

**FACULTY OF COMMUNICATION DEPARTMENT OF NEW MEDIA AND  
COMMUNICATION FINAL PROJECT GUIDELINES**

**SECTION ONE  
General Framework**

This guideline defines the scope, methodology, and evaluation criteria for all project work to be carried out within the scope of the New Media and Communication Department's YMED404 Final Project. The primary objective of the course is for students to develop an original, user-centred, and professional design project based on a theme or problem they have chosen over the course of a semester. Students are responsible not only for producing an end product but also for explaining the research, design decisions, process management, and implementation rationale behind this product within an academic framework.

The final project encompasses the research, analysis, design, and production stages in an integrated manner, in line with the multidisciplinary nature of the new media field. The process begins with conducting user research, defining the problem, and establishing a conceptual framework. The student then develops a concept based on the findings, creates visual and interactive design decisions, and gradually transforms these into a prototype. The prototype is tested in an iterative process ranging from low to high resolution and developed based on feedback.

At the end of the term, the student compiles all the outputs they have achieved into a media package. This media package may include visual identity work, social media content, video productions, web or mobile prototypes, infographics, mock-ups, and other design elements that may vary depending on the nature of the project. The student presents the entire process in a report that meets academic standards and shares the project outputs with the Final Jury through a professional presentation.

**SECTION TWO  
Project Types**

Each student may develop an integrated project covering one or more of the following categories, depending on their area of interest and specialisation.

**1. Corporate Identity and Brand Design Projects**

Students can prepare a comprehensive media package for a brand, organisation, CSO, event or digital platform.

**Possible outputs:**

- (1) Logo design
- (2) Corporate identity guidelines (colour, typography, usage areas)
- (3) Social media brand kits
- (4) Print media designs (posters, catalogues, brochures)
- (5) Digital advertising sets
- (6) Campaign strategy + media planning
- (7) Video presentation/advertising film

## **2. Website / Microsite / Digital Platform Design**

Can develop a web project based on student user research.

### **Possible outputs:**

- (1) Sitemap
- (2) Wireframe
- (3) UI/UX design
- (4) Responsive web interfaces
- (5) Interactive prototype (Figma, XD)
- (6) Content strategy
- (7) Blog, newsroom, product showcase or campaign site

## **3. Mobile Application & Interactive Design Projects**

These can be based on interactive applications, one of the fundamental outputs of the new media field.

### **Possible outputs:**

- (1) User needs analysis
- (2) Personas and user scenarios
- (3) All UI design from the login screen to flows
- (4) Prototyping and usability testing
- (5) Motion UI (micro-interactions)

## **4. Digital Campaign And Social Media Projects**

Students can create a digital campaign for a brand, social awareness theme or event.

### **Possible outputs:**

- (1) Campaign strategy
- (2) Target audience and positioning study
- (3) Social media content sets
- (4) Reels/TikTok content formats
- (5) Banner designs
- (6) Campaign landing page prototype
- (7) Digital media publishing plan

## **5. Digital Storytelling Projects**

Interactive narrative forms offered by new media technologies can be used.

### **Possible outputs:**

- (1) Interactive story platform
- (2) Web-based digital narrative
- (3) Multimedia documentary (photography + audio + video)
- (4) Interactive comic strip / motion comic
- (5) Script + storyboard + screen designs
- (6) Viewer interaction flow

## **6. Documentary/Video Production Projects**

Documentary or video content production in line with new media aesthetics can be carried out.

### **Possible outputs:**

- (1) Video documentary (short/medium length)
- (2) Vertical format documentary for social media
- (3) VR documentary / 360° video experience
- (4) Micro-documentary (3–5 minute thematic content)
- (5) Storyboard, shooting schedule, editing flow

## **7. Information Graphics (Infographics) & Data Visualisation Projects**

Students can develop projects that present complex information in a visually effective manner.

### **Possible outputs:**

- (1) Static infographics
- (2) Motion graphics (motion infographics)
- (3) Interactive data visualisation
- (4) Graphic sets for reports, presentations, and campaigns
- (5) Data visualisation style guide
- (6) Infographic projects combine design, information architecture, and storytelling.

## **8. Digital Publication & Multimedia Production Projects**

Students can produce content such as digital magazines, interactive reports, multimedia books, etc.

### **Possible outputs:**

- (1) Digital magazine design
- (2) Interactive report/catalogue
- (3) Web-based e-book
- (4) Animated content
- (5) Augmented reality-supported publications

## **9. Gamification, Interactive Content and Interactive Media Projects**

### **Possible outputs:**

- (1) Mini interactive games
- (2) Educational interactive content
- (3) Story designs offering user choices
- (4) Gamification solutions
- (5) UI/UX flows + prototypes

*Students may choose one type or develop a combined integrated project.*

### **SECTION THREE**

#### **Project Proposal**

**10.** The student presents the project proposal, consisting of the following headings, to the jury within the first 7 weeks and receives feedback:

- (1)** Project Title
- (2)** Subject Description
- (3)** Problem and Importance of the Project
- (4)** Research and Analyses (Literature Review, Benchmark Analysis, SWOT, PEST Analyses)
- (5)** Project Objective
- (6)** Selected Design Method (UX approach, design system, research method, etc.)
- (7)** Expected Outputs (Media package, prototype, video, etc.)
- (8)** Preliminary Timeline
- (9)** Initial Prototypes

### **SECTION FOUR**

#### **Project Development Process (After The Midterm Jury)**

The project development process aims to systematically advance research, analysis, problem definition and design decisions in line with the topic chosen by the student. These stages are carried out in parallel with the weekly flow of the course syllabus and ensure that the project is fundamentally robust, well-reasoned and shaped to meet user needs.

#### **11. Methods and Tools**

In design-focused projects, methodology plays a critical role in accurately understanding user needs and developing solutions incrementally. Throughout this process, students adopt a systematic design approach that spans from research to prototyping. The methods and tools employed both structure the creative process and ensure the final product delivers a robust user experience.

- (1)** Design Tools
- (2)** User Research: Interviews, observation, user scenarios
- (3)** Persona / Corporate Identity Creation
- (4)** Application Flow
- (5)** Moodboard & Style Guide

#### **12. Implementation Phase**

The project is implemented based on the insights gained during the research and planning phases. In this phase, students produce, test, and develop their first prototypes by concretising their ideas. Feedback loops are actively used to shape the design outputs to meet user needs. At the end of the process, the media package is completed and made ready for presentation. Depending on the project type, the following outputs may be produced:

- (1)** Visual identity
- (2)** Logo/style guide
- (3)** Social media designs
- (4)** Video content
- (5)** Mockup presentations
- (6)** Web/mobile prototype
- (7)** Campaign materials

## **SECTION FIVE**

### **Presentation and Jury**

#### **13. Midterm Jury Assessment Criteria (40% of the total mark)**

The visa stage is conducted to assess how well the student has substantiated their project idea and how prepared they are for the research and design process. The four main criteria listed below are used to measure the adequacy of the project's initial stage.

##### **(1) Clarity and Persuasiveness of Project Structure (25%)**

In the visa presentation, the student is expected to convey the project topic, objective, and scope in a clear, understandable, and coherent manner. The rationale for selecting the project idea, the target user or problem it addresses, and the intended solution should be clearly stated. It is important that the presentation expresses the logic and feasibility of the project in a convincing manner.

##### **(2) Reliability and Detail of Background Research (25%)**

The student should present theoretical, sectoral or trend analyses supporting the project idea based on solid foundations. Literature reviews, current trends in the new media field and studies of similar projects should be based on reliable sources and be sufficiently in-depth. How these studies form the basis for design decisions should be clearly demonstrated.

##### **(3) Originality of the Proposed Project Idea (25%)**

The project is expected to have an innovative perspective, stand out from previous work, and make an original contribution to the field of new media. Originality may be evident in the choice of subject, approach, design vision, or solutions to be developed. The idea is evaluated not only on its novelty but also on how the student has developed it.

##### **(4) Visual Elaboration and Consistency in the Presentation (25%)**

The student should use visual materials supporting the project idea in an organised, consistent, and professional manner in the presentation. The way content such as mood boards, reference images, benchmark results, concept sketches, or flowcharts is integrated into the presentation determines the visual narrative power of the project. The overall design language of the presentation, use of colour and typography, information layout, and flow are also evaluated in this context.

#### **14. Final Jury (60% of the total mark)**

The Final Jury assesses how well the student has completed the project developed throughout the term in line with the objectives set at the outset. The maturity of the design process, the professional quality of the resulting media package, the usability of the prototype, and the student's ability to present this work are the basic criteria. This assessment determines whether the project has reached a final-year level of quality in terms of both content and presentation.

##### **(1) Consistency of the Final Project with the Project Objectives Presented (25%)**

This criterion assesses how consistent the final work is with the problem, objectives, and scope stated in the assessment phase. It is important that the project adheres to the user needs, design problem, and proposed solution initially presented, and that the improvements made during the process are logical, consistent, and justified. The student is expected to be able to explain why their project resulted in this manner and to clearly demonstrate the relationship between the design decisions and the objectives.

### **(2) Creativity and Craftsmanship of the Completed Project (25%)**

This criterion assesses the originality and innovative aspects of the project output, as well as the quality of the design implementation. Creativity is sought not only at the conceptual level, but also in visual expression, form of interaction, conceptual approach, and problem-solving strategies. The craftsmanship level of the project is examined in terms of attention to detail, technical proficiency, compositional balance, typography, use of colour, visual harmony, and overall professionalism. The student is expected to demonstrate a high level of design skill.

### **(3) Design Quality of the Media Package (25%)**

The media package presented — for example, web/mobile interfaces, logo and corporate identity elements, social media designs, video content, infographics, mock-ups, etc. — should convey a holistic design language. There should be harmony between the visual identity and the digital interface or video content; the colours, typography, iconography and layout principles used should be applied consistently. In addition, the user-friendliness of the prototype, the logical progression of the flows and the suitability of the design for the target audience are evaluated under this criterion. The overall appearance of the media package should be of professional presentation quality.

### **(4) Presentation Skills (25%)**

In the final presentation, the student is expected to convey the project in a clear, organised, and persuasive manner. The fluency of the presentation, time management, effective use of visual materials, and strong emphasis on the critical points of the project will be evaluated. The student's ability to provide clear, consistent, and knowledgeable answers to the jury's questions is also an important part of this criterion. The presentation should not only cover the technical aspects of the project but also present the thinking and process behind the design decisions in a professional manner.

## **15. Compulsory Attendance Requirement: 70%**

### **SECTION SIX Ethical Rules**

In their final projects, students are required to fully comply with the principles of academic integrity and design ethics. All content used in the project must be original, and the plagiarism rate, including content generated by artificial intelligence, cannot exceed 20%. If the student has used artificial intelligence tools, this use must be clearly and transparently stated in the project, and its rationale and scope must be explained. Under no circumstances can the use of artificial intelligence be intended to copy content or replace original design processes.

All user research conducted during the project process must be carried out in accordance with ethical principles. It is mandatory to obtain informed consent from participants, keep personal information confidential, and comply with the principle of anonymity. Users' names, faces, or personal information should not be shared without permission; user feedback should be reported as is, without alteration or manipulation. Fabricating data obtained during research, presenting untested processes as if they had been tested, or producing results based on fake participants is considered a serious ethical violation.

All visual elements, icons, videos, audio, mockups, or similar materials used in the project must comply with copyright laws. Content requiring a licence may not be used without permission. Materials not subject to copyright must be used with proper attribution in accordance with the relevant licence type. Students may not include designs, illustrations or brand elements belonging to others in their project without permission. If the project is based on a real brand, organisation or individual, it must be stated

that the work is a concept project for educational purposes and permission must be obtained from the organisation.

If photographs, videos or audio recordings of real people are to be used in the project, explicit permission must be obtained from the person and privacy principles must be respected. The content produced cannot contain language that is discriminatory, exclusionary, hateful, or violates social sensitivities in any way. If digital manipulation, such as mockups or representative images, is used, it must be clearly stated in the report that these do not reflect the actual product.

The student is responsible for documenting all stages of the design process in a transparent, accurate and ethical manner. In the event of a breach of ethical principles, the project may be rejected by the jury and the student may be deemed to have failed the course. Therefore, all students are expected to act in accordance with academic integrity and professional ethical standards throughout the final project process.

The student is responsible for the information contained in the following links:

<https://arucad.edu.tr/wp-content/uploads/2024/12/26b.-A-STUDENT-GUIDE-TO-USING-AI-FOR-UNIVERSITY-WORK.pdf>

<https://arucad.edu.tr/wp-content/uploads/2024/12/26a.-ETHICS-GUIDE-OF-GENERATIVE-ARTIFICIAL-INTELLIGENCE-USE.pdf>