

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

COURSE INFORMATION FORM

				SEMESTER	Fall
COURSE CODE 1413	315004 C	COURSE NAME	EDITING TECHNIQUES I		

CENTER	WE	EEKLY COURSE HO	COURSE				
SEMESTER	THEORY	APPLICATION LAB. CREDIT		ECTS	TYPE	LANGUAGE	
5	2	2	0	3	5	Required	Turkish

CATEGORY OF COURSE					
Basic Education Art		Design	Visual Communication	Social Science	
	2	2	1		

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

RECOMMENDED PREREQUISITES OF COURSE	
CONTENT BRIEF	The concept and aesthetic of editing, Editing tools, Desktop editing systems and their principles, Final Cut Studio editing program features, Adobe CS6 Premiere Pro, practices and projects
COURSE OBJECTIVES	Introducing editing techniques and application programs for video and audio
CONTRIBUTION TO VOCATIONAL 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.
LEARNING 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.
REFERENCES	Video ve Film Kurgusuna Giriş, Bülent Küçükerdoğan, İstanbul: Es Yayınları, 2008.
TEXTBOOKS / NOTES	 Filmin Dili: Kurgu, Murat Toprak, İstanbul, Kalkedon Yayıncılık, 2012. Sinemada Yönetmenlik, Oyunculuk, Kurgu, Edward Dmytryk, İstanbul, Doruk Yayınları, 2011
MATERIALS	Computer



	WEEKLY COURSE PLAN				
WEEK	SUBJECTS				
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 – differences between magnetic tapes and editing systems				
5	Final Cut Studio – editing program features				
6	Final Cut Studio – editing program features				
7	MIDTERM EXAMS				
8	MIDTERM EXAMS				
9	Adobe CS6 Premiere Pro desktop editing program features				
10	Adobe CS6 Premiere Pro desktop editing program features				
11	Application				
12	Application				
13	Application				
14	Application				
15-16	FINAL EXAMS				

		CONTRIBUTION LEVEL		
NO	COURSE CONTRIBUTION TO THE PROGRAM OUTCOMES		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.		х	
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.	х		
9	Appreciation of the national and universal values and ability to expand design concepts from national level to universal level.	х		
10	Awareness for the protection of nature and the environment as well as eco- design,	х		
11	Ability to prepare social responsibility projects in order to raise design awareness.	х		

LECTURER	SIGNATURE	DATE
Öğr. Gör. Latif Koşu		26.03.2015