



PROGRAMME INFORMATION CATALOGUE

ACADEMIC PROGRAMMES

Ph.D. (Third Cycle)

M.A. / M.Sc. (Second Cycle)

B.A. / B.Sc. (First Cycle)

Associate Degree (Short Cycle)

FACULTY OF COMMUNICATION, DIGITAL GAME DESIGN PROGRAM

PROGRAM DESCRIPTION

The Digital Game Design Department aims to cultivate creative individuals who can adapt to the needs of rapidly evolving information and communication technologies and a globalizing digital culture. Our department, taught in English, aims to equip students with the knowledge, skills, and expertise to launch their careers as media professionals who understand, implement, and transform current developments in digital game design. Our graduates gain a strong foothold in the industry as creative, critical thinkers, ethically committed, and socially responsible individuals. Designed to respond to the ever-changing dynamics of the digital game, media, and communication world, our curriculum offers a holistic approach that strengthens theoretical foundations and develops professional skills. Through hands-on training in areas such as game design, interactive narrative, user experience (UX), game engines, programming, and audio and visual design, students learn to transform their creative ideas into functional digital games.

Throughout the program, students develop the ability to create original projects by combining theory and practice, becoming equipped with analytical thinking, problem-solving, and research methodologies. This allows them to develop not only as professionals with technical skills but also as visionary game designers who appreciate games as a form of communication and cultural expression. Digital Game Design is a creative discipline that has evolved in parallel with today's digital culture, integrating diverse fields such as interactive storytelling, programming, visual arts, sound design, and user experience. Digital games play a significant role not only as entertainment but also as tools for cultural transmission, education, and communication. This multifaceted structure gives Digital Game Design a unique and interdisciplinary position within the Faculty of

Communication. The Department of Digital Game Design offers a rich curriculum encompassing all phases of game development. This program encompasses a wide range of areas, including game mechanics and systems, the use of game engines, digital storytelling, character design, user interface development, sound and music integration, 2D and 3D modeling, animation, artificial intelligence applications, and game psychology. Students learn to express their narrative talents in play environments by transforming their ideas and imaginations into interactive digital experiences.

The program is structured with an interdisciplinary approach that balances art and technology. This approach encourages students to develop both creative and technical skills. Theoretical courses cover topics such as current game theory, media and communication theory, and cultural analysis, while practical courses provide students with hands-on experience transforming game ideas into prototypes and finished products in game design studios. They are provided with practical training using game engines (Unity, Unreal Engine), visual design tools, audio editing programs, and interactive media technologies. Courses are conducted in an international environment by expert academics and game professionals with both academic and industry experience. Graduates of this English-taught program, thanks to the theoretical foundation and practical skills they acquire, can easily find a place in both local and international game studios, digital media organizations, and independent game development teams. The Department of Digital Game Design caters to all students who view gaming not only as a means of entertainment but also as a form of expression, a field of cultural production, and a technological creation process, and who wish to channel their creativity into games.

PROGRAM EDUCATIONAL OBJECTIVES

The educational objectives of the Digital Game Design Undergraduate Program (EA) are:

EA1: Students demonstrate their ability to design and develop original digital games by applying the core principles of game design (including mechanics, dynamics, user experience, and accessibility considerations) using industry-standard tools and methodologies.

EA2: Students will effectively apply communication theories, narrative design techniques, and visual communication principles to make games powerful communication tools and cultural artifacts that can engage diverse global audiences.

EA3: Students develop comprehensive technical skills in programming, game engines, and digital art production, while also developing creative talents in visual design, audio integration, and interactive storytelling to produce immersive and cohesive gaming experiences.

EA4: Students will conduct academic research using game studies methods; analyze existing games as communication tools; evaluate market trends and player behavior; and critically examine the social, cultural, and ethical implications of game design choices.

EA5: Students will understand the game industry ecosystem, including game production processes, business models, marketing strategies, and legal issues; and develop professional skills such as teamwork, project management, and portfolio presentation, which are essential for professional success.

EA6: Students demonstrate awareness of ethical design practices, cultural sensitivity, and the broader social impacts of interactive media on players and society as they explore new technologies in gaming, such as VR/AR, artificial intelligence, and mobile platforms.

QUALIFICATION AWARDED

Students who successfully complete this program will receive a Bachelor of Science degree in Digital Game Design.

LEVEL OF QUALIFICATION

This program provides education at the Undergraduate level (Level 1 EQF Level 6).

SPECIFIC ADMISSION REQUIREMENTS

Registration and acceptance conditions for Turkish Republic candidates:

Students who are successful in the exams administered by the Student Selection and Placement Center (ÖSYM) of the Turkish Council of Higher Education and who are eligible to enroll in our university in line with their preferences can complete their registration procedures with the required documents at the Registration and Liaison Offices located throughout Turkey or at the Student Affairs Directorate (ÖİM) in the TRNC.

Candidate students who are Turkish citizens and have graduated from high schools or equivalent schools can enroll in the associate and undergraduate programs they have chosen and placed in with their Higher Education Institutions Exam (YKS) scores.

Registration and acceptance conditions for TRNC candidates:

Prospective students who are TRNC citizens and Turkish citizens who have completed their entire high school education in the TRNC are placed in undergraduate programs based on their success in the CIU Student Placement and Scholarship Ranking Exam and their preferred programs.

Admission requirements for International Candidates:

Applications for our undergraduate programs can be submitted online directly through the application portal. The required documents for admission are as follows:

Completed application form,

Higher/Secondary Certificate or equivalents (e.g. O/A'Level, WAEC/NECO)

Proof of English Language proficiency: TOEFL (65 IBT) or IELTS (5.5). Students who do not have these documents will take the CIU English proficiency test upon arrival at campus.

Scanned copy of international passport/birth certificate,

A fully completed and signed CIU Rules and Regulations document (available for download during online application).

QUALIFICATION REQUIREMENTS AND REGULATIONS

SN	Program Name		Visual Communication Design
1	Program degree	:	Bachelor of Science – Digital Game Design
2	Duration	:	4 academic years
3	Number of semesters	:	8 academic semesters
4	Minimum number of semesters required for enrollment	:	2 academic semesters
5	Minimum number of credits	:	122 credits (240 ECTS)
6	Total number of courses	:	41
7	Number of credit courses	:	38
8	Number of non-credit courses	:	3 (2 courses and 1 summer trainings)
9	Number of compulsory courses	:	28

10	Number of elective courses	:	13
11	Number of "University Elective" and "Area Elective" courses	:	3 University Electives; 6 Area Electives. Total: 9 courses.
12	Number of "Free Elective" courses	:	4
13	Graduation Requirements	:	Completion of the Program Graduation Requirements.
14	Program Graduation Requirements	:	1) Completion of a minimum of 122 credits (240 ECTS) of study, 2) Completing all courses in the program and receiving at least a "D" or "E"/"T" letter grade for credit courses and an "S" or "E"/"T" letter grade for non-credit courses, 3) Completing two separate 20-day summer internships at institutions and organizations that produce content in the fields of Digital Game Design or other platforms interested in audiovisual content production and receiving an "S" letter grade in the internship courses, 4) A General Academic Grade Point Average (CGPA) of 2.00 or above out of 4.00 is required.

RECOGNITION OF PRIOR LEARNING

At Cyprus International University, full-time students may be exempt from certain courses, in accordance with relevant regulations. If a course previously taken at another institution is equivalent in content to a course offered at CIU, the student may be exempted from the course with the approval of the relevant faculty/institute after the course content has been evaluated.

PROGRAM PROFILE

The Faculty of Communication at Cyprus International University began accepting students in 1997 as three separate departments: Advertising and Public Relations, Journalism, and Radio and Television. Following a one-year preparatory school, the Department of Visual Communication Design began operating in the 2006-2007 academic year. The Digital Game Design department began accepting its first students in the fall semester of the 2023-2024 academic year. Our

curriculum, designed to address the rapidly changing nature of digital game design and the evolving landscape of media technologies, encompasses both courses that strengthen theoretical foundations and practical content that builds professional competence. In addition to theoretical courses such as game theory, user experience, interactive narrative, game psychology, and cultural analysis, students gain both creative and technical competencies through practical courses such as game engines, programming, audiovisual design, 2D and 3D modeling, and game development studios. By combining theory and practice, students are able to produce original digital game projects and develop analytical thinking skills and research strategies to meet industry needs. The program is designed to support students in gaining industry experience and developing professional connections. Students are expected to complete two separate 20-day internships at institutions and organizations operating in digital game design, visual media production, or interactive content development. These internships provide students with the opportunity to apply the knowledge they acquire in real-world production environments, preparing them for the professional world after graduation.

In our department, in addition to expert full-time faculty, we also offer part-time faculty members actively working in the industry, sharing up-to-date industry knowledge. Additionally, game developers, media professionals, and renowned academics are hosted to share their knowledge and experience with students. Students have the opportunity to pursue individual or group projects in our university's digital media labs, game design studios, and multidisciplinary creative production areas. Game projects developed as part of courses or independently are supported by academic consulting, and participation in national and international competitions is encouraged. This allows our students to not only acquire technical skills but also build a strong portfolio, giving them the opportunity to embark on a strong career path.

Effective training is achieved by carefully balancing theoretical and practical training. Students will not only understand the fundamental ideas behind animation and game design but will also be able to apply this knowledge to a variety of different fields. In short, the program aims to provide students with both specialized knowledge of the tools necessary for success in interactive entertainment and a high level of technical proficiency in fundamental artistic concepts. Through internship opportunities and special projects, the program also aims to develop students' creative talents. This will help them develop their own aesthetic and achieve a high degree of personal excellence and professionalism. The department boasts state-of-the-art equipment that will enable students to create the highest quality games and animations. Additionally, students will have access to a motion capture facility for lifelike human animation. Additionally, a fully equipped green screen studio and a high-quality photography studio provide students with ample production opportunities. Students have access to the faculty's television studios, sound studios, editing suites, and video equipment. There are numerous job opportunities for Digital Game Design graduates in a variety of industries. For example, graduates will have little trouble finding work as producers, art directors, animators, character designers, interface designers, and visual effects supervisors in animation and game design companies, advertising agencies, production companies, and television networks. Students will also be able to start their own production companies and serve the global animation and game design markets thanks to the relatively low cost of entry.

COURSE STRUCTURE DIAGRAM WITH CREDITS

Digital Game Design Department Curriculum

FACULTY OF COMMUNICATION / DIGITAL GAME DESIGN DEPARTMENT CURRICULUM (2024)

Semester	COURSE CODE	COURSE NAME	(T+P)	CREDIT HOURS	ECTS
1	COMM101	INTRODUCTION TO MASS COMMUNICATION	(3+0)	3	6
	GADS101	INTRODUCTION TO ANIMATION AND GAME DESIGN	(2+2)	3	5
	GADS103	DRAWING AND CLAY MODELING	(3+2)	4	7
	GADS105	INTRODUCTION TO THE NARRATIVE	(3+0)	3	5
	GADS107	HISTORY OF ART AND CULTURE	(3+0)	3	5
	TURK100/ TREG100	TURKISH	(2+0)	0	2
	(DÖNEM)/(TOPLAM) KREDİLER=			16	30

Semester	COURSE CODE	COURSE NAME	(T+P)	CREDIT HOURS	ECTS
2	GADS102	INTRODUCTION TO GAME ENGINES	(3+2)	4	8
	GADS10	DRAWING AND STORYBOARD FOR GAME DESIGNERS	(2+2)	3	8
	HIST100/TARH100	HISTORY OF CIVILIZATION/HISTORY OF MODERN Türkiye	(2+0)	0	2
	CMPE111	INTRODUCTION TO PROGRAMMING	(3+2)	4	6
	PSYC110	PSYCHOLOGY	(3+0)	3	6
	(DÖNEM)/(TOPLAM) KREDİLER=			14	30

Semester	COURSE CODE	COURSE NAME	(T+P)	CREDIT HOURS	ECTS
3	GADS205	GAME LEVEL DESIGN	(3+2)	4	7
	GADS207	2D GAME ANIMATION	(3+2)	4	7
	GADS221	STORYWRITING AND SCENARIO WRITING FOR THE GAME	(3+0)	3	6
	COMMXX1	FREE ELECTIVE	(3+0)	3	5
	UNIEXX1	UNIVERSITY ELECTIVE	(3+0)	3	5
	(DÖNEM)/(TOPLAM) KREDİLER=			17	30

Semester	COURSE CODE	COURSE NAME	(T+P)	CREDIT HOURS	ECTS
4	GADS202	INTERFACE AND INTERACTION DESIGN	(3+2)	4	7
	GADS206	COMPLEX GAME MECHANICS	(3+2)	4	8
	ILAW242	COMMUNICATION LAW AND ETHICS	(3+0)	3	5
	COMMXX2	FREE ELECTIVE	(3+0)	3	5
	UNIEXX2	UNIVERSITY ELECTIVE	(3+0)	3	5
	(DÖNEM)/(TOPLAM) KREDİLER=			17	29

Semester	COURSE CODE	COURSE NAME	(T+P)	CREDIT HOURS	ECTS
5	GADS301	3D MODELING, SURFACE TEXTURE AND LIGHTING-I	(3+2)	4	5
	VICD305	2D ANIMATION	(2+2)	3	5
	GADS303	3D ANIMATION FOR GAME DESIGN	(3+2)	4	6
	GADS300	SUMMER TRAINING-I	(0+0)	0	5
	COMMXX2	FREE ELECTIVE	(3+0)	3	5
	GADSXX1	AREA ELECTIVE	(3+0)	3	5
	UNIEXX3	UNIVERSITY ELECTIVE	(3+0)	3	5
	(DÖNEM)/(TOPLAM) KREDİLER=			17	31

Semester	COURSE CODE	COURSE NAME	(T+P)	CREDIT HOURS	ECTS
6	GADS302	3D MODELING, SURFACE TEXTURE AND LIGHTING-II	(3+2)	4	7
	GADS304	ARTIFICIAL INTELLIGENCE APPLICATIONS	(3+2)	4	7
	GADSXX2	AREA ELECTIVE	(3+0)	3	5
	GADSXX3	AREA ELECTIVE	(3+0)	3	5
	COMMXX3	FREE ELECTIVE	(3+0)	3	5
	(DÖNEM)/(TOPLAM) KREDİLER=			17	29

Semester	COURSE CODE	COURSE NAME	(T+P)	CREDIT HOURS	ECTS
7	GADS401	GRADUATION PROJECT-I	(3+4)	5	7
	GADS403	ADVANCED GAME DESIGN	(3+2)	4	7
	GADS405	BUSINESS AND INDUSTRY IN GAME DESIGN	(3+0)	3	7
	GADSXX4	AREA ELECTIVE	(3+0)	3	5
	GADSXX5	AREA ELECTIVE	(3+0)	3	5
	(DÖNEM)/(TOPLAM) KREDİLER=			18	31

Semester	COURSE CODE	COURSE NAME	(T+P)	CREDIT HOURS	ECTS
8	GADS402	GRADUTATION PROJECT-II	(3+4)	5	8
	GADS404	PSYCHOLOGY FOR GAME DESIGN	(3+0)	3	8
	GADS406	GAME HISTORY AND ANALYSIS	(3+0)	3	8
	GADSXX6	AREA ELECTIVE	(3+0)	3	5
	(DÖNEM)/(TOPLAM) KREDİLER=			17	29

13 ELECTIVE COURSES ARE A TOTAL OF 39 LOCAL CREDITS. THEY AMOUNT 30.23% OF THE TOTAL CREDITS OF THE CURRICULUM. 13 ELECTIVE COURSES ARE WORTH 65 ECTS IN TOTAL AND 27% OF THE CURRICULUM ARE ELECTIVE COURSES.

	AREA ELECTIVE COURSES		CREDIT HOURS	ECTS
VICD103	FREEHAND DRAWING-I	(2+2) 3	3	5
VICD104	FREHAND DRAWING-II	(2+2) 3	3	5
VICD314	INFORMATION COMMUNICATION AND TELECONFERENCING	(2+2) 3	3	5
VICD317	INTEGRATED MARKETING COMMUNICATION	(3+0) 3	3	5
VICD320	FUNDAMENTALS OF TV PRODUCTION	(2+2) 3	3	5
VICD404	PORTFOLIO DESIGN	(3+0) 3	3	5
VICD406	INTERACTIVE ART AND DESIGN	(2+2) 3	3	5
VICD410	LIGHTINING DESIGN	(2+2) 3	3	5
VICD411	ADVERTISING CAMPAIGN DESIGN	(3+0) 3	3	5
VICD415	CONCEPT DEVELOPMENT	(3+0) 3	3	5
VICD420	AESTHETICS	(3+0) 3	3	5

LEARNING TAXONOMY

The Structure of Observed Learning Outcomes (SOLO) Taxonomy is a widely used framework for systematically classifying the increasing complexity of students' understanding of a topic. This taxonomy serves as a tool to help educators assess cognitive development, design effective learning activities, and create assessment processes aligned with increasing levels of comprehension and critical thinking.

PROGRAM OUTCOMES

FACULTY OF COMMUNICATION DIGITAL GAME DESIGN DEPARTMENT PROGRAM OUTCOMES

One of our graduates who completed all courses of the Digital Game Design program;

GADS PO1: Graduates will demonstrate a comprehensive understanding of core game design principles, mechanics, and systems for creating interactive entertainment experiences.

VICD PO2: Graduates will develop advanced skills in compelling narratives, character development, and interactive storytelling techniques specific to digital gaming environments.

VICD PO3: Graduates will gain proficiency in game development software, programming languages, and technical tools necessary to create functional digital games on different platforms.

VICD PO4: Graduates will master visual communication principles, digital art production, and aesthetic design concepts to develop coherent visual identities for gaming projects.

VICD PO5: Graduates will design intuitive and accessible user interfaces and experiences that increase player engagement and optimize game flow.

VICD PO6: Graduates will analyze and apply communication theories, media studies concepts, and cultural perspectives to understand games as communicative media and cultural artifacts.

VICD PO7: Graduates will demonstrate effective project management skills such as team leadership, resource management, and production process management in game development projects.

VICD PO8: Graduates will evaluate game markets, analyze consumer behavior, and develop business strategies for game publishing, marketing, and revenue model creation.

VICD PO9: Graduates will develop games for a variety of platforms, including mobile devices, consoles, PC and emerging technologies, and will understand platform-specific constraints and opportunities.

VICD PO10: Graduates will effectively integrate sound effects, music, and audio elements to support immersive gaming experiences and contribute to narrative goals.

VICD PO11: Graduates will apply principles of psychology and behavioral sciences to design game mechanics to maintain player engagement and provide positive user experiences.

VICD PO12: Graduates will recognize and address ethical issues in game design such as representation, addiction, violence, and the societal impact of gaming media.

VICD PO13: Graduates will work effectively in interdisciplinary teams, clearly communicating creative visions and technical requirements with artists, programmers, writers, and other stakeholders.

VICD PO14: Graduates will critically analyze existing games, evaluate design decisions, and contribute to academic discussions of games as cultural and communicative phenomena.

VICD PO15: Graduates will adapt to new gaming technologies, including virtual reality, augmented reality, artificial intelligence, and other innovative platforms and tools.

VICD PO16: Graduates will prepare comprehensive portfolios that showcase their creative and technical abilities and will effectively present their work to industry professionals and potential employers.

COURSE AND PROGRAM OUTCOMES MATRIX

Program Outputs Dersler	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
GADS101	5	1	2	5	2	1			3	2			1	1	3	2
GADS102	5	1	2	5	2	1			3	2			1	1	3	2
GADS103	1	2		5		4	3	1		4	1	1	2			5
GADS104	5	1	2	5	2	1			3	2			1	1	3	2
GADS105	1	5		3		5	1			5		2	2	3		3
GADS107	4	2		4		5	2	1			3	4	5	5		2
GADS202	3	4	3	2	5	1		2	5	2	5	2	3		3	3
GADS205	3	4	3	2	5	1		2	5	2	5	2	3		3	3
GADS206	3	4	3	2	5	1		2	5	2	5	2	3		3	3
GADS207	3	4	3	2	5	1		2	5	2	5	2	3		3	3
GADS221	1	5		3		5	1			5		2	2	3		3
GADS300	5	5							5	2	5		5	4	5	5
GADS301	5	1	2	5	2	1			3	2			1	1	3	2
GADS302	5	1	2	5	2	1			3	2			1	1	3	2
GADS303	5	1	2	5	2	1			3	2			1	1	3	2
GADS304	5	5	2	5	2	1	2	2	5	2	5	1	5	4	5	5
GADS401	5	5	2	5	2	1	2	2	5	2	5	1	5	4	5	5
GADS402	5	5	2	5	2	1	2	2	5	2	5	1	5	4	5	5
GADS403	5	5	2	5	2	1	2	2	5	2	5	1	5	4	5	5
GADS404											5	5	5	5		

GADS405						2	1	5	4		3	1	1	2		
GADS406						5	5	2			3	3	3	5		
PSYC110								2				4				
ILAW242					5						5	5			3	3
CMPE111	5	5	5	1	1	2										
TURK100 / TREG100									2	2			2			
HIST100 / TARH100								2				4				

5-Very High 4-Above Average 3-Average 2-Below Average 1-Very Low

OCCUPATIONAL PROFILES OF GRADUATES

Digital Game Design meets a significant need today, driven by the rapid growth of the game industry, the development of digital media and interactive content, and the increasing need for qualified professionals in creative industries. Our department aims to cultivate creative, ethical, and technically well-equipped individuals for the future of our country and the world in the fields of digital games and interactive media. Graduates who successfully complete their coursework and internships can work in various media organizations, including radio and television networks, film production companies, design studios and other platforms involved in audiovisual and design content creation.

Students graduating from the Digital Game Design Department have the opportunity to pursue careers in a wide variety of areas of the gaming and media industry thanks to the interdisciplinary intellectual skills, creative design approach, and mastery of next-generation digital technologies they acquire. Additionally, students who wish can pursue an academic career and specialize in game studies and digital culture. Through collaborations established between our department and game studios, digital media agencies, animation companies, and software companies, our students have the opportunity to gain real-world industry experience throughout their education. Our graduates, with their technical knowledge, creative thinking, and project development skills, have career opportunities, particularly in the following areas:

- Game Programming
- 2D and 3D Character and Environment Modeling
- Animation and Motion Graphics Design
- UX/UI (User Experience and Interface) Design
- Interactive Media Design
- Digital Storytelling and Narrative Design
- Sound Design and Game Music

- AR/VR (Augmented and Virtual Reality) Applications
- Artificial Intelligence-Powered Game Systems
- Post-production and Game Video Production
- Game Publishing and Marketing
- Creative Direction and Game Project Management
- Educational Games and Simulation Development

The Department of Digital Game Design offers a well-equipped education that meets the needs of the age for students who are interested in the creative and technological aspects of the game world, who want to design their own game world, who are prone to both individual and teamwork, and who think innovatively.

ACCESS TO FURTHER STUDIES

Bachelor's degree graduates can apply to master's programs.

REGULATIONS AND ASSESSMENT & GRADING

The measurement and evaluation methods applied for each course are defined in the "Course Curriculum," prepared by the relevant faculty member(s) and included in the information package. Regarding exams and course success grades, the relevant articles of the Cyprus International University Associate and Undergraduate Education, Instruction, and Examination Regulations apply

<https://sis.ciu.edu.tr/regulations-and-forms/regulations/211?ZhKoCbPkgH6FNZQJJA3CxT2giXRZNt2aJoWO>).

GRADING SYSTEM

CIU Success Coefficient	CIU Letter Grade	Equivalency of Other Universities' 100-Point Grading System at CIU
4	A	84,5-100
3,7	A-	79,5-84,49
3,3	B+	74,5-79,49
3	B	69,5-74,49
2,7	B-	65,5-69,49
2,3	C+	62,5-65,49
2	C	59,5-62,49
1,7	C-	56,5-59,49
1,3	D+	53,5-56,49
1	D	49,5-53,49
0,7	D-	0-49,49
0	F	

GRADUATION REQUIREMENTS

In order to graduate from the undergraduate program, it is necessary to achieve success in all courses in the program curriculum with a total of 240 ECTS (122 national credits) with a minimum grade of D/S, to complete 1 summer internship within the specified time and quality, and to have a General Grade Point Average (CGPA) of 2.00 out of 4.00.

MODE OF STUDY

This is a full-time program.

PROGRAM DIRECTOR OR EQUIVALENT

Assoc. Prof. Dr. Dilan ÇİFTÇİ

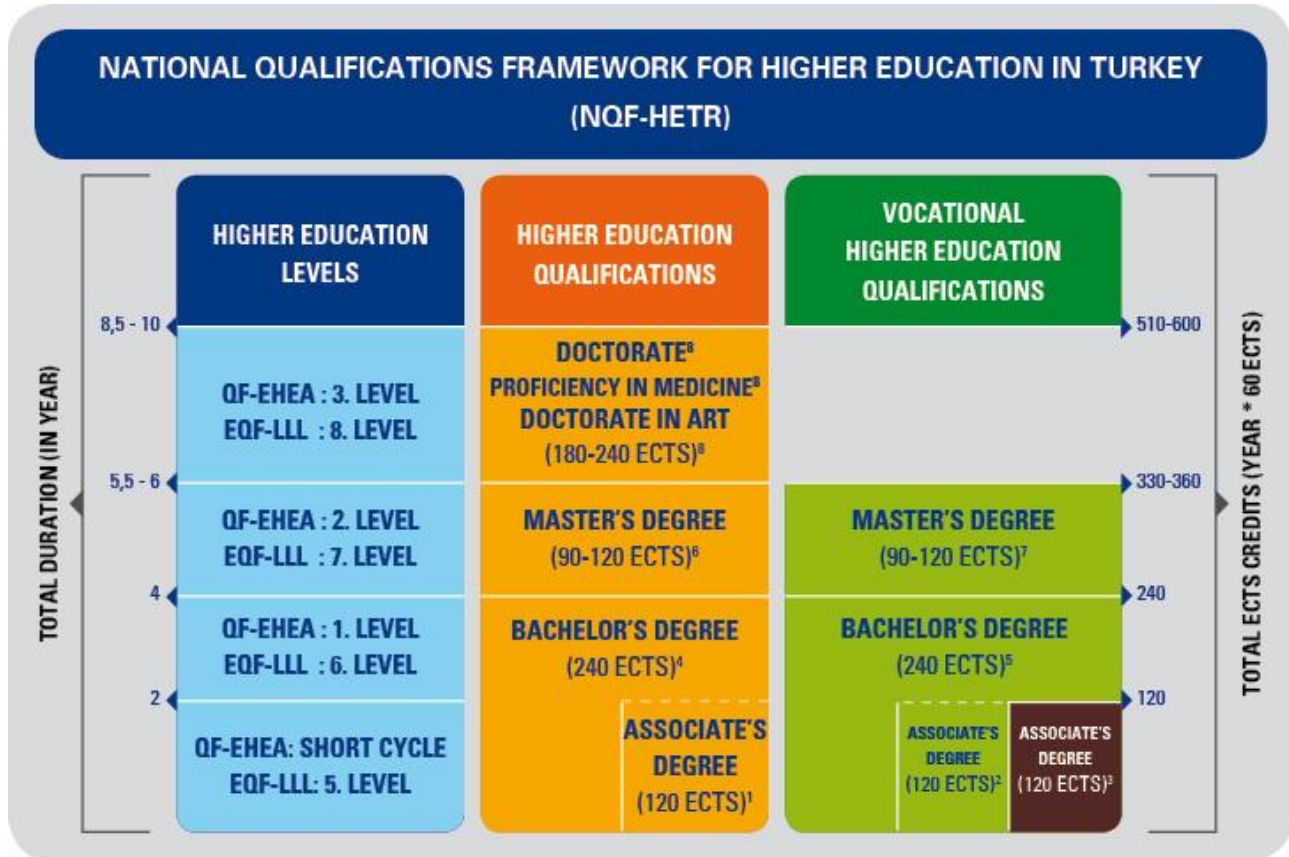
gercan@ciu.edu.tr

90 3926711111 - 2300

NQF-HETR/PROGRAM COMPETENCIES MATRIXES

(<http://www.ttyc.yok.gov.tr/>)

Qualifications' Profiles for NQF-HETR Levels



1. Associate degree education and training programs with a focus on knowledge within or associated with undergraduate programs.
2. Application-oriented associate degree education and training programs within undergraduate programs or associated with undergraduate programs
3. Application-oriented associate degree education and training programs of vocational schools Academically-oriented programme.
4. Knowledge-oriented undergraduate programs
5. Application-oriented undergraduate programs
6. Knowledge-oriented thesis or non-thesis master's programs
7. Application-oriented master's programs with or without thesis
8. Doctoral programs

Table 1: National Qualifications Framework For Higher Education In Turkey (NQF-HETR) Level 6 (Undergraduate Education) Qualifications (Level Higher Education Qualifications Framework is equivalent for TR and TRNC.)

NATIONAL QUALIFICATIONS FRAMEWORK FOR HIGHER EDUCATION IN TURKEY (NQF-HETR) (6. Level) Qualifications						
NQF-HETR LEVEL	KNOWLEDGE -Theoretical -Conceptual	SKILLS -Cognitive -Practical	COMPETENCES			
			Competence to Work Independently and Take Responsibility	Learning Competence	Communication and Social Competence	Field Specific Competence
6 BACHELOR'S EQF-LLL: 6. Level QF-EHEA: 1. Cycle	NQF-HETR 1: Having advanced theoretical and practical knowledge supported by textbooks, practice tools and other resources containing current information in the field.	NQF-HETR 2: Use of advanced theoretical and practical knowledge within the field. NQF-HETR 3: Interpret and evaluate data, define and analyze problems, develop solutions based on research and proofs by using acquired advanced knowledge and skills within the field.	NQF-HETR 4: Conduct studies at an advanced level in the field independently. NQF-HETR 5: Take responsibility both as a team member and individually in order to solve unexpected complex problems faced within the implementations in the field. NQF-HETR 6: Planning and managing activities towards the development of subordinates in the framework of a project.	NQF-HETR 7: Evaluate the knowledge and skills acquired at an advanced level in the field with a critical approach. NQF-HETR 8: Determine learning needs and direct the learning. NQF-HETR 9: Develop positive attitude towards lifelong learning.	NQF-HETR 10: Inform people and institutions, transfer ideas and solution proposals to problems in written and orally on issues in the field. NQF-HETR 11: Share the ideas and solution proposals to problems on issues in the field with professionals and non-professionals by the support of qualitative and quantitative data. NQF-HETR 12: Organize and implement project and activities for social environment with a sense of social responsibility. NQF-HETR 13: Monitor the developments in the field and communicate with peers by using a foreign language at least at a level of European Language Portfolio B1 General Level. NQF-HETR 14: Use informatics and communication technologies with at least a minimum level of European Computer Driving License Advanced Level software knowledge.	NQF-HETR 15: Act in accordance with social, scientific, cultural and ethical values on the stages of gathering, implementation and release of the results of data related to the field. NQF-HETR 16: Possess sufficient consciousness about the issues of universality of social rights, social justice, quality, cultural values and environmental protection, worker's health and security.

Table 2. Matrix of NATIONAL QUALIFICATIONS FRAMEWORK FOR HIGHER EDUCATION IN TURKEY (NQF-HETR) and Digital Game Design Program Outputs

NQF-HETR	KNOWLEDGE	SKILLS		COMPETENCES												
	-Theoretical -Conceptual	-Cognitive -Practical		Competence to Work Independently and Take Responsibility			Learning Competence			Communication and Social Competence					Field Specific Competence	
NQF-HETR Program Outputs	NQF-HETR 1	NQF- HETR 2	NQF- HETR 3	NQF- HETR 4	NQF- HETR 5	NQF- HETR 6	NQF- HETR 7	NQF- HETR 8	NQF- HETR 9	NQF- HETR 10	NQF- HETR 11	NQF- HETR 12	NQF- HETR 13	NQF- HETR 14	NQF- HETR 15	NQF- HETR 16
PO1	5	4		5	5	5		3			5		5			
PO2	5	4						3					5			
PO3	5						3						5			
PO4	4												5			
PO5	2		2				2				3		5			
PO6	4												5			
PO7	4												5			
PO8	3	5	4				5			4		2	5			
PO9		5		4	4	4		5	3	4			5			
PO10		5		5						3			5			
PO11		5		4							2		5			
PO12	3		5				5			5			5			
PO13		5	5	5	5	5		5	2	4			5	5		
PO14		5		4									5		5	5
PO15	3		3	5	3	5				5			5		5	5
PO16	5	5		5		5		5		5			5		5	5

5-Very High

4-Above Average

3-Average

2-Below Average 1-Very Low

Table 3. National Qualifications Framework for Higher Education in Turkey (NQF-HETR) for Bachelor of Digital Game Design

Faculty/School/Vocational School: Faculty of Communication			
Program: Visual Communication Design Department (English)			
No	Core Area		Program Competency
1	Knowledge (Theory - T)		T1. Has knowledge of art culture and aesthetics.
2			T2. Has knowledge of art history specific to the relevant art field.
3			T3. Has knowledge of art and design materials.
4			T4. Has knowledge of art and design methods and techniques..
5			T5. He/she is knowledgeable about legal regulations and procedures in the relevant art field.
6			T6. Has knowledge of the interdisciplinary interaction related to the relevant art field.
7			T7. Has knowledge of research methods.
8			T8. He/she has knowledge of artistic criticism methods.
9			T9. He/she has knowledge about the ethics of art and science.
10	Skills (Abilities - A)		A1. Provides integrity of theory and practice.
11			A2. Uses methods and techniques related to the relevant art field.
12			A3. Evaluates the interaction of sub-disciplines within the relevant art field.
13			A4. Has the ability to interpret based on analysis.
14			A5. It develops the ability to perceive, think, design and apply multidimensionally.
15			A6. It concretizes sensory perception.
16	Competencies	Competence in Independent Work and Taking Responsibilities	R1. Works harmoniously and productively alone, independently and/or in groups.
17			R2. Takes active part in project processes.
18			R3. Shares original works related to his/her field with the society and evaluates the results.
19		Competence in Learning	L1. Questions her own work
20			L2. Thinks analytically and critically.
21			L3. Internalizes the concept of lifelong learning.
22		Competence in Communication and Social Interaction	C1. He/she defines his/her target audience and shares studies related to his/her field.
23			C2 Has communication skills to explain his/her work to the society.

24			C3. Communicates topics related to the field effectively and accurately to experts and non-experts using visual, written and verbal communication methods.
25			C4. He/she follows the information in his/her field and communicates with colleagues using a foreign language (General Level of the European Language Portfolio: Level B1).
26			C5. Uses computer software and information and communication technologies at least at the European Computer User License Advanced Level required by the field.
27		Field-Related Competence	P1. She is aware of national and international values in art and design.
28			P2. It can transform abstract and concrete concepts into creative thoughts, innovative and original works.
29			P3 He/she has the sensitivity to run a business successfully in his/her field.
30			P4. Has aesthetic awareness.

Table 4. Turkish Higher Education Qualifications Framework Digital Game Design Field (Undergraduate Level) and Digital Game Design Program Outcomes Matrix

Faculty: Faculty of Communication

Program: Department of Digital Game Design (English)

Program Outcomes NQF-HETR		P01	P02	P03	P04	P05	P06	P07	P08	P09	P010	P011	P012	P013	P014	P015	P016
Knowledge (Theory - T) -Theoretical - Conceptual	T1																
	T2																
	T3																
	T4																
	T5																
	T6																
	T7																
	T8																
	T9																
Skills (Abilities - A) -Cognitive -Practical	A1																
	A2																
	A3																
	A4																
	A5																
	A6																
Competences	Competence in Independent Work and Taking Responsibilities (R)	R1															
		R2															
		R3															
	Competence in Learning (L)	L1															
		L2															
		L3															
	Competence in Communication and Social Interaction (C)	C1															
		C2															
		C3															
		C4															

		C5																	
	Field-Related Competence (P)	P1																	
		P2																	
		P3																	

Table 5: Matrix of Program Educational Objectives and Program Outcomes

PROGRAM OUTCOMES	EDUCATIONAL OBJECTIVES					
	EO1	EO2	EO3	EO4	EO5	EO6
PO1		2	5	4		3
PO2			5	3		3
PO3	5					
PO4	5	5				
PO5	5	5			5	5
PO6	3		2			
PO7	3				2	
PO8	5					
PO9		2	5	5		3
PO10			5	5		3
PO11			5	5		3
PO12	5	5	3		2	
PO13	3		5	5		3
PO14			5	3		
PO15	1			4	5	5
PO16						5

5-Very High 4-Above Average 3-Average 2-Below Average 1-Very Low