

ESOGU Faculty of Art and Design Visual Communication Design Department COURSE INFORMATION FORM

SEMESTER	Fall
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COURSE CODE	1413145004	COURSE NAME	Editing Techniques I
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SEMESTER	WEE	EKLY COURSE	PERIOD	COURSE OF					
SEVIESTER	Theo	ry Practice	Labrator	Credit	ECTS	Туре		Language	
5	2	2	0	3	5	COMPULSORY (X) ELECTIV	Æ()	Turkish	
COURSE CATEGORY									
Basic Education Art			Design		Visual Communication 5		Social Science		
		2		2		1			
			A	ASSESSMENT CRITERIA					
				Evaluati	on Type	Quantity	%		
				1st Mid-Term		1		<mark>40</mark>	
				2nd Mid-Term					
				Quiz					
	MID	-TERM		Homework					
				Project					
			Ī	Report					
			Ī	Others ()				
FINAL EXAM						1		60	
PREREQUIEITE(S)						1			
COURSE DESCRIPTION				The concept and aesthetic of editing, Editing tools, Desktop editing systems and their principles, Adobe CC Premiere Pro, practices and projects					
COURSE OBJECTIVES				Introducing editing techniques and application programs for video and audio					
ADDITIVE OF COURSE TO APPLY PROFESSIONAL EDUCATION				 □ Understanding of the diversity, aesthetic sensitivity and the visual language of art and design and to reflect it into design. □ Ability to recognize the design techniques and technology and to identify their differences, applications and methods. 					
COURSE OUTCOMES				 □ Ability to explain the aim of editing in image and audio. □ Ability to define tape editing. □ Ability to utilize necessary hardware and software to make desktop editing possible □ Ability to use desktop editing systems. 					
Video ve Film Kurgusuna Giriş, Bülent Küçüke. Yayınları, 2008					na Giriş, Bülent Küçükerdoğ	an, İst	tanbul: Es		
OTHER REF	EREN	CES		☐ Filmin Dili: Kurgu, Murat Toprak, İstanbul, Kalkedon Yayıncılık, 2012. ☐ Sinemada Yönetmenlik, Oyunculuk, Kurgu, Edward Dmytryk, İstanbul, Doruk Yayınları, 2011					
TOOLS AND EQUIPMENTS REQUIRED Computer, editing software									

	WEEKLY COURSE SYLLABUS					
WEEK	TOPICS					
1	What is editing, the concept and aesthetic of editing					
2	Basic concepts in editing					
3	Editing tools					
4	The opearation principles of desktop editing systems					
5	Adobe CC Premiere Pro desktop editing program features					
6	Adobe CC Premiere Pro desktop editing program features					
7	Adobe CC Premiere Pro desktop editing program features					
8	MIDTERM EXAMS					
9	Adobe CC Premiere Pro desktop editing program features					
10	Adobe CC Premiere Pro desktop editing program features					
11	Application					
12	Application					
13	Application					
14	Application					
15	FINAL EXAM					
16	FINAL EXAM					

NO	DDOCDAM OVECOMES	Contribution Level			
	PROGRAM OUTCOMES	3	2	1	
1	The ability to comprehend the basic concepts and principles of visual communication design and to establish their relationship with other disciplines		х		
2	The ability to comprehend the design culture and ethics, the rights and responsibilities of designers			х	
3	The ability to grasp the visual language and aesthetic sensitivity of the design and reflect these on designs		х		
4	The ability to analyze by thinking critically, to reflect this on their designs, and to offer appropriate solutions to problems	х			
5	The ability to recognize design technique and technology, to comprehend application areas and methods	х			
6	The ability to comprehend and apply the design process and production techniques		х		
7	The ability to update design knowledge in line with the requirements of the age and technological developments		х		
8	Comprehending local and universal values; the ability to develop an understanding of design from local to universal			х	
9	The ability to comprehend the importance of sustainable design in the protection of nature and the environment			х	
10	The ability to gain sensitivity to the current problems of the society and to develop solutions to these problems			х	
1: None	. 2: Partially contribution. 3: Completely contribution.				

Instructor(s): Öğr. Gör. Latif Koşu

Signature: Date: