



AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Educational Games							
Course Code		SYB458		Course Level		First Cycle (Bachelor's Degree)			
ECTS Credit	3	Workload	76 (Hours)	Theory	2	Practice	0	Laboratory	0
Objectives of the Course		The definition and history of educational game, the importance of the game, the contribution of the game to child development, game environment, tools and equipment, teaching basic movements with the game, the use of educational games in physical education classes, the use of educational games in sports education							
Course Content		Definition, history, importance of play for children, effects on child development, play environment and instruments, teaching basic movements with play, game selection, games that develop coordination, games containing rhythmic activities, preparing and playing play material.							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Demonstration					
Name of Lecturer(s)		Assoc. Prof. Hasan GÜLER							

Prerequisites & Co-requisites

ECTS Requisite	3
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Assessment Methods and Criteria

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

Recommended or Required Reading

1	Agbuga B. Aslan, S. (2010). Physical Education with Games for Primary Schools. Ankara: Nobel Yayın Dağıtım.
2	Kale, R. (2007). Physical Education and Game Teaching in Primary Education. Ankara: Pegem Academy Publishing.

Week	Weekly Detailed Course Contents	
1	Theoretical	Game concept, definition, classification
2	Theoretical	Effect of play on child development; Physical, Social, Psychological
3	Theoretical	Using the game in education
4	Theoretical	Structure, characteristics and classification of educational games
5	Theoretical	Objectives in educational games
6	Theoretical	Educational game and classification
7	Theoretical	Educational game in physical education class
8	Intermediate Exam	Midterm
9	Theoretical	Game planning and game selection
10	Theoretical	Managing the educational game, diversifying the game
11	Theoretical	Discipline, punishment and reward in playing educational games
12	Theoretical	Educational game for children with physical disabilities
13	Theoretical	Evaluation of educational games
14	Final Exam	Final Exam.

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	2	28
Assignment	2	11	2	26
Midterm Examination	1	9	1	10



Final Examination	1	11	1	12
Total Workload (Hours)				76
[Total Workload (Hours) / 25*] = ECTS				3
*25 hour workload is accepted as 1 ECTS				

Learning Outcomes

1	Defines the concepts related to games.
2	Defines the importance of games on child development.
3	Defines the effect of games on child development
4	Teaches the basic skills of the game.
5	Teaches team and individual games.

Programme Outcomes (Sports Management)

1	1. To be able to explain the elements of management and organization and to apply the functions of management in sports organizations
2	2. To be able to understand the interdisciplinary and the multidisciplinary nature of the field of sport management.
3	3. To be able to comprehend the knowledge, skills and values related to the management of the general business areas in addition to sports industry at the top-level.
4	4. To be able to define and explain internal and external factors that shape and influence the sports in our country and the World.
5	5. To be able to comprehend and interpret the technical strategies and the managerial skills of the branch of sports chosen.
6	The skill of creating, applying and interpreting the plans of project and program
7	7. To be able to develop strategies financially for the sports organizations, to evaluate the budgets, the sources of income and the expenses
8	8. To be able to comprehend and interpret how the ethical principles influence the process of financial, marketing and administrative decision-making at the sports organizations
9	9. To be able to know the basic principles and methods of the sports marketing at the national and international level
10	10. To be able to understand the qualitative and quantitative analysis and be able to use them effectively

