AYDIN ADNAN MENDERES UNIVERSITY
COURSE INFORMATION FORM

Course Title		Animation					
Course Code		THM252		Couse Level	Short Cycle (Associate's Degree)		
ECTS Credit	4	Workload	97 *(Hours)*	Theory	1	Practice	2	Laboratory	0
Objectives of the Course		With this course; To comprehend the importance of the animation department in tourism enterprises and to know the applications of dance, theater, children's games, pool games and other demonstration activities under the name of animation department and to take active roles in these applications. intended.					
Course Content		The concept of leisure, the definition of animation, its features, staff and education, preparation and management of animation programs are the content of this course.					
Work Placement		N/A					
Planned Learning Activities and Teaching Methods		Explanation (Presentation), Demonstration, Individual Study					
Name of Lecturer(s)		Ins. Metin POLAT					

Assessment Methods and Criteria

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

Recommended or Required Reading

1	1. Kocaekşi, S. (2013) Boş Zaman ve Rekreasyon Yönetimi, Anadolu Üni. AÖF Eskişehir.
2	2. Hazar, A. (2011) Rekreasyon ve Animasyon, Detay, Ankara
3	3. Hacıoğlu, N. (2011) Boş zaman Rekreasyon Yönetimi ve Örnek Animasyon Uygulamaları, Detay, Ankara

Week	Weekly Detailed Course Contents	
1	Theoretical	The Basics of Animation The Relationship Between Animation Tourism
2	Theoretical	Functions of Animation Services and Effects of Animation on Touristic Product
3	Theoretical	Organization of Animation Department in Hotels, Duties of Staff And Responsibilities
4	Theoretical	Entertaiment Services Planning, Departments
5	Theoretical	Entertainment Services: Sportive, Socio-Cultural, Travel, Performing arts
6	Theoretical	Entertainment Services: Sportive, Socio-Cultural, Travel, Performing arts
7	Theoretical	Mini Club
8	Intermediate Exam	Midterm Exam
9	Practice	entertainment practice
10	Practice	entertainment practice
11	Practice	entertainment practice
12	Practice	entertainment practice
13	Practice	entertainment practice
14	Practice	entertainment practice
15	Practice	exam

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	1	14
Lecture - Practice	14	2	2	56
Term Project	1	20	1	21

Midterm Examination	1	5	1	6
		Total Workload (Hours)		97
		[Total Workload (Hours) / 25*] = **ECTS**		4

*25 hour workload is accepted as 1 ECTS

Learning Outcomes

1	Knowing the applications of dance, theater, children's games, pool games and other sports activities performed under the animation department in hotel establishments
2	To have knowledge about stage tools technical knowledge, child psychology, basic music knowledge, speech art and technique, management and organization, culture and folk sciences, child animation and adaptation techniques and to take active roles in organizations related to these subjects
3	To participate in the team work as a team member in the demonstration organizations in which guests participate collectively.
4	To have theoretical and practical knowledge of children's entertainment in accommodation establishments
5	To be able to plan and manage animation and entertainment services

Programme Outcomes *(Tourism and Hotel Management)*

1	To be able to use a second foreign language at intermediate level
2	To have the ability to use information technologies in the field at a good level.
3	Competence in human relations and behaviors required by tourism industry.
4	To be able to dominate the issues of entrepreneurship and business establishment procedures in the field of accommodation management
5	To have the knowledge and skills required by the profession
6	To have information about equipment and equipment used in accommodation establishments

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

	L1	L2	L3	L4	L5
P1	5	5	5	3	3
P2					1
P3	5	5	5	5	5
P4	1	2	2	2	5
P5	3	3	2	2	4
P6	2	3	2	1	2