

**COURSE SYLLABUS**

Course Title	Course Code	Semester	Course Hour/Week		Credit	ECTS
History of Communication	COMM102	2	<b>Theory</b> 3	<b>Practice</b> 0	3	5
Course Type	Compulsory Course	Department Elective	Faculty Elective	University Elective	CoHE (YÖK) Elective	Other
	X	-	-	-	-	-
Level of Course	Associate Degree (Short Cycle)		Undergraduate (First Cycle)		Graduate/ Doctoral (Second /Third Cycle)	
	-		Yes		-	

<b>Language of Instruction</b>	English
--------------------------------	---------

<b>Course Instructor(s)</b>	Asst. Prof. Dr. Hakan Karahasan	E-mail : <a href="mailto:hakan.karahasan@arucad.edu.tr">hakan.karahasan@arucad.edu.tr</a> Office : FM-OFF01	
<b>Course Objectives</b>	History of Communication is a short survey on history of human communication. Students will be introduced to some elements of communication in history and how, from the beginning (i.e., cave paintings) till today different forms of communication (writing, printing press, radio, TV, cinema, digital media etc.) developed.		
<b>Course Learning Outcomes</b>	<b>Students will able to:</b>	<b>Teaching Methods</b>	<b>Evaluation Methods</b>
	To introduce and defines students to the diversity of the communication discipline.	1. Direct instruction technique. 2. Demonstration method. 3. Discussion	1. Midterm: Multiple choice exam. 2. Student presentations
	To explain to students about the different forms of communication throughout history.	1. Direct instruction technique. 2. Demonstration method.	1. Midterm: Multiple choice exam.

<b>Course Content</b>		3. Discussion	2. Student presentations
	Students will examine and differentiate ways of communication (i.e., cave paintings, print media, TV, radio, digital media etc.) and classify them based on context, purpose, and audience.	1. Direct instruction technique. 2. Demonstration method. 3. Case study. 4. Discussion. 5. Discussion	1. Midterm: Multiple choice exam. 2. Student presentations
	Students will explain and summarise how different forms of communication evolved through time.	1. Direct instruction technique. 2. Demonstration method. 3. Case study. 4. Discussion. 5. Discussion	1. Midterm: Multiple choice exam. 2. Student presentations
	This course aims to teach students the history of communication studies and the elements, modes, and forms of communication. This course aims to introduce students to the field of communication from basic concepts of communication. The course starts with the history of human communication and talks about its development today.		

**COURSE OUTLINE/SCHEDULE**

Week	Topic	Implementation (theory/practice)	Required Reading, Preliminary preparation
1	Introduction	T	
2	The Media of Early Civilisation	T	Heyer, Paul & Urquhart, Peter. (eds). (2019). <i>Communication in History: Stone Age Symbols to Social Media</i> . Seventh edition. London & New York: Routledge.  Chapter 1
3	Writing	T	Heyer, Paul & Urquhart, Peter. (eds). (2019). <i>Communication in History: Stone Age Symbols to Social Media</i> . Seventh edition. London & New York: Routledge.  Chapter 4
4	The Alphabet Effect & Civilisation without Writing: The Incas and the Quipu	T	Heyer, Paul & Urquhart, Peter. (eds). (2019). <i>Communication in History: Stone Age Symbols to Social Media</i> . Seventh edition. London & New York: Routledge.

			Chapter 3 & 6
5	The Print Revolution	T	Heyer, Paul & Urquhart, Peter. (eds). (2019). <i>Communication in History: Stone Age Symbols to Social Media</i> . Seventh edition. London & New York: Routledge.  Chapter 9 & 10
6	Electricity Creates the Wired World	T	Heyer, Paul & Urquhart, Peter. (eds). (2019). <i>Communication in History: Stone Age Symbols to Social Media</i> . Seventh edition. London & New York: Routledge.  Chapter 13 & 14
7	Image and Sound	T	Heyer, Paul & Urquhart, Peter. (eds). (2019). <i>Communication in History: Stone Age Symbols to Social Media</i> . Seventh edition. London & New York: Routledge.  Chapter 18, 19 & 20
8	Midterm Exam / Image and Sound	T	Heyer, Paul & Urquhart, Peter. (eds). (2019). <i>Communication in History: Stone Age Symbols to Social Media</i> . Seventh edition. London & New York: Routledge.  Chapter 21
9	Radio Days, TV Times	T	Heyer, Paul & Urquhart, Peter. (eds). (2019). <i>Communication in History: Stone Age Symbols to Social Media</i> . Seventh edition. London & New York: Routledge.  Chapter 21, 22 & 24
10	Radio Days, TV Times	T	Heyer, Paul & Urquhart, Peter. (eds). (2019). <i>Communication in History: Stone Age Symbols to Social Media</i> . Seventh edition. London & New York: Routledge.  Chapter 29
11	New and Old Media and in the Digital Age	T	Heyer, Paul & Urquhart, Peter. (eds). (2019). <i>Communication in History: Stone Age Symbols to Social Media</i> . Seventh edition. London & New York: Routledge.  Chapters 34, 35 & 36
12	Social media	T	Heyer, Paul & Urquhart, Peter. (eds). (2019). <i>Communication in History: Stone Age Symbols to Social Media</i> . Seventh edition. London &

			New York: Routledge. Chapter 38
13	Artificial Intelligence: A Brief History	T	Material will be provided by the instructor..
14	Conclusions	T	No material is needed. It will be a discussion.
15	Final exam	T	

<b>Required Course Material(s) / Reading(s)/ Text Book(s)</b>	Simonson, P., & Park, D. W. (Eds.). (2015). <i>The International History of Communication Study</i> . London & New York: Routledge. Library Catalogue number: P90 .S515 2016
<b>Recommended Course Material(s)/ Reading(s) /Other</b>	Heyer, Paul & Urquhart, Peter. (eds). <i>Communication in History: Stone Age Symbols to Social Media</i> . (2019). Seventh edition. London & New York: Routledge. Ordered for the library.

ASSESSMENT		
Learning Activities	NUMBER	WEIGHT in %
Mid-Term	1	30
Quiz		
Assignment		
Project		
Field Study		
Presentation / Seminar	7	70
Studio Practice		
Other		
<b>Contribution of Final Examination/Final Project/ Dissertation to the Final Grade</b>		



<b>TOTAL</b>		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 and research methods.					X
2	Knows the principles and elements of basic design.	X				
3	Knows the history, theories and theorists of visual communication.	X				
4	Knows advanced practical skills in various commercial and creative contexts, including graphic and audiovisual multimedia design.	X				
5	Knows national and international ethical rules, standards and legal documents on communication and visual communication design.				X	
6	Able to use the tools, methods and techniques and computer software required for visual communication design applications.	X				
7	Able to produce innovative and original works that reflect abstract and concrete concepts by emphasizing creativity	X				
8	Has the knowledge and skills to transform creative and innovative ideas into graphic, photographic, typographic, illustrative, 2 and 3-dimensional, animated and interactive visual expressions.	X				
9	Applies visual communication design techniques with design technologies in developing and changing media environments.	X				
10	Has the competence to create visuals with designs that emphasize aesthetics in design processes.	X				
11	Has the competence to define the problem, solve the problem, plan, manage the project and present in the design-based project development process.	X				
12	Has the ability to use research methods and techniques in the field of Visual Communication.				X	
13	Has the competence to research, plan, implement and report during the project phase.	X				
14	Has the competence to establish the connection between design and aesthetic values.	X				
15	Has the competence to interpret universal visual culture and associate the ties of symbols with universal visual culture.		X			
16	Has the competence to analyze, understand and interpret projects in the field of visual communication design with a critical and independent approach.	X				

17	Knows how to integrate and use digital technologies and artificial intelligence based/supported design tools creatively and innovatively in visual communication design and production stages.	X				
18	Knows how to integrate and use digital technologies and artificial intelligence-based/ supported design tools creatively and innovatively in visual communication design and production stages.	X				
19	Evaluates artificial intelligence applications in design 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)	14		3	42
Preliminary Preparation and self- study	14		1	14
Mid-Term	1		20	20
Quiz	-		-	-
Assignment	-		-	-
Project	-		-	-
Field Study	-		-	-
Presentation / Seminar	6		10	60
Studio Practice	-		-	-
Final Examination/ Final Project/ Dissertation	-		-	-
Other				
<b>TOTAL WORKLOAD</b>				136
<b>TOTAL WORKLOAD / 25</b>				5.44
<b>ECTS</b>				5

ETHICAL RULES WITH REGARD TO THE COURSE
<p><b>Plagiarism Disclaimer</b></p> <p>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.</p> <p>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.</p>

	SDG 1: No Poverty	
	SDG 2: Zero Hunger	
	SDG 3: Good Health and Well-Being	
	SDG 4: Quality Education	
	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	X
	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/ 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.

<b>PREPARED BY</b>	Asst. Prof. Dr. Hakan Karahasan
<b>UPDATED</b>	02/03/2026
<b>APPROVED</b>	