

**FACULTY OF ART AND DESIGN / DEPARTMENT OF DIGITAL GAME DESIGN
2025 – 2026 SPRING SEMESTER FINAL EXAMS SCHEDULE**

JUNE 1st, MONDAY

- 10.00 – 12.00 – ZD3 – Career Planning
- 11.00 – 12.00 - 1B-12/14 – Game Engines -1
- 13.00 – 14.00 - 1B-12/14 – Game Engines -2
- 15.00 – 16.00 – 3C-11/13/15 – Games and Culture

JUNE 2nd, TUESDAY

- 13.00 – 14.00 – 1C-04/06 – History of Art II
- 15.00 – 16.00 – ZA3 – Turkish II

JUNE 3rd, WEDNESDAY

- 11.00 – 12.00 – 1C-03/05 – Gamification
- 13.00 – 14.00 – 1B-12/14 – 2D Animation for Games -1
- 15.00 – 16.00 – 1B-12/14 – 2D Animation for Games -2
- 15.00 – 16.00 – 3B-12/14/16 – Film Culture

JUNE 4th, THURSDAY

- 11.00 – 12.00 – 1C-04/06 – Aesthetics in Cinematic Arts
- 13.00 – 14.00 – ZB1 – Principles of Atatürk and History of Reforms II
- 15.00 – 16.00 – 3C-12/14/16 – Board Games

JUNE 5th, FRIDAY

- 10.00 – 12.00 – 1B-12/14 – Game Development II*
- 10.00 – 12.00 – 1B-12/14 – Complex Mechanics*
- 12.00 – 14.00 – B12 – Academic English for Digital Game Design II

JUNE 8th, MONDAY

- 10.00 – 14.00 – Önder Öztunalı Konferans Salonu – Fundamentals of Game Design II Jury
- 15.00 – 16.00 – 1B-12/14 – 3D Digital Modelling -1
- 17.00 – 18.00 – 1B-12/14 – 3D Digital Modelling -2

JUNE 9th, TUESDAY

- 10.00 – 12.00 – 1B-04/06 – Game Analysis I
- 12.00 – 14.00 – B12 – Game Culture and History
- 15.00 – 16.00 – 1B-12/14 – Character Design