

COURSE SYLLABUS						
Course Title	Course Code	Semester	Course Hour/Week		Credit	ECTS
Emerging Film Techniques	FIDE 304	6	Theory 2	Practice 2	3	5
Course Type	Compulsory Courses	Department Elective	Faculty Elective	University Elective	CoHE (YÖK) Compulsory	Other
		X				
Level of Course	Associate Degree (Short Cycle)		Undergraduate (First Cycle)		Graduate / Doctoral (Second / Third Cycle)	
			X			

Language of Instruction	English
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Course Instructor(s)	Assoc. Prof. Dr. Emrah Öztürk	E-mail: emrah.ozturk@arucad.edu.tr Office: 1016	
Course Objectives	The objective of this course is to introduce students to innovative and evolving techniques in contemporary filmmaking, exploring new approaches in cinematography, storytelling, visual design, sound, and digital technologies. The course aims to develop students' ability to analyze, experiment with, and apply emerging film practices, including new production methods, creative technologies, and interdisciplinary approaches, in order to create original and visually compelling cinematic works.		
Course Learning Outcomes	Students will be able to:	Teaching Method	Assessment Method
	CLO1: Identify and analyze emerging trends, technologies, and creative approaches shaping contemporary filmmaking practices.	Lectures, and discussions	Midterm project
	CLO2: Evaluate the impact of new digital tools, visual effects, virtual production, artificial intelligence, and innovative workflows on	Studio practice, guided exercises	Project assignments

	film production and storytelling.		
	CLO3: Apply experimental cinematographic, narrative, and production techniques to develop original film projects.	Hands-on training	Parctical Projects
	CLO4: Integrate new media technologies and interdisciplinary approaches into creative filmmaking processes.	case studies, discussions	Midterm and final projects
	CLO5: Critically assess contemporary films and productions that utilize innovative techniques in terms of aesthetics, storytelling, and audience experience.	Project-based learning, supervision	Production and editing Project
	CLO6: Design and produce creative cinematic works by combining traditional filmmaking principles with emerging technologies and practices.	Project-based learning, supervision	project critique
Course Content	This course explores contemporary and future-oriented approaches to filmmaking by examining innovative techniques, technologies, and creative practices that are transforming cinematic production. Students will study developments in cinematography, digital filmmaking, visual effects, virtual production, immersive media, artificial intelligence, and experimental storytelling methods. The course emphasizes both theoretical understanding and practical application, encouraging students to experiment with new tools and develop creative strategies for modern film production.		

COURSE OUTLINE/SCHEDULE

Week	Topic	Implementa tion (theory/p ractice)	Required Reading, Preliminary preparation
1	Introduction to the Course and Syllabus Review	T	-
2	The camera: How it Works? Camera Shots, Angles and Movements How to mount a tripod?	T/P	<i>The Filmmaker's EYE: learning (and breaking) the rules of cinematic composition.</i>
3	Editing: Useful tips for editing	T / P	Cinematic Storytelling: The 100 Most Powerful Film Conventions Every Filmmaker Must Know.
4	Flying the Drone 1	T/P	Cinematography: Theory and Practice: Image Making for Cinematographers and Directors
5	Flying the Drone 1	T/P	The Film Handbook Cinematography: Theory and Practice: Image Making for Cinematographers and Directors
6	How to use Gimble 1	T/P	Cinematography: Theory and Practice: Image Making for Cinematographers and Directors
7	How to use Gimble 2	T/P	Cinematography: Theory and Practice: Image Making for Cinematographers and Directors
8	MIDTERM WEEK		
9	Easy Shooting with Easyrig	T / P	Cinematic Storytelling: The 100 Most Powerful Film Conventions Every Filmmaker Must Know.

10	Lighting 1	T / P	Cinematography: Theory and Practice: Image Making for Cinematographers and Directors
11	Lighting 2	T / P	The Film Handbook
12	Mobil Cinema	T / P	Cinematic Storytelling: The 100 Most Powerful Film Conventions Every Filmmaker Must Know.
13	Sound 1	T / P	Cinematic Storytelling: The 100 Most Powerful Film Conventions Every Filmmaker Must Know.
14	Sound 2	T / P	Cinematic Storytelling: The 100 Most Powerful Film Conventions Every Filmmaker Must Know.
15	Editing: Coloring the Picture	T / P	Cinematic Storytelling: The 100 Most Powerful Film Conventions Every Filmmaker Must Know.
16	Project	T / P	
17	FINAL		

<p>Required Course Material(s) / Reading(s)/ Text Book(s)</p>	<p>Brown, B. (2016). Cinematography: Theory and Practice: Image Making for Cinematographers and Directors, London: Routledge.</p> <p>Van Sijl, J. (2005). Cinematic Storytelling: The 100 Most Powerful Film Conventions Every Filmmaker Must Know. Los Angeles, California : Michael Wiese Productions.</p> <p>De Valk, M. and Arnold, S. (2013). The Film Handbook (Media Practice). London: Routledge.</p>
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Recommended Course Material(s)/ Reading(s) /Other	Mercado, G. (2010). <i>The filmmaker's eye : learning (and breaking) the rules of cinematic composition</i> . New York: Focal Press, Taylor and Francis Group.
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ASSESSMENT		
Learning Activities	NUMBER	WEIGHT in %
Mid-Term	1	40
Quiz		
Assignment		
Project		
Field Study		
Presentation / Seminar		
Studio Practice		
Other (class participation)		
Contribution of Final Examination/Final Project/ Dissertation to the Final Grade	1	60
TOTAL		100















CONTRIBUTION OF COURSE LEARNING OUTCOMES TO PROGRAMME LEARNING OUTCOMES						
No	PROGRAMME LEARNING OUTCOMES	Level of Contribution (1-lowest/ 5-highest)				
		1	2	3	4	5
1	Enable students to develop knowledgeable, critical and creative approaches to understanding the principles of film making in contemporary culture.					
2	Develop an understanding of the distinct qualities of the discipline and its major assumptions, debates and theoretical models.					
3	Develop advanced practical skills in a range of creative contexts including graphic, audible and visual text design.					
4	Create an understanding of the impact and importance of visual culture in its diverse global forms.					
5	Offer the opportunity to take rigorous practice-based courses in film making and video production, (along side the theoretical analysis of visual representation in its social context).					
6	Promote intellectual curiosity and the use of evidence-based argument and discussion, both orally and written.					
7	Encourage students to develop as reflective, critical, independent thinkers who will go on to actively and enthusiastically engage with the wider world.					
8	Have an understanding of different eras of visual story telling and its historical development.					
9	Work as a professional, maintaining high standards of practice and adapt to a rapidly changing environments and gain the ability to work in a team.					
10	Understand visual cultures within a variety of past societies and contemporary and future design trends.					
11	Develop the knowledge of below and above the line visual language in an artistic context.					
12	Understand the terminology and methodology of critical film making.					

ECTS / STUDENT WORKLOAD				
ACTIVITIES	NUMBER	UNIT	HOUR	TOTAL (WORKLOAD)
Course Teaching Hour (X weeks * total course hours)	14		3	42
Preliminary Preparation and self- study	14		1	14
Mid-Term	1		24	24
Quiz				
Assignment				
Project				
Field Study				
Presentation / Seminar				
Studio Practice				
Final Examination/ Final Project/ Dissertation	1		45	45
Other				
TOTAL WORKLOAD				125
TOTAL WORKLOAD / 25				5
ECTS				5

ETHICAL RULES WITH REGARD TO THE COURSE
Plagiarism Disclaimer

Detected and undetected plagiarism is a serious offence at any time and it could have devastating effects on your degree result and future professional lives.

Plagiarism is easy to avoid if you make sure to identify and acknowledge your sources thoroughly and do not copy directly from visual examples, designs, or notes that have in turn been taken word for word from your sources.

	SDG 1: No Poverty	
	SDG 2: Zero Hunger	
	SDG 3: Good Health and Well-Being	
	SDG 4: Quality Education	X
	SDG 5: Gender Equality	
	SDG 6: Clean Water and Sanitation	
	SDG 7: Affordable and Clean Energy	
	SDG 8: Decent Work and Economic Growth	
	SDG 9: Industry, Innovation and Infrastructure	X
	SDG 10: Reduced Inequalities	
	SDG 11: Sustainable Cities and Communities	
	SDG 12: Responsible Consumption and Production	
	SDG 13: Climate Action	
	SDG 14: Life Below Water	
	SDG 15: Life on Land	
	SDG 16: Peace, Justice and Strong Institutions	
	SDG 17: Partnership for the Goals	

ASSESSMENT DETAILS AND EVALUATION CRITERIA:

Final Grades will be determined according to the Course Learning Activities and Final Examination Assessment Details, as indicated below and comply with the Education and Examination Regulation set forth by the University.

*Mandatory attendance for all of our courses is 70%, regardless of medical reports. Reports will only be valid if exams cannot be attended. A report must be submitted within three working days to the faculty secretary following an exam by students who are unable to take the exam for health reasons.

PREPARED BY	Assoc. Prof. Dr. Emrah Öztürk
UPDATED	12.04.2026
APPROVED	by Departmental Board Decision on 02.04.2026