AYDIN ADNAN MENDERES UNIVERSITY
COURSE INFORMATION FORM

Course Title	Educational Video Design								
Course Code	BPR192		Couse 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 *(Automotive Technology)*	
1	To be able to interpret and evaluate data, identify problems, analyze them, and develop evidence-based solutions by using basic knowledge and skills in the field.
2	Must be able to choose and effectively use the modern techniques, tools and information technologies necessary for field related applications.
3	Must be able to gain practical skills by examining relevant processes in industry and service sector on site.
4	They must be able to produce solutions, take responsibility for teams or do individual work when they encounter situations unforeseen in the field related applications.
5	Awareness of the need for lifelong learning; it must be able to follow the developments in science and technology and to constantly renew itself.
6	Must be able to use computer software and hardware at the basic level required by the field
7	Must have job security, worker health, environmental protection knowledge and quality awareness.
8	He must possess a level of foreign language knowledge that is capable of following the innovations in his area of expertise and communication techniques.
9	Must be able to acquire basic theoretical and practical knowledge about the field in mathematics, science and basic engineering.
10	It should have the ability to plan the processes / processes of the Automotive Program to meet the expectations of the sector.
11	To be able to design the systems and components related to the field by using technical drawing, computer aided drawing, designing using simulation programs and using various softwares, to be able to make basic sizing calculations, to be able to master professional plans and projects.

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

	L1	L2	L3	L4	L5	L6	L7	L8	L9
P5	1								
P6	2	2	2	2	2	2	2	2	2