

COURSE SYLLABUS

COURSE SYLLABUS						
Course Title	Course Code	Semester	Course Hour/Week		Credit	ECTS
Assistive Technologies	GAME 315	V	Theory 3	Practice -	3	5
Course Type	Compulsory Course	Department Elective	Faculty Elective	University Elective	CoHE (YÖK) Elective	Other
	-	YES	-	-	-	-
Level of Course	Associate Degree (Short Cycle)		Undergraduate (First Cycle)		Graduate/ Doctoral (Second /Third Cycle)	
	-		YES		-	

Language of Instruction	English
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Course Instructor(s)	Yeliz Kumser	E-mail : yeliz.kumser@arucad.edu.tr
Course Objectives	This course provides an overview of assistive technology (AT), including its definition, history, and types. Students will learn about the different ways AT can be used to help people with disabilities participate in school, work, and everyday life. The course will also cover the evaluation and selection of AT, as well as the legal and ethical considerations of using AT.	
Course Learning Outcomes	By the end of this course, students will be able to: Define assistive technology and explain its purpose. Describe the different types of AT and how they can be used to support people with disabilities. Evaluate and select AT for individuals with disabilities. Understand the legal and ethical considerations of using AT.	

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Course Content	<ul style="list-style-type: none"> o Introduction to assistive technology o Evaluation and selection of AT o Legal and ethical considerations of AT o AT for specific disabilities o AT for everyday life o AT for communication o AT for mobility o AT for learning o AT for recreation and leisure o AT for employment
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COURSE OUTLINE/SCHEDULE			
Week	Topic	Implementation (theory/practice)	Required Reading, Preliminary preparation
1	Introduction: General information about Assistive Technologies.	T	<i>Instructor course notes.</i>
2	<ul style="list-style-type: none"> •Definition of AT •History of AT •Types of AT 	T	<i>A. M. Cook, J. M. Polgar, Assistive Technologies: Principles and Practice 3rd Edition</i>
3	<ul style="list-style-type: none"> •The AT process •Evaluating individual needs •Selecting AT 	T	<i>A. M. Cook, J. M. Polgar, Assistive Technologies: Principles and Practice 3rd Edition</i>
4	<ul style="list-style-type: none"> •IDEA and Section 504 •Privacy and confidentiality •Ethical issues 	T	<i>A. M. Cook, J. M. Polgar, Assistive Technologies: Principles and Practice 3rd Edition</i>
5	<ul style="list-style-type: none"> •Visual impairments •Hearing impairments •Physical disabilities •Learning disabilities 	T	<i>A. M. Cook, J. M. Polgar, Assistive Technologies: Principles and Practice 3rd Edition</i>
6	<ul style="list-style-type: none"> •AT in the workplace •AT at home •AT in the community 	T	<i>A. M. Cook, J. M. Polgar, Assistive Technologies: Principles and Practice 3rd Edition</i>
7	<ul style="list-style-type: none"> •Augmentative and alternative communication (AAC) devices •Speech-to-text software •Text-to-speech software 	T	<i>A. M. Cook, J. M. Polgar, Assistive Technologies: Principles and Practice 3rd Edition</i>
8	Mid-Term Exam		

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9	Evaluate AT software applications for enhancing instruction	T	<i>A. M. Cook, J. M. Polgar, Assistive Technologies: Principles and Practice 3rd Edition</i>
10	<ul style="list-style-type: none"> •Wheelchairs •Electric scooters •Accessible transportation 	T	<i>A. M. Cook, J. M. Polgar, Assistive Technologies: Principles and Practice 3rd Edition</i>
11	Group project <ul style="list-style-type: none"> •Choose a topic related to AT •Research the topic and create a presentation 	P	
12	<ul style="list-style-type: none"> •Computer-assisted learning (CAL) programs •Assistive technology (AT) devices •Classroom accommodations 	T	<i>A. M. Cook, J. M. Polgar, Assistive Technologies: Principles and Practice 3rd Edition</i>
13	<ul style="list-style-type: none"> •Video games •Sports equipment •Outdoor recreation equipment 	T	<i>A. M. Cook, J. M. Polgar, Assistive Technologies: Principles and Practice 3rd Edition</i>
14	Wrap-up and discussion of future trends in AT		Instructor course notes.
15	Final Exam		

Required Course Material(s) / Reading(s)/ Text Book(s)	M. Cook, J. M. Polgar, Assistive Technologies: Principles and Practice 3rd Edition Bouchard, Smart Technologies in Healthcare
Recommended Course Material(s)/ Reading(s) /Other	

ASSESSMENT

Learning Activities	NUMBER	WEIGHT in %
Mid-Term (Project)	1	30
Quiz	-	-
Assignment	-	-
Project	-	-

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Field Study	-	-
Presentation / Seminar	1	20
Studio Practice	-	-
Other	-	-
Contribution of Final Examination/Final Project/ Dissertation to the Final Grade	1	50
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	To know and explain the basic concepts, theories, institutional structures of communication.			√		
2	To know the history of the game industry and the foundational theories of game design, thus, to be able to explain the terms of professions, professional ethical roles and responsibilities of the profession.					√
3	The ability to follow the technological and socio-cultural developments and understand the impact of these development on the game industry and observe the changes.					√
4	The ability to take part in international working environments and be able to analyse the international game industry's needs.				√	
5	Knowledge of count design, pattern manipulation and terminology for game and production tools.				√	
6	Being able to produce, designs, create and program application works in the production processes related to this profession.	√				
7	Knowledge of the basic principles and processes related to the narrative, aesthetics, technical elements of audio-visual animated and interactive content, and distinguishing successful or unsuccessful works with these aspects.					√
8	The awareness that each design involves social contexts and in some cases, ethical choices, being able to analyse and evaluate these situations.				√	
9	Ability to solve problems using resources to find the best solutions to game development challenges.	√				
10	Ability to create, develop and manage professional workflows,	√				
11	Ability to communicate effectively with colleagues, customers, and colleagues in the industry, in a professional context, using written, oral, and up-to-date communication technology.			√		

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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		3	42
Mid-Term	1		9	9
Quiz	-		-	-
Assignment	-		-	-
Project	-		-	-
Field Study	-		-	-
Presentation / Seminar	1		12	12
Studio Practice	-		-	-
Final Examination/ Final Project/ Dissertation	1		15	15
Other	-		-	-
TOTAL WORKLOAD	-		-	120
TOTAL WORKLOAD / 25				4.8
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.

Maximum similarity level is 20% in written assessments.

ASSESSMENT DETAILS AND EVALUATION CRITERIA:

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

- Submitted work must meet all specified criteria in the assignment specifications.
- Submitted work must be related the with the course works done in the classes.
- Late submission is NOT accepted.
- Presentation will be graded depending on requirements below;
 - o Presentation must be submitted as a hard copy.
 - o Presentation should include power point slide show.
 - o Power point slides must be clear and readable.
 - o Pp slides must be visually appealing.
 - o Pp slides must include suitable use of figures/data/diagrams.
 - o Content must be comprehensive and include well researched use of material.
 - o All group members must speak during the presentation by taking turns.
 - o Group members must NOT read from the notes.
 - o Group members must be engaged with the audience.

Throughout the course, students will learn theoretical base of the topic and they will be able to equip themselves with the practical know-how skills of Advertisement production. Also, students are expected to design a creative advertisement piece with the knowledge they have gained in the course.

During the class sessions, participation is very important input for learning process for the students.

70% attendance to courses is compulsory. Health reports belongs to 30% absenteeism.

PREPARED BY	Yeliz Kumser
UPDATED	12/09/2023
APPROVED	