

### AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Turkish Folk Dance							
Course Code		ÖGK228		Couse Level		Short Cycle (Associate's Degree)			
ECTS Credit	2 Workload 50 (Hours) Theory 1 Practice		1	Laboratory	0				
Objectives of the Course		universal lang The general of improve their of	Folk dances is one of the most important disciplines supporting all development areas and it is a universal language. The general objectives of the folk dances course are to improve the aesthetics of the students, to improve their creativity and skills by dancing, to get to know the national dance cultures, to raise individuals who are devoted to their culture by contributing to their personality and self-confidence development.						
Course Content To be able to recognize, understan			derstand	and apply Tu	kish folk dance	es and culture	э.		
Work Placemer	nt	N/A							
Planned Learning Activities and Teaching Methods			Explana	tion (Presenta	tion), Demonst	tration			
Name of Lecturer(s)									

# Assessment Methods and Criteria

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

### **Recommended or Required Reading**

1 Folk Dances, Cemil Demirsipahi

Week	Weekly Detailed Course Contents					
1	Theoretical	ntroduction of the lesson (aim and working plan of the lesson)				
2	Theoretical & Practice	What are folk dances?				
3	Theoretical & Practice	Zeybek culture and structure of Zeybek dances				
4	Practice	Harmandalı zeybeği stance and steps				
5	Practice	Harmandalı zeybeği stance and steps				
6	Practice	Harmandali zeybek steps				
7	Practice	Harmandali zeybeek steps				
8	Intermediate Exam	midterm				
9	Practice	Other Locality steps				
10	Practice	Other Locality steps				
11	Practice	Other Locality steps				
12	Practice	Other Locality steps				
13	Practice	Other Locality steps				
14	Practice	Other Locality steps				
15	Final Exam	Final exam				

## **Workload Calculation**

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	1	14
Lecture - Practice	14	0	1	14
Midterm Examination	1	9	1	10
Final Examination	1	11	1	12
Total Workload (Hours) 50				
[Total Workload (Hours) / 25*] = <b>ECTS</b>				2
*25 hour workload is accepted as 1 ECTS				



Learning Outcomes					
1	Listening, simulating, playing, playing, creating, criticizing, coordination, observing, liking and disliking.				
2	To be able to communicate in a conscious, informed and effective way with music, folk dances and folk dances.				
3	Learning to share as a result of teamwork				
4	Being able to realize the joy, spirit and joy of life with dance.				
5	Ability to improve her manipulation by applying her creative skills				

# Programme Outcomes (Fashion Design)

1	Be able to use the theoretical and practical knowledge related to fashion design
2	Fashion marketing and promotional activities should be carried out in matters related to fashion design
3	Must be able to collect data for research, prepare and present research report, prepare project
4	Designing personal clothing to meet the expectations of the sector and preparing the creations on the computer
5	Should be able to recognize the fabric surfaces, select auxiliary materials, control materials.
6	It should be able to carry out steps of mold preparation, spreading, laying plan preparation.
7	Must be able to use the necessary equipment, equipment and machines for the applications related to fashion design, and make adjustments and maintenance.
8	Must be able to use computerized mold and design programs in the field of fashion design.
9	Must have the ability to manage and organize business by creating the idea of establishing a business in the field.
10	Can create a model she designs in her mind by applying the technical drawings of the clothes and fashion formal training.
11	Basic sewing techniques should be able to realize the 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	L2	L3	L4	L5	
P1	3	3				
P5					3	
P7				3		
P10			3			

