

## COURSE SYLLABUS

### Faculty of Economics and Administrative Sciences

Course Code	Course Name		Credit	ECTS Value
ITL 313	Metaverse –International Student Project		3 (2-2-3)	6
Prerequisite Courses:	-			
Course Language:	English	Teaching Style:	Online / Virtual Campus	
Course Type and Level:	Elective / 3rd Year / Fall and Spring Semester			
Course Instructor Title, Name and Surname		Course Hours	Office Hours	Contact
Assoc. Prof. Dr. Murat Gülmez Prof. Dr. John O'Connor		Wednesday 18:00 -20:30	Friday 10:00 - 12:00	<a href="mailto:mgulmez@cag.edu.tr">mgulmez@cag.edu.tr</a> <a href="mailto:John@TUD.edu">John@TUD.edu</a>  <a href="mailto:gulayguler@cag.edu.tr">gulayguler@cag.edu.tr</a> <a href="mailto:ersininal@cag.edu.tr">ersininal@cag.edu.tr</a>
Course Coordinator:	Res. Asst. Gülay Güler Res. Asst. Ersin İnal			
Purpose of the Course				
Course Learning Outcomes	Students who successfully complete this course;		Relationships	
			Program Outcomes	Net Contribution
	1	Online to communities And virtual to the worlds will be able to access .	2	5
	2	Cultures inter- One online in the environment partnership inside movement will be able to .	1,2	5,5
	3	Virtual relationships be able to establish This relationships be able to execute And virtual One in the team they will be able to work .	6	4
	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 understand .	2,9,4	5,5,5
Course Content:	The Metaverse course is organized as a joint course in collaboration between Dublin Institute of Technology and Çağ University. The course will be conducted in Second Life, an online virtual environment accessed through avatars. Participants from Ireland and Turkey 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 to teach students how to manage effective teamwork in a virtual and intercultural environment while dealing with many obstacles such as cultural differences, language barriers, time differences, and technological problems. This course also offers opportunities for collaboration, interaction, and networking among participants and instructors from different disciplines, institutions, and cultures. The technological components of Virtual Worlds and ethical and social issues related to Virtual Worlds will be covered in this course. Thus, after one semester of education, students will be able to understand the role of Virtual Worlds in today's society.			
Course Contents: (Weekly Lesson Plan)				
Week	Subject	Preparation		Teaching Methods and Techniques

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		
11	Feedback and Reflections Session	Students should 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	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

<b>Textbook:</b>	<b>The lesson responsible teaching member's notes . Web page :</b> <a href="http://www.cag.edu.tr/murat-gulmez">www.cag.edu.tr/murat-gulmez</a>
<b>Recommended Resources:</b>	<p>1). Igbrude , C ., O'Connor , J., &amp; Turner , D. (2014, September ). Inter- university international collaboration for an online course : a case study . In <i>International Conference on E-Learning, E- Education , and Online Training</i> ( pp . 159-166 ) . Springer , Cham .</p> <p>2). Girvan , C. (2018). What is a virtual world ? Definition and classification . <i>Educational Technology Research and Development</i> , 66 (5), 1087-1100.</p> <p>3). Machado , L ., Klein , AZ, Freitas , A., Schlemmer , E., &amp; 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.</p> <p>4). Guo , Y ., &amp; Barnes , S. (2011). Purchase behavior in virtual worlds : An empirical investigation in Second Life. <i>Information &amp; Management</i> , 48 (7), 303-</p>

312.

 5). Kohler , T ., Matzler , K., & Füller , J. (2009). Avatar-based Innovation : Using virtual worlds for real world innovation *Technovation* , 29 (6-7), 395-407.

**Course Assessment and Evaluation**

Events	Number	Contribution	Notes
Final Project And Report	1	70%	
Blog Posts And Homework	4	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
Total:			172
Total / 30:			=172/30=5.73
ECTS Credits:			6

Past Term Achievements

2024-2025 Spring Semester  
ITL 313 - VIRTUAL WORLDS

