
4	Theoretical	Recreation Management
5	Theoretical	Animation Concept, Types and Properties
6	Theoretical	Effect of animation services on touristic product, functions and cost
7	Theoretical	Animation system and its principles
8	Intermediate Exam	midterm
9	Theoretical	Management of animation service
10	Theoretical	Organization of animation services
11	Theoretical	Management processes in animation
12	Theoretical	Animating occupational standards
13	Theoretical	Applied animation activities
14	Final Exam	final

### Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	1	1	28
Lecture - Practice	14	1	2	42
Total Workload (Hours)				70
[Total Workload (Hours) / 25*] = ECTS				3

\*25 hour workload is accepted as 1 ECTS

### Learning Outcomes

1	Gains knowledge of how to evaluate free time.
2	Comment on the relationship between recreation theory, characteristics and tourism
3	Explain the place and importance of animation services in tourism sector



4	Performs applied animation activities
5	Plans animation activities

#### 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

