

COURSE SYLLABUS

Faculty of Economics and Administrative Sciences

Course Code		Course Name			Credit	E	ECTS Value	
ITL 314		Metaverse –International Student Project 3 (2-			(2-2-3)	2-3) 6		
Cou	Prerequisite _ Courses:							
Course Language:		English	Teaching S	Teaching Style: Onlin		ne / Virtual Campus		
	Course Type and Level: Elective / 3rd Year / Fall and Spring Semester							
Course Instructor Title, Name and Surname			Course Hours	Office Hours		Con	Contact	
Assoc. Prof. Dr. Murat Gülmez Prof. Dr. John O'Connor			Wednesday 18:00 -20:30	Friday 10:00 - 12:00 gul		John@TUI	ngulmez@cag.edu.tr ohn@TUD.edu ulayguler@cag.edu.tr rsininal@cag.edu.tr	
	Course Res. Asst. Gülay Güler Coordinator: Res. Asst. Ersin İnal							
		Purpos	se of the Cours	se				
						Relationships		
mes	Students who successfully complete this course;					Program Outcomes	Net Contribution	
Outco	1	Online to communities And virtual to the worlds will be able to access.				2	5	
) guic	2	Cultures inter- One online in the environment partnership inside movement will be able to .				1,2	5,5	
Course Learning Outcomes	3	Virtual relationships be able to establish This relationships 6 4 be able to execute And virtual One in the team they will be able to work.					4	
Cours	4	Second Life platform And personal original object on their blog And contents will be able to create.				2,5	4,5	
	5	Societies welfare for Virtual Worlds How can be used will 2,9,4 5,5,5 understand.					5,5,5	
The Metaverse course is organized as a joint course in collaboration between Duk Institute of Technology and Çağ University. The course will be conducted in Second Life, online virtual environment accessed through avatars. Participants from Ireland and Turk will be in the same virtual environment for this course. Students will see how the environment works and evaluate how virtual content is created. This course also aims teach students how to manage effective teamwork in a virtual and intercultural environment while dealing with many obstacles such as cultural differences, language barriers, the differences, and technological problems. This course also offers opportunities collaboration, interaction, and networking among participants and instructors from differences in institutions, and cultures. The technological components of Virtual Worlds are ethical and social issues related to Virtual Worlds will be covered in this course. Thus, af one semester of education, students will be able to understand the role of Virtual Worlds today's society.						Second Life, an and Turkey see how the e also aims to ral environment barriers, time portunities for s from different all Worlds and rse. Thus, after		
Course Contents: (Weekly Lesson Plan)								
Wee	k	Subject	Prepar	ation	Т	eaching Me Techniq		



1	Introductory Lesson	Students should acquire preliminary knowledge about the Metaverse and virtual worlds.	Lecture, Question and Answer, Discussion
2	Metaverse , Digital Literacy (VAI and Sitearm)	Students should acquire general preliminary knowledge about the Metaverse, digital literacy, and virtual worlds.	Flipped Classroom, Visual Material Analysis
3	Marshall McLuhan Presentation	Students should examine Marshall McLuhan's media theories and understanding of communication. They should think in advance about the relationship between media and technology.	Case Study, Group Discussion, Brainstorming
4	Online Communities and Relationships	Students should investigate the functioning of online communities and their effects on social relationships.	Role Playing, Brainstorming, Group Work
5	Delia on Ecosystem Degradation Lake's Presentation	Students should acquire basic knowledge about ecosystem degradation and environmental problems.	Flipped Classroom, Discussion, Case Study
6	Meta-Literacy, Digital Citizenship, Metaverse	Students should explore the concepts of digital citizenship and the metaverse and be prepared to address issues of virtual identities and online ethics.	Small group discussions, Brainstorming
7	Project Presentation Rehearsal	Students should develop ideas for presentations and explore digital presentation tools.	Presentation, Group Work, Feedback
8	Midterm Exam		
9	Midterm Exam		



10	Virtual Identities				
10	Feedback and Reflections Session		Students should		
11	reeuback and Reliections Session		review their experiences from previous weeks and prepare their feedback and thoughts.	Lecture, Case Study, Discussion	
12	Object Creation Tips		Students should learn the techniques of creating objects in a virtual environment and develop their own ideas.	Discussion, Q&A, Group Sharing	
13	Sustainability Session at Çağ Virtual Campus		Students should be prepared for sustainability and ecosystem issues through virtual experiences.	Practical Work, Demonstration, Group Work	
14	Face-to-face Virtual Reality Goggles Session at Çağ Campus		Students should examine virtual reality technologies and the use of glasses in advance.	Application and Discussion	
15	Graduation Party (For this course)		Students should be prepared to review experiences and projects acquired during the course.	Applied Work, Demonstration, Group Interaction	
16	FINAL REPORT DELIVERY 16		Students must gather the necessary materials for the final report and complete their report.	Individual Study, Consulting, Evaluation	
17	Final Exam				
18	Final Exam				
	,	Resources	for the Course		
Textboo	Textbook: The lesson responsible teaching member's notes . Web page : www.cag.edu.tr/murat-gulmez				
Recommended Resources:		1). Igbrude , C ., O'Connor , J., & Turner , D. (2014, September). Inter- university international collaboration for an online course : a case study . In <i>International Conference on E-Learning, E- Education</i> , and Online Training (pp. 159-166). Springer , Cham . 2). Girvan , C. (2018). What is a virtual world ? Definition and classification . <i>Educational Technology Research and Development</i> , 66 (5), 1087-1100. 3). Machado , L ., Klein , AZ, Freitas , A., Schlemmer , E., & Pedron , C. D. (2016). the virtual use worlds for developing intercultural competencies . <i>International Journal of Information and Communication Technology Education (IJICTE)</i> , 12 (3), 51-64. 4). Guo , Y ., & Barnes , S. (2011). Purchase behavior in virtual worlds : An empirical investigation in Second Life. <i>Information & Management</i> , 48 (7), 303-			



	312. 5). Kohler, T., Matzler, K., & Füller, J. (2009). Avatar-based Innovation: Using virtual worlds for real world innovation <i>Technovation</i> , 29 (6-7), 395-407.						
Course Assessment and Evaluation							
Events	Contrib ution	Notes					
Final Project And Report	1	70%					
Blog Posts And Homework	30%						
ECTS Table							
Contents	Number	Hour	Total				
Lessons in the virtual world		14	3	42			
Extracurricular Studies		14	3	42			
Project		1	48	48			
Mid-term assignments	1	40	40				
	172						
	=172/30=5.73						
			ECTS Credits:	6			



