

**COURSE SYLLABUS**

Course Title	Course Code	Semester	Course Hour/Week		Credit	ECTS
<b>Communication Law and Ethics</b>	COMM206	4	<b>Theory</b> 3	<b>Practice</b> 0	3	5
<b>Course Type</b>	Compulsory Courses	Department Elective	Faculty Elective	University Elective	CoHE (YÖK) Compulsory	Other
	X					
<b>Level of Course</b>	Associate Degree (Short Cycle)		Undergraduate (First Cycle)		Graduate/ Doctoral (Second /Third Cycle)	
			X			

<b>Language of Instruction</b>	English
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<b>Course Instructor(s)</b>		E-mail :	
		Office :	
<b>Course Objectives</b>	<p>The aim of this course is to enable students to define the legal and ethical problems encountered in the field of communication, to comprehend the legislation related to communication, to evaluate the balance between freedom of expression and responsibility and to gain the ability to make decisions in line with professional ethical principles. In this course, students learn the basic framework of communication law, which is valid both nationally and internationally, discuss various ethical dilemmas and gain awareness to develop the right ethical attitudes in the media environment.</p>		
<b>Course Learning Outcomes</b>	<b>Students will be able to:</b>	<b>Teaching Methods</b>	<b>Evaluation Methods</b>
	Defines the basic concepts of communication law, legal regulations and constitutional rights.	Direct Instruction Method	Midterm Exam
	Explains the rights related to communication such as freedom of the press, privacy, censorship and	Direct Instruction Method	Midterm + Final Exam

<b>Course Content</b>	freedom of expression and explains the relations between them.		
	Applies regulations such as Press Law, Press Labour Law, YYK Laws, Information Crimes Law to case studies.	Case Study Method	Presentation
	Analyses ethical violations encountered in media content; distinguishes ethical and legal dimensions in examples such as news, advertisements, public service announcements.	Classroom Discussion Method	Field Research
	Develops an understanding of responsible broadcasting by evaluating a media content in terms of both ethical principles and legal regulations.	Classroom Discussion Method	Field Research
	Develops a case scenario involving ethical decision-making processes for media professionals in line with ethical principles and legal frameworks.	Case Study Method	Final Exam
	<p>"Communication Law and Ethics" course aims to provide students with a holistic understanding of the legal regulations and professional ethical principles that they may encounter in the field of communication. Within the scope of the course; basic legal issues such as freedom of expression, press law, internet legislation, personal rights, privacy, hate speech and media responsibility, journalism ethics, news accuracy, digital media ethics and international ethical standards are discussed together. Students discuss ethical dilemmas that they may encounter in both traditional and digital media environments, develop legal and ethical evaluation skills through case studies, and at the end of the semester, gain competence in responsible communication practice through legal and ethical analysis of real media examples.</p>		

<b>Week</b>	<b>Topic</b>	<b>Implementation (theory/practice)</b>	<b>Required Reading, Preliminary preparation</b>
1	Introduction: Course Introduction, Conceptual Framework	T	
2	Relationship between Law and Ethics	T	Stewart, D. R. (Ed.). (2013). Social media and the law: A guidebook for communication students and professionals. Routledge. Library Catalogue no: KF390.5 C6 .S639 2013.
3	Freedom of Expression and Media	T	Stewart, D. R. (Ed.). (2013). Social media and the law: A guidebook for communication students and professionals. Routledge. Library Catalogue no: KF390.5 C6 .S639 2013.
4	Press Law, Press Labour Law and Application Examples	T	Stewart, D. R. (Ed.). (2013). Social media and the law: A guidebook for communication students and professionals. Routledge. Library Catalogue no: KF390.5 C6 .S639 2013.
5	Internet and Publishing	T	Stewart, D. R. (Ed.). (2013). Social media and the law: A guidebook for communication students and professionals. Routledge. Library Catalogue no: KF390.5 C6 .S639 2013.
6	Internet and Publishing II	T	Stewart, D. R. (Ed.). (2013). Social media and the law: A guidebook for communication students and professionals. Routledge. Library Catalogue no: KF390.5 C6 .S639 2013.
7	Radio and Television Broadcasting	T	
8	Midterm Exam	T	
9	Personal Rights, Privacy and Media	T	Lipschultz, J. H. (2018). Social media communication: Concepts, practices, data, law and ethics (2nd ed.). Routledge. Library Catalogue no: HM741 .L563 2018.

10	News Ethics and Responsible Journalism	T	Lipschultz, J. H. (2018). Social media communication: Concepts, practices, data, law and ethics (2nd ed.). Routledge. Library Catalogue no: HM741 .L563 2018.
11	Hate Speech and Discrimination	T	Lipschultz, J. H. (2018). Social media communication: Concepts, practices, data, law and ethics (2nd ed.). Routledge. Library Catalogue no: HM741 .L563 2018.
12	New Media Ethics: Social Media and Digital Content	T	Lipschultz, J. H. (2018). Social media communication: Concepts, practices, data, law and ethics (2nd ed.). Routledge. Library Catalogue no: HM741 .L563 2018.
13	International Codes of Ethics	T	Class Notes
14	Professional Ethics and Press Professional Principles	T	Lipschultz, J. H. (2018). Social media communication: Concepts, practices, data, law and ethics (2nd ed.). Routledge. Library Catalogue no: HM741 .L563 2018.
15	Case Study Workshop - Group Work	T	Class Discussions / Class Notes
16	Case Study Workshop - Group Work II	T	

<b>Required Course Material(s) / Reading(s)/ Text Book(s)</b>	<p>Stewart, D. R. (Ed.). (2013). Social media and the law: A guidebook for communication students and professionals. Routledge. Library Catalogue no: KF390.5 C6 .S639 2013.</p> <p>Lipschultz, J. H. (2018). Social media communication: Concepts, practices, data, law and ethics (2nd ed.). Routledge. Library Catalogue no: HM741 .L563 2018.</p> <p>Ward, S. J. A. (Ed.). (2013). Global media ethics: Problems and perspectives. Wiley-Blackwell. Library Catalogue no: PN4756 .G56 2013.</p>
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	<p>Ward, S. J. A., &amp; Wasserman, H. (Eds.). (2010). Media ethics beyond borders: A global perspective. Routledge. Library Catalogue no: PN4756 .M36 2010.</p> <p>Black, J., &amp; Roberts, C. (2011). Doing ethics in media: Theories and practical applications. Routledge. Library Catalogue no: REF PN4888.E8 .B535 2011.</p>
<b>Recommended Course Material(s)/ Reading(s) /Other</b>	<p>Bradshaw, P. (2018). The online journalism handbook: Skills to survive and thrive in the digital age (2nd ed.). Routledge. Library Catalogue no: REF PN4784.O62 .B73 2018.</p>

<b>ASSESSMENT</b>		
<b>Learning Activities</b>	<b>NUMBER</b>	<b>WEIGHT in %</b>
Mid-Term	1	30
Quiz		
Assignment		
Project		
Field Study	1	20
Presentation / Seminar	1	10
Studio Practice		
Other		
<b>Contribution of Final Examination/<b>Final Project</b>/ Dissertation to the Final Grade</b>	1	40
<b>TOTAL</b>		100

<b>CONTRIBUTION OF COURSE LEARNING OUTCOMES TO PROGRAMME LEARNING OUTCOMES</b>						
<b>No</b>	<b>PROGRAMME LEARNING OUTCOMES</b>	<b>Level of Contribution (1- lowest/ 5- highest)</b>				
		1	2	3	4	5
1	Knows the historical development of the field of communication, basic concepts, theories.					√
2	Knows the basic concepts and terminology related to the field of game design.		√			
3	Has knowledge about the history of computer and video games and developments in this field.	√				

4	Knows game design processes and related applications.	√				
5	Has the ability to utilize various disciplines such as communication, art, music, psychology, mythology, cinema, etc. in the game design process.				√	
6	Has the ability to analyze analog and digital game genres.	√				
7	Has the ability to use contemporary game engines and problem solving skills.	√				
8	Has the knowledge of questioning the game designs with an analytic and critical perspective.			√		
9	Has knowledge about media literacy.				√	
10	Has the competence to prepare projects based on ethical principles in game development processes.					√
11	Has the competence to evaluate games as an art form.	√				
12	Has the competence to use game design concepts and methods in related fields such as design, software development and media.	√				
13	Has the competence to take part and responsibility in game development teams.		√			
14	Has the competence to collect, analyze and interpret analytical data about games and players.	√				
15	Has the competence to develop and present a digital game project by using game design practices effectively.				√	
16	Evaluates artificial intelligence applications in their studies with a critical approach in terms of aesthetics and originality, and uses them in accordance with ethical rules.				√	

<b>ECTS / STUDENT WORKLOAD</b>				
<b>ACTIVITIES</b>	<b>NUMBER</b>	<b>UNIT</b>	<b>HOUR</b>	<b>TOTAL (WORKLOAD)</b>
Course Teaching Hour (X weeks * total course hours)	15		3	45
Preliminary Preparation and self- study	15		1	15
Mid-Term	1		10	10
Quiz				
Assignment				
Project				
Field Study	1		20	20

Presentation / Seminar	1		10	10
Studio Practice				
Final Examination/ Final Project/ Dissertation	1		30	30
Other				
<b>TOTAL WORKLOAD</b>				130
<b>TOTAL WORKLOAD / 25</b>				5.2
<b>ECTS</b>				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.

**Note: Maximum similarity level is 20% in written assessments.**

	SDG 1: No Poverty	
	SDG 2: Zero Hunger	
	SDG 3: Good Health and Well-Being	
	SDG 4: Quality Education	√
	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	
	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:**

The evaluation method of this course is based on complete engagement and collaboration of the students in the accomplishment of the given assignments and projects both individually and as a team.

This course is mainly practice based so the students will be obliged to deliver their assignments on weekly basis. The students will also be asked to deliver research and presentations based on the given subjects in each session. Innovation and creativity in the accomplishment of the practical assignments is highly evaluated in this course.

**Note: 70% attendance to courses is compulsory. Health reports are belong to 30% absenteeism right.**

**PREPARED BY**

**UPDATED**

**APPROVED**