

BALIKESIR UNIVERSITY
NECATİBEY EDUCATION FACULTY
UNIVERSITY ELECTIVE COURSE PROPOSAL FORM

Department/Program	Computer Education and Instructional Technologies					
Course unit title	Graphics and Animation in Education					
Semester	3					
Language of instruction	Turkish					
Credit	2					
Number of ECTS credits	3					
Mode of delivery	Online					
Objectives of the course	This is a course focused on gaining knowledge about basic graphics and animation programs and creating interactive animations in order to develop computer-assisted instructional software.					
Course content	Course content covers the following topics in general: Creating graphics and bitmap images, working with text, audio and video, using symbols and layers, performing timeline and tweening operations, using masking techniques, producing animations, creating and managing movie clips, working on basic actions for interaction, producing advanced interactions using programming languages.					
Prerequisites and corequisites						
Name of lecturer	Assoc. Prof. Dr. Semiral Öncü			e-mail: semiral@gmail.com		
Assistants				e-mail:		
Internship	---					
Resources	Chun, R. (2022). <i>Adobe Animate Classroom in a Book</i> . Addison Wesley. ISBN: 0137623585					
Type of course unit	Students are expected to attend the classes with their own computers.					
Planning learning activities and teaching methods						
Assessment methods and criteria	ECTS allocated based on student workload					
In-term studies	Quantity	Percentage (%)	Activities	Quantity	Duration	Total workload (hours)
Mid-terms	1	40	Course duration	14	2	28
Quizzes			Hours for off-the-course study	14	2	28
Assignment			Mid-terms	1	2	2
Attendance			Final exams	1	2	2

Practice			Total workload (hours): 60
Project			Number of ECTS credits: 3
Final exam	1	60	
Learning outcomes	1. Explains why and for what purposes animated and interactive objects can be used in education. 2. Uses visual design principles while preparing animated and interactive objects. 3. Uses symbols when working with objects; interprets the library feature that is frequently used in material development programs and uses it when necessary. 4. Uses layers effectively. 5. Is aware of the concept of timing in animation and uses the timeline effectively. 6. Interprets the differences between creating frame-by-frame animations and creating tweens. 7. Distinguishes between tween creation methods and uses all kinds of tween methods. 8. Designs advanced animations with the help of the bone tool. 9. Knows and applies basic programming commands and techniques used in the preparation of animated and interactive objects. 10. Explains the differences between project files and published files. 11. Understands and provides the necessary publishing conditions for the effective use of animated and interactive objects on online and offline systems.		
Weekly detailed course contents			
Weeks	Topics	Prerequisites	Resources
1	Presentation of the course. The use of animation in education.		
2	Getting to know Adobe Animate.		
3	Drawing basic shapes.		
4	Going beyond basic shapes.		
5	Use of graphic symbols.		
6	Creating frame-by-frame animations.		
7	Creating animation with Shape Tween method.		
8	Creating animation with Classic Tween method. Working with button symbols.		
9	Adding interaction with the help of Javascript. Javascript basics. Working with variables.		
10	Using functions. Working with objects in the scene.		
11	Using Classes.		
12	Working with sound objects.		
13	Working with video objects.		
14	Adding interaction with the help of Javascript. (Video control with the help of Code Snippets). Adding inverse kinematic actions with the help of the bone tool.		
Contribution of learning outcomes to program outcome			