



Eskişehir Osmangazi University Art and Design Faculty
Department of Visual Communication Design

COURSE INFORMATION FORM

SEMESTER FALL

COURSE CODE	141315021	COURSE NAME	VIDEO ART
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SEMESTER	WEEKLY COURSE HOURS			COURSE			
	THEORY	APPLICATION	LAB.	CREDIT	ECTS	TYPE	LANGUAGE
5	2	0		2	2	Elective	Turkish

CATEGORY OF COURSE (ECTS Credit Distribution)				
Basic Education	Art	Design	Visual Communication	Social Science
	1		1	

EVALUATION CRITERIA			
EXAM TYPE		EXAM TYPE	PERCENTAGE OF EXAM
EXAMS IN SEMESTER	Midterm Exam 1	Project	40
FINAL EXAM		Project	60
EXCUSE EXAMINATION			
RESIT EXAMINATION			

RECOMMENDED PREREQUISITES OF COURSE	None
COURSE CONTENT	Introduction to Video Art, Video Editing, Concept, Video art examples, Introduction Final Cut program, Video Clip Import and Export, transition between clips, Filtering Images, Creating keyframe, Creating Master, Editing, and Critics of the video art
COURSE OBJECTIVES	Understanding the process of video art philosophy by examining the video art samples Creating experimental video works with video editing programs.
CONTRIBUTION TO VOCATIONAL EDUCATION	Ability to utilize various artistic and industrial production techniques.
LEARNING OUTCOMES	<ul style="list-style-type: none">• Student will learn the Video Art Principles and Philosophy.• Student will understand the Video art editing process with applications
TEXTBOOK	<ul style="list-style-type: none">• Küçükerođan, Bülent, (2008) Zengin İbrahim, Yavuz Turhan. Video ve Film Kurgusuna Giriş, Es Yayınları, İstanbul.
REFERENCES	<ul style="list-style-type: none">• Weynand Diana,(2004) Apple Pro Training Series: Final Cut Pro HD, Peachpit.• Canıklıgil İlker, (2007) Dijital Video ile Sinema Sanatı, Pusula Yayıncılık, İstanbul.• Murch Walter,(2005) Göz Kırparken, İstanbul Bilgi Yayınları, İstanbul
MATERIALS	Computer, Final Cut program.



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WEEKLY COURSE PLAN	
WEEK	SUBJECTS
1	Introduction to Video Art
2	Video Edit Concept
3	Development process of video editing
4	Video art examples
5	Introduction Final Cut
6	Final Cut Interface Logic
7	MIDTERM EXAMS
8	MIDTERM EXAMS
9	Import, Process and Export Process
10	Logic of transition between images
11	Filtering Images
12	Creating keyframe
13	Creating Master: Mov
14	Editing process of the video
15	Critics of the video art
16	FINAL EXAM

NO	COURSE CONTRIBUTION TO THE PROGRAM OUTCOMES	CONTRIBUTION LEVEL		
		1 low	2 med	3 high
1	Ability to establish and conceive the basic concepts, principles and the history of communication and visual communication design and relate to other disciplines.		x	
2	Understanding of the design culture, ethics, and the rights and responsibilities of designers.		x	
3	Understanding of the diversity, aesthetic sensitivity and the visual language of art and design and to reflect it into design.	x		
4	Ability to analyze with interrogation and critical thinking and to reflect it into design, and to find appropriate solutions to design problems.	x		
5	Ability to recognize the design techniques and technology and to identify their differences, applications and methods.	x		
6	Ability to understand and practice the design process, its steps, and production techniques.	x		
7	Ability to refresh knowledge on design process and design information in accordance with the modern requirements and technological developments.	x		
8	Ability to utilize various artistic and industrial production techniques.		x	
9	Appreciation of the national and universal values and ability to expand design concepts from national level to universal level.		x	
10	Awareness for the protection of nature and the environment as well as eco-design,			x
11	Ability to prepare social responsibility projects in order to raise design awareness.		x	

LECTURER	SIGNATURE	DATE
Bilge Kinam		26.03.2015