COURSE SYLLABUS

Course Title	Course Code	Semester	Course Hour/Week		Credit	ECTS
Interactive Video Design	GAME224	4	**Theory** 2	**Practice** 2	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

Course Instructor(s)	Rihards Vitols	E-mail : rihards.vitols@arucad.edu.tr Office : TI OFF 07
Course Objectives	This course introduces students to interactive video as a system-based artistic practice. Students will learn to design and prototype real-time video installations using Pure Data, working with live inputs such as webcams, sound, and basic tracking techniques. Through technical experimentation and critical discussion, students will explore agency, behavior and temporality in interactive media.	

Course Learning Outcomes	**Students will able to:**	**Teaching Methods**	**Evaluation Methods**
	Students will be able to design and implement a functional interactive video system using Pure Data	Direct instruction technique	Class Discussions
	Students will integrate technical experimentation with conceptual development in interactive media practice.	Interactive video Project	**Midterm:** Project work
	Students will apply basic tracking and analysis techniques like: motion detection, color tracking, sound analysis	Class Discussions	Class Discussions

	Students will produce and present a spatially resolved interactive installation demonstrating technical competence and conceptual clarity.	Capstone Project	**Final:** Final project
Course Content	This course explores interactive video as a system-based artistic practice through hands-on experimentation and critical study. Students will work with Pure Data to capture and manipulate live video and audio inputs, implementing basic computer vision techniques such as motion detection and color tracking. The course covers real-time signal processing, feedback systems, interaction models, and spatial installation strategies. Alongside technical development, students will analyze historical and contemporary interactive media artworks to understand the aesthetic, conceptual, and theoretical frameworks that inform responsive and non-linear media environments.		

COURSE OUTLINE/SCHEDULE

Week	Topic	Implementation (theory/practice)	Required Reading, Preliminary preparation
1	Introduction to Interactive Video	T/P	
2	Context and Examples	T/P	InteractionInteraction design : beyond human-computer interaction/ Helen Sharp ; Helen Sharp ; Yvonne Rogers, Jenny Preece.
3	Introduction to PureData	T/P	PureData Manual
4	Control Time	T/P	Interaction Theory and the Artwork Stephen Jones
5	Keyboard Interaction	T/P	InteractionInteraction design : beyond human-computer interaction/ Helen Sharp ; Helen Sharp ; Yvonne Rogers, Jenny Preece.
6	Sound Interaction	T/P	InteractionInteraction design : beyond human-computer interaction/ Helen Sharp ; Helen Sharp ; Yvonne Rogers, Jenny Preece.
7	Midterm Peer Review	T/P	Teacher instructions and guidance
8	Midterm Week	T/P	No readings required for this week
9	Introduction To Final Project	T	Interaction Theory and the Artwork Stephen Jones
10	Live Video Processing	T/P	InteractionInteraction design : beyond human-computer interaction/ Helen Sharp ; Helen Sharp ; Yvonne Rogers, Jenny Preece.

11	Video Tracking	T/P	InteractionInteraction design : beyond human-computer interaction/ Helen Sharp ; Helen Sharp ; Yvonne Rogers, Jenny Preece.
12	Color Recognition	T/P	InteractionInteraction design : beyond human-computer interaction/ Helen Sharp ; Helen Sharp ; Yvonne Rogers, Jenny Preece.
13	Final Project Idea Presentation	T/P	
14	Finals Peer Review I	T/P	
15	Finals Peer Review II	T/P	Teacher instructions and guidance
16	Final Exam Week		No readings required for this week

Required Course Material(s) / Reading(s)/ Text Book(s)	**Library Catalogue number:** InteractionInteraction design : beyond human-computer interaction/ Helen Sharp ; Helen Sharp ; Yvonne Rogers, Jenny Preece.. QA76.9.H85 S53 2019 PureData Manual Interaction Theory and the Artwork Stephen Jones
Recommended Course Material(s)/ Reading(s) /Other	

ASSESSMENT		
Learning Activities	**NUMBER**	**WEIGHT in %**
Mid-Term	1	40
Quiz		
Assignment		
Project		
Field Study		
Presentation / Seminar		

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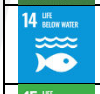
Studio Practice		
Other		
Contribution of Final Examination/Final Project/ Dissertation to the Final Grade	1	60
TOTAL		100

	CONTRIBUTION OF COURSE LEARNING OUTCOMES TO PROGRAMME LEARNING OUTCOMES						
	PROGRAMME LEARNING OUTCOMES	Level of Contribution (1- lowest/ 5- highest)					
		1	2	3	4	5	
1	Knows the historical development of the field of communication, basic concepts, theories.	X					
2	Knows the basic concepts and terminology related to the field of game design.	X					
3	Has knowledge about the history of computer and video games and developments in this field.	X					
4	Knows game design processes and related applications.	X					
5	Has the ability to utilize various disciplines such as communication, art, music, psychology, mythology, cinema, etc. in the game design process.	X					
6	Has the ability to analyse analog and digital game genres.	X					
7	Has the ability to use contemporary game engines and problem solving skills.	X					
8	Has the knowledge of questioning the game designs with an analytic and critical perspective.	X					
9	Has knowledge about media literacy.		X				
10	Has the competence to prepare projects based on ethical principles in game development processes.	X					
11	Has the competence to evaluate games as an art form.	X					
12	Has the competence to use game design concepts and methods in related fields such as design, software development and media.	X					
13	Has the competence to take part and responsibility in game development teams.		X				
14	Has the competence to collect, analyze and interpret analytical data about games and players.		X				

15	Has the competence to develop and present a digital game project by using game design practices effectively.	X				
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.	X				

ECTS / STUDENT WORKLOAD				
ACTIVITIES	**NUMBER**	**UNIT**	**HOUR**	**TOTAL (WORKLOAD)**
Course Teaching Hour (X weeks * total course hours)	15		4	60
Preliminary Preparation and self- study	14		2	28
Mid-Term	1		15	10
Quiz				
Assignment				
Project				
Field Study				
Presentation / Seminar				
Studio Practice				
Final Examination/ Final Project/ Dissertation	1		41	38
Other				
TOTAL WORKLOAD				136
TOTAL WORKLOAD / 25				5,4
ECTS				5

	SDG 1: No Poverty	
	SDG 2: Zero Hunger	
	SDG 3: Good Health and Well-Being	
	SDG 4: Quality Education	X
	SDG 5: Gender Equality	X
	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	X

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 life. Plagiarism is easy to avoid if you make sure you thoroughly identify and recognize your sources and do not copy from visual examples, designs or notes taken directly from your sources word for word. The maximum citation limit cannot exceed 20%. Artificial intelligence citations are also considered within this scope. If proven otherwise, the student will fail the course.

ASSESSMENT DETAILS AND EVALUATION CRITERIA:	
Final Grades will be determined according to the Course Learning Activities and Final Examination/ Project/ Dissertation Assessment Details as below, and comply with the Education and Examination Regulation set forth by the University. Throughout the course, students will learn the 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 a very important input for the learning process for the students. It is also vital to understand the effect of creativity input on the production process of advertisement. 70% attendance to courses is compulsory. Health reports belong to 30% absenteeism right.	
PREPARED BY	Dr. Rihards Vitols
UPDATED	25.02.2026
APPROVED	Asst. Prof. Dr. Yunus Luckinger