



## AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Educational Video Design							
Course Code		BPR192		Course Level		Short Cycle (Associate's Degree)			
ECTS Credit	2	Workload	50 (Hours)	Theory	2	Practice	0	Laboratory	0
Objectives of the Course		In this course, students will be able to understand the basic principles and stages of writing educational content scenario, starting to translate their thoughts into syntactic language in line with the basic principles and stages it is intended to.							
Course Content		In this course, basic concepts related to video design with educational content, according to the purposes of use instructional video design, instructional video layers , instructional video preparation workflow and instructional video evaluation topics will be discussed.							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Discussion, Individual Study, Problem Solving					
Name of Lecturer(s)									

### Assessment Methods and Criteria

Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	60

### Recommended or Required Reading

1	Miller, William (2009). Senaryo Yazılımı: Sinema ve Televizyon için. İstanbul: Hayalbaz Kitap.
2	Chion, Micheal (1992). Bir Senaryo Yazmak, Çev. Nedret Tanyolaç Öztokat. İstanbul: Afa Yayınları.
3	Akyürek, Feridun (2004). Senaryo Yazarı Olmak. İstanbul: MediaCat Yayınları.

Week	Weekly Detailed Course Contents	
1	Theoretical	Describe what the educational video is and its intended use.
2	Theoretical	Giving information about the historical development of educational videos. Explanation of the educational video design process.
3	Theoretical	According to the intended use educational videos (lectures, videos, case studies, videos, case studyvideos, display (how to) videos, footage of real events, etc.)
4	Theoretical	Explain educational video production processes (pre-production, construction and post-production) according to their characteristics.
5	Theoretical	Layers in educational video development.
6	Theoretical	Layers in educational video development.
7	Theoretical	Layers in educational video development.
8	Theoretical	Technologies used in instructional video design and production. (midterm)
9	Theoretical	Technologies used in instructional video design and production.
10	Theoretical	Effects of educational videos on students in or out of classroom.
11	Theoretical	Evaluating and investigating successfull samples
12	Theoretical	Sample projects and applications
13	Theoretical	Sample projects and applications
14	Practice	Evaluating educational videos designed for different context

### Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	2	28
Assignment	1	0	5	5
Term Project	1	0	5	5
Midterm Examination	1	5	1	6



Final Examination	1	5	1	6
Total Workload (Hours)				50
[Total Workload (Hours) / 25*] = ECTS				2
*25 hour workload is accepted as 1 ECTS				

### Learning Outcomes

1	Can tell the intended purpose of the educational video.
2	It can give information about the historical development of the educational video.
3	Describe the educational video design process.
4	Defines the basic concepts of video design with educational content.
5	Explains the factors that make instructional video use necessary.
6	Explain the aims of educational videos according to the purposes of usage
7	Instructional video preparation lists what needs to be done in the workflow.
8	Recognizes the technologies used in instructional video design and production according to the purpose and characteristics of usage.
9	Evaluates the reports for designed educational videos.

### Programme Outcomes (Garment Manufacturing Technology)

1	To be able to use theoretical and practical knowledge related to Garment Manufacturing Technology
2	To carry out brand management, marketing and promotional activities related to Garment Manufacturing Technology
3	Having the skills of data collection, research report preparation and presentation for the research, preparing the project
4	Being able to plan the processes / processes related to Garment Manufacturing Technology to meet the expectations of the sector, to be able to make business organization, production plan and control, prepare working instructions
5	To be able to determine textile raw materials and surface properties, to choose garment auxiliary materials, to be able to control materials
6	To be able to carry out steps of pattern preparation, grading, pattern layout preparation
7	To be able to use necessary equipments and machines for applications related to Garment Manufacturing Technology and to make adjustments and maintenance
8	To be able to use computer aided pattern and design programs, production applications in Garment Manufacturing Technology
9	Having the ability to manage and organize business by creating the idea of establishing a business in the field
10	To be able to create a model by applying technical drawings of clothing and basic arts education
11	To be able to realize basic sewing techniques, production stages of women's, men's and children's wear

### Contribution of Learning Outcomes to Programme Outcomes 1:Very Low, 2:Low, 3:Medium, 4:High, 5:Very High

	L1
P2	1

