

**ARKIN UNIVERSITY OF
CREATIVE ARTS AND DESIGN
FACULTY OF COMMUNICATION
VISUAL COMMUNICATION
DESIGN DEPARTMENT
2025-2026 ACADEMIC YEAR*
DOUBLE MAJOR PROGRAMME
For the Plastic Arts Film 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 Plastic Arts 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
VCDE202	Theory of Design	3	3
PLAS111	Drawing I	2-2	3
PLAS112	Drawing II	2-2	3
VCDE132	Computer Graphics and Image	2-2	3
VCDE302	Portfolio Design	2-2	3
COMM301	Research Methods in Social Sciences	3	3
COMM401	Digital Aesthetics	3	3

Plastic Arts Courses

Course Code	Course Name	Hour	Local Credit
ARTS121	Basic Art I	4-4	6
PLAS302	Interdisciplinary Art Theory	3	3
PLAS131	Desen I	2-2	3
PLAS132	Desen II	2-2	3
PLAS372	Computer-Aided Design	2-2	3
PLAS411	Portfolio Design	2-2	3
ARTS201	Research Methods in Art	3	3
ARTS202	Basic Art Concepts	3	3
Total			27

VCDE and PLAS Common Course Totals: 27 Local Credits

**The courses that a student of the Department of Plastic Arts must take in order to
do a double major in the Department of Visual Communication Design**

Fall Semester Courses

Course Code	Course Name	Hour	Local Credit
COMM201	Theories of Communication	3	3
VCDE201	Sight, Sound and Motion	2-2	3
VCDE301	Illustration	2-2	3
VCDE303	Major Design	2-2	3
FIDE331	Visual Design and Motion Effects	2-2	3
COMM403	Creative Pitching	2-4	4
	Department Elective	2-2 / 3-0	3
	Department Elective	2-2 / 3-0	3

Spring Semester Courses

Course Code	Course Name	Hour	Local Credit
COMM122	Digital Storytelling	2-2	3
COMM204	Innovative Approaches	3	3
VCDE212	Typography and Layout	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
	Department Elective	2-2 / 3-0	3

It is the DMP Programme valid for 2024 and earlier enrolments. As of the 2025-2026 Academic Year, the DMP programme has been updated according to the new curriculum.

**TOTAL LOCAL CREDITS: 50 Local
Credits**

Total University-wide Common Credits	20
VCDE and PLAS Common Course Total Credits	27
Total credits a PLAS student must take if s/he wants to do DMP at VCDE	50

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 12 credits and 20 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 Print 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