



## AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Sports Educational Games							
Course Code		TS007		Course Level		Short Cycle (Associate's Degree)			
ECTS Credit	2	Workload	55 (Hours)	Theory	2	Practice	0	Laboratory	0
Objectives of the Course		Students to gain technical skills through the game, to teach sports and social rules to abide by.							
Course Content		Basic skills in students, learning methods, educational and musical games, examples of modern folk dance, definition and general features of the games to learn.							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Demonstration, Discussion, Individual Study					
Name of Lecturer(s)									

### Assessment Methods and Criteria

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

### Recommended or Required Reading

1	Lecturer. See. Ebru DERECELİ lecture notes
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Week	Weekly Detailed Course Contents	
1	Theoretical	Course content, educational games
2	Theoretical	Development with the principles of individual Game
3	Theoretical	The birth of the game, the concept and development
4	Theoretical	Classification and their effects on the development of the game
5	Theoretical	The structure and features educational games - game application
6	Theoretical	Classification of educational games - game application
7	Theoretical	game application
8	Intermediate Exam	Midterm
9	Theoretical	Effect on motoric abilities of educational games - game application
11	Theoretical	game application
12	Theoretical	game application
13	Theoretical	game application
14	Theoretical	game application
15	Theoretical	game application

### Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	1	2	42
Assignment	1	3	2	5
Midterm Examination	1	2	2	4
Final Examination	1	2	2	4
Total Workload (Hours)				55
[Total Workload (Hours) / 25*] = ECTS				2

\*25 hour workload is accepted as 1 ECTS

### Learning Outcomes

1	Know the concept of games and educational games
2	Understands the physical and psychological characteristics of the child develops in the game
3	Makes the game variations
4	will have the necessary information regarding providing discipline



5	Know the physical development of the game will be provided with training
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**Programme Outcomes (Medical Imaging Techniques)**

1	To be able to get information the working principles of Radiology, Nuclear Medicine and Radiotherapy devices, and distinguish their components, use these devices in accordance with operating instructions.
2	To be able to perform the procedures in accordance with the examination of Radiology and Nuclear Medicine imaging .
3	To be able to apply the radiotherapy treatment, planned by radiation physicist with instruction of radiotherapist.
4	To be able to develop and perform the film printing of the images that obtained by imaging techniques of Radiology, Nuclear Medicine
5	To be able to evaluate the images that obtained by imaging techniques of Radiology, Nuclear Medicine in terms of radiographic quality and takes the necessary measures.
6	To be able to know the medical and radiologic terminology, and pronounce and use them correctly
7	To be able to take the necessary measures in accordance with the rules of Radiation safety and protection from radiation, and apply them.
8	To be able to distinguish the anatomical structures on images, obtained by the conventional and cross-sectional imaging techniques of Radiology, Nuclear medicine.
9	To be able to communicate well with patient, their family and the hospital staff.
10	To be able to move with own professional duties, powers and responsibilities of the consciousness and apply the rules of professional ethics.
11	To be able to adapt to a multi-disciplinary team work.
12	To be able to have a basic knowledge of human physiology.
13	To be able to distinguish anatomical structures.
14	To be able to establish a cause-and-effect relationship between events.
15	To be able to have the ability of analytical thinking and problem solving.
16	To be able to apply the basic principles of first aid.
17	It has basic knowledge about human anatomy
18	Understanding the basic concepts and principles of physics while providing, in the medical field and in particular medical imaging students better understand the issues involving technical vocational courses
19	OHS 'basic concepts; work accidents, occupational diseases, occupational physicians, occupational safety specialist, İSGB, OSGB, hazard classes, risk assessment, OHS employee representatives is
20	Have basic knowledge about basic medical practices and makes applications

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

	L1	L2	L3	L4	L5
P11	3	3	3	3	3

