**ARKIN UNIVERSITY OF**
**CREATIVE ARTS AND DESIGN**
**FACULTY OF COMMUNICATION**
**VISUAL COMMUNICATION DESIGN**
**DEPARTMENT**
**2025-2026 ACADEMIC YEAR\***
**DOUBLE MAJOR PROGRAMME**
**For the Film Design and Directing Department**

| University-wide Common Courses | | |
|---|---|---|
| **COURSE NAME** | **COURSE NAME** | **CREDIT** |
| SOFL101/INGL101 | Academic English I | 3 |
| SOFL102/INGL102 | Academic English II | 3 |
| TUDI/TURK 201 | Turkish Language I | 2 |
| TUDI/TURK 202 | Turkish Language II | 2 |
| AITT/HIST 201 | Atatürk Principles and History of Revolutions I | 2 |
| AITT/HIST 202 | Atatürk Principles and History of Revolutions II | 2 |
| | University Elective I | 3 |
| | University Elective II | 3 |
| **Total University-wide Common Credit and ECTS** | | **20** |

**Common Courses of Visual Communication Design and Film Design and Directing Programmes**

**Visual Communication Design Courses**

| Course Code | Course Name | Hour | Local Credit |
|---|---|---|---|
| VCDE111 + VCDE112 | Basic Design + Human Centered Design | 2-2 2-2 | **3** **3** |
| COMM122 | Digital Storytelling | 2-2 | **3** |
| COMM301 | Research Methods in Social Sciences | 3 | **3** |
| FIDE331 | Motion Design and Visual Effects | 2-2 | **3** |
| COMM302 | Creative and Critical Thinking | 3 | **3** |
| COMM403 | Creative Pitching | 2-4 | **4** |

**Film Design and Directing Courses**

| Course Code | Course Name | Hour | Local Credit |
|---|---|---|---|
| ARTS121 | Basic Art I | 4-4 | **6** |
| COMM122 | Digital Storytelling | 2-2 | **3** |
| ARTS201 | Research Methods in Art | 3 | **3** |
| FIDE331 | Motion Design and Visual Effects | 2-2 | **3** |
| COMM302 | Creative and Critical Thinking | 3 | **3** |
| COMM411 | Creative Pitching | 2-4 | **4** |
| | | **Total** | **22** |

**VCDE and Film Design and Directing Common Course Totals: 22 Local Credits**

**The courses that a student of the Department of Film Design and Directing must take to do a double major in the Department of Visual Communication Design**

**Fall Semester Courses**

| Course Code | Course Name | Hour | Local Credit |
|---|---|---|---|
| PLAS111 | Drawing I | 2-2 | 3 |
| COMM201 | Theories of Communication | 3 | 3 |
| VCDE201 | Sight, Sound and Motion | 2-2 | 3 |
| VCDE203 | Visual Language and Culture | 3 | 3 |
| VCDE211 | Vectorial Drawing | 2-2 | 3 |
| VCDE301 | Illustration | 2-2 | 3 |
| VCDE303 | Major Design | 2-2 | 3 |
|  | Department Elective | 2-2 / 3-0 | 3 |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

**Spring Semester Courses**

| Course Code | Course Name | Hour | Local Credit |
|---|---|---|---|
| PLAS112 | Desen II | 2-2 | 3 |
| VCDE132 | Computer Graphics and Image | 2-2 | 3 |
| COMM208 | Innovative Approaches | 3 | 3 |
| VCDE212 | Typography and Layout | 2-2 | 3 |
| VCDE302 | Portfolio Design | 2-2 | 3 |
| ANIM212 | 3D Modelling | 2-2 | 3 |
| VCDE308 | Internship | 0 | 0 |
| VCDE402 | Brand Design | 2-2 | 3 |
| VCDE404 | Final Project | 2-4 | 4 |
|  | Department Elective | 2-2 / 3-0 | 3 |
|  |  |  |  |

**\* The DMP Programme is valid for enrolments in 2024 and before. As of the 2025-2026 academic year, the DMP programme has been updated according to the new curriculum.**

**TOTAL LOCAL CREDITS: 52**

| | |
|---|---|
| Total University-wide Common Credits | 20 |
| VCDE and Film Design and Directing Common Course Total Credits | 22 |
| Total credits a Film Design and Directing student must take if s/he wants to do DMP at VCDE | 52 |

**EXPLANATIONS:**

- The Department of Visual Communication Design Double Major Programme is open only to students of the Faculty of Communication and the Faculty of Art as of the 2024-2025 academic year.
- To complete the Double Major Programme, the student must pass all of the compulsory courses in the table related to the department. Apart from the compulsory courses specified in the table, a total of at least 6 credits and 10 ECTS elective courses must also be taken.

### FACULTY ELECTIVE COURSES

| Course Code | Course Name | Hour | Credit | ECTS |
|---|---|---|---|---|
| VCDE204 | Publicity and Promotion Strategies | 2-2 | 3 | 5 |
| VCDE206 | Transmedia Storytelling | 2-2 | 3 | 5 |
| VCDE207 | Interpersonal Relationships and Communication | 3 | 3 | 5 |
| VCDE208 | Digital Media Marketing | 2-2 | 3 | 5 |
| VCDE209 | Creative Ads Design | 2-2 | 3 | 5 |
| VCDE213 | Commercial Photography | 2-2 | 3 | 5 |
| VCDE214 | Logo Design | 2-2 | 3 | 5 |
| VCDE215 | Multimedia Communication | 2-2 | 3 | 5 |
| VCDE216 | Creative Ideas in Design | 2-2 | 3 | 5 |
| VCDE218 | Data Mining | 3 | 3 | 5 |
| VCDE222 | Publication Design | 2-2 | 3 | 5 |
| VCDE224 | Future and Emerging Technology | 3 | 3 | 5 |
| VCDE226 | Artificial Intelligence | 3 | 3 | 5 |
| VCDE233 | Strategic Communication Planning and Management | 3 | 3 | 5 |
| VCDE235 | Integrated Marketing Communication | 3 | 3 | 5 |
| VCDE262 | Colour Composition | 2-2 | 3 | 5 |
| VCDE304 | Conventional Printmaking Techniques I | 2-2 | 3 | 5 |
| VCDE305 | Conventional Printmaking Techniques II | 2-2 | 3 | 5 |
| VCDE306 | Package Design | 2-2 | 3 | 5 |
| VCDE307 | Infographic Design | 2-2 | 3 | 5 |
| VCDE312 | Web Design | 3 | 3 | 5 |
| VCDE313 | Media Theories in the Digital Age | 3 | 3 | 5 |
| VCDE315 | Introduction to Stop Motion | 2-2 | 3 | 5 |
| VCDE401 | Interface Design | 2-2 | 3 | 5 |
| VCDE403 | Graphic Design in Cinema | 2-2 | 3 | 5 |
| VCDE405 | Mobile Application Design | 2-2 | 3 | 5 |
| VCDE406 | Special Issues in Visual Communication | 2-2 | 3 | 5 |
| VCDE408 | Digital Illustration | 0-6 | 3 | 5 |
| VCDE409 | Graphic Design in VR and AR Environments | 2-2 | 3 | 5 |
| VCDE411 | Assistive Technologies | 3 | 3 | 5 |
| VCDE412 | Basılı Medya Öncesi ve Sonrası Before and After Prit Media | 2-2 | 3 | 5 |
| VCDE413 | Traditional Board Game Design | 2-2 | 3 | 5 |
| VCDE414 | Animation Studio | 2-2 | 3 | 5 |
| VCDE415 | Media Psychology | 3 | 3 | 5 |
| VCDE416 | Technology Ethics | 3 | 3 | 5 |