

**2026-2027 ACADEMIC YEAR /FALL SEMESTER****1st YEAR**

| Time                                 | MONDAY | TUESDAY                                                                | WEDNESDAY                                                                   | THURSDAY                                                    | FRIDAY                                                                    |
|--------------------------------------|--------|------------------------------------------------------------------------|-----------------------------------------------------------------------------|-------------------------------------------------------------|---------------------------------------------------------------------------|
| 9 <sup>00</sup><br>9 <sup>45</sup>   |        | DGD1001<br>DIGITAL MEDIA FOUNDATIONS<br>1B-12/14<br>Multiple Lecturers |                                                                             |                                                             | DGD1006<br>ACADEMIC ENGLISH FOR DGD<br>3C-111315<br>Seval Sariyildiz Aksu |
| 10 <sup>00</sup><br>10 <sup>45</sup> |        | DGD1001<br>DIGITAL MEDIA FOUNDATIONS<br>1B-12/14<br>Multiple Lecturers |                                                                             |                                                             | DGD1006<br>ACADEMIC ENGLISH FOR DGD<br>3C-111315<br>Seval Sariyildiz Aksu |
| 11 <sup>00</sup><br>11 <sup>45</sup> |        | DGD1001<br>DIGITAL MEDIA FOUNDATIONS<br>1B-12/14<br>Multiple Lecturers |                                                                             |                                                             | DGD1006<br>ACADEMIC ENGLISH FOR DGD<br>3C-111315<br>Seval Sariyildiz Aksu |
| 12 <sup>00</sup><br>12 <sup>45</sup> |        | DGD1001<br>DIGITAL MEDIA FOUNDATIONS<br>1B-12/14<br>Multiple Lecturers | DGD1002<br>FUNDAMENTALS OF GAME DESIGN I<br>AK B1-7<br>Zeynep Koçer Göztepe | DGD1005<br>DESIGN THINKING<br>5B-06/08/10<br>Serra Guzeller |                                                                           |
| 13 <sup>00</sup><br>13 <sup>45</sup> |        | DGD1003<br>PROGRAMMING FOR GAME DESIGN<br>1B-12/14<br>Seyma Nur Tahmaz | DGD1002<br>FUNDAMENTALS OF GAME DESIGN I<br>AK B1-7<br>Zeynep Koçer Göztepe | DGD1005<br>DESIGN THINKING<br>5B-06/08/10<br>Serra Guzeller |                                                                           |
| 14 <sup>00</sup><br>14 <sup>45</sup> |        | DGD1003<br>PROGRAMMING FOR GAME DESIGN<br>1B-12/14<br>Seyma Nur Tahmaz | DGD1002<br>FUNDAMENTALS OF GAME DESIGN I<br>AK B1-7<br>Zeynep Koçer Göztepe | DGD1005<br>DESIGN THINKING<br>5B-06/08/10<br>Serra Guzeller |                                                                           |
| 15 <sup>00</sup><br>15 <sup>45</sup> |        | DGD1003<br>PROGRAMMING FOR GAME DESIGN<br>1B-12/14<br>Seyma Nur Tahmaz | DGD1004<br>GENRE AND NARRATIVE<br>3C-12/14/16<br>Mustafa Orhan Göztepe      |                                                             |                                                                           |
| 16 <sup>00</sup><br>16 <sup>45</sup> |        | DGD1003<br>PROGRAMMING FOR GAME DESIGN<br>1B-12/14<br>Seyma Nur Tahmaz | DGD1004<br>GENRE AND NARRATIVE<br>3C-12/14/16<br>Mustafa Orhan Göztepe      |                                                             |                                                                           |
| 17 <sup>00</sup><br>17 <sup>45</sup> |        |                                                                        | DGD1004<br>GENRE AND NARRATIVE<br>3C-12/14/16<br>Mustafa Orhan Göztepe      |                                                             |                                                                           |
| 18 <sup>00</sup><br>18 <sup>45</sup> |        |                                                                        |                                                                             |                                                             |                                                                           |

## 2ND YEAR

| Time                                 | MONDAY                                                       | TUESDAY                                                                    | WEDNESDAY                                                                                | THURSDAY                                                           | FRIDAY                                                          |
|--------------------------------------|--------------------------------------------------------------|----------------------------------------------------------------------------|------------------------------------------------------------------------------------------|--------------------------------------------------------------------|-----------------------------------------------------------------|
| 9 <sup>00</sup><br>9 <sup>45</sup>   | DGD3003<br>LEVEL DESIGN - 1<br>1C-11/13<br>Serra Guzeller    | DGD3001<br>3D ANIMATION FOR GAMES - 1<br>CATs Meeting<br>Orhan Yavuz Erhan | DGD0004<br>ENVIRONMENT AND SPATIAL DESIGN<br>5C-08/10<br>Ege Kıriloğlu                   | DGD0036<br>GAME ANALYSIS II<br>AK - B1-8<br>Ege Kıriloğlu          | DGD3004<br>GAME DEVELOPMENT - 1<br>1B-12/14<br>Serra Guzeller   |
| 10 <sup>00</sup><br>10 <sup>45</sup> | DGD3003<br>LEVEL DESIGN - 1<br>1C-11/13<br>Serra Guzeller    | DGD3001<br>3D ANIMATION FOR GAMES - 1<br>CATs Meeting<br>Orhan Yavuz Erhan | DGD0004<br>ENVIRONMENT AND SPATIAL DESIGN<br>5C-08/10<br>Ege Kıriloğlu                   | DGD0036<br>GAME ANALYSIS II<br>AK - B1-8<br>Ege Kıriloğlu          | DGD3004<br>GAME DEVELOPMENT - 1<br>1B-12/14<br>Serra Guzeller   |
| 11 <sup>00</sup><br>11 <sup>45</sup> | DGD3003<br>LEVEL DESIGN - 1<br>1C-11/13<br>Serra Guzeller    | DGD3001<br>3D ANIMATION FOR GAMES - 1<br>CATs Meeting<br>Orhan Yavuz Erhan | DGD0004<br>ENVIRONMENT AND SPATIAL DESIGN<br>5C-08/10<br>Ege Kıriloğlu                   | DGD0036<br>GAME ANALYSIS II<br>AK - B1-8<br>Ege Kıriloğlu          | DGD3004<br>GAME DEVELOPMENT - 1<br>1B-12/14<br>Serra Guzeller   |
| 12 <sup>00</sup><br>12 <sup>45</sup> | DGD3002<br>HISTORY OF ART<br>3C-11/13/15<br>Mehmet Ustunipek | DGD0005<br>CONCEPT ART<br>CATs Meeting<br>Orhan Yavuz Erhan                | DGD0014<br>PSYCHOLOGY OF PLAY AND PLAYER<br>EXPERIENCE<br>4C-03/05<br>Multiple Lecturers | DGD0005<br>MULTIPLAYER PROGRAMMING<br>1B-12/14<br>Seyma Nur Tahmaz | DGD3004<br>GAME DEVELOPMENT - 1<br>1B-12/14<br>Serra Guzeller   |
| 13 <sup>00</sup><br>13 <sup>45</sup> | DGD3002<br>HISTORY OF ART<br>3C-11/13/15<br>Mehmet Ustunipek | DGD0005<br>CONCEPT ART<br>CATs Meeting<br>Orhan Yavuz Erhan                | DGD0014<br>PSYCHOLOGY OF PLAY AND PLAYER<br>EXPERIENCE<br>4C-03/05<br>Multiple Lecturers | DGD0005<br>MULTIPLAYER PROGRAMMING<br>1B-12/14<br>Seyma Nur Tahmaz | DGD3004<br>GAME DEVELOPMENT - 2<br>1B-12/14<br>Seyma Nur Tahmaz |
| 14 <sup>00</sup><br>14 <sup>45</sup> | DGD3002<br>HISTORY OF ART<br>3C-11/13/15<br>Mehmet Ustunipek | DGD0005<br>CONCEPT ART<br>CATs Meeting<br>Orhan Yavuz Erhan                | DGD0014<br>PSYCHOLOGY OF PLAY AND PLAYER<br>EXPERIENCE<br>4C-03/05<br>Multiple Lecturers | DGD0005<br>MULTIPLAYER PROGRAMMING<br>1B-12/14<br>Seyma Nur Tahmaz | DGD3004<br>GAME DEVELOPMENT - 2<br>1B-12/14<br>Seyma Nur Tahmaz |
| 15 <sup>00</sup><br>15 <sup>45</sup> | DGD3003<br>LEVEL DESIGN - 2<br>1C-12/14<br>Serra Guzeller    | DGD3001<br>3D ANIMATION FOR GAMES - 2<br>CATs Meeting<br>Orhan Yavuz Erhan |                                                                                          |                                                                    | DGD3004<br>GAME DEVELOPMENT - 2<br>1B-12/14<br>Seyma Nur Tahmaz |
| 16 <sup>00</sup><br>16 <sup>45</sup> | DGD3003<br>LEVEL DESIGN - 2<br>1C-12/14<br>Serra Guzeller    | DGD3001<br>3D ANIMATION FOR GAMES - 2<br>CATs Meeting<br>Orhan Yavuz Erhan |                                                                                          |                                                                    | DGD3004<br>GAME DEVELOPMENT - 2<br>1B-12/14<br>Seyma Nur Tahmaz |
| 17 <sup>00</sup><br>17 <sup>45</sup> | DGD3003<br>LEVEL DESIGN - 2<br>1C-12/14<br>Serra Guzeller    | DGD3001<br>3D ANIMATION FOR GAMES - 2<br>CATs Meeting<br>Orhan Yavuz Erhan |                                                                                          |                                                                    |                                                                 |
| 18 <sup>00</sup><br>18 <sup>45</sup> |                                                              |                                                                            |                                                                                          |                                                                    |                                                                 |

### 3RD YEAR

| Time                                 | MONDAY                                                                      | TUESDAY                                                            | WEDNESDAY                                                                                    | THURSDAY                                                                     | FRIDAY                                                              |
|--------------------------------------|-----------------------------------------------------------------------------|--------------------------------------------------------------------|----------------------------------------------------------------------------------------------|------------------------------------------------------------------------------|---------------------------------------------------------------------|
| 9 <sup>00</sup><br>9 <sup>45</sup>   | DGD0034<br><b>VISUAL ART PRACTICES</b><br>3B-07/09<br>Mustafa Orhan Göztepe |                                                                    | DGD0004<br><b>ENVIRONMENT AND SPATIAL DESIGN</b><br>5C-08/10<br>Ege Kirioglu                 | DGD0036<br><b>GAME ANALYSIS II</b><br>AK - B1-8<br>Ege Kirioglu              | DGD0041<br><b>DESIGN AND CODE I</b><br>5C-07/09<br>Seyma Nur Tahmaz |
| 10 <sup>00</sup><br>10 <sup>45</sup> | DGD0034<br><b>VISUAL ART PRACTICES</b><br>3B-07/09<br>Mustafa Orhan Göztepe |                                                                    | DGD0004<br><b>ENVIRONMENT AND SPATIAL DESIGN</b><br>5C-08/10<br>Ege Kirioglu                 | DGD0036<br><b>GAME ANALYSIS II</b><br>AK - B1-8<br>Ege Kirioglu              | DGD0041<br><b>DESIGN AND CODE I</b><br>5C-07/09<br>Seyma Nur Tahmaz |
| 11 <sup>00</sup><br>11 <sup>45</sup> | DGD0034<br><b>VISUAL ART PRACTICES</b><br>3B-07/09<br>Mustafa Orhan Göztepe |                                                                    | DGD0004<br><b>ENVIRONMENT AND SPATIAL DESIGN</b><br>5C-08/10<br>Ege Kirioglu                 | DGD0036<br><b>GAME ANALYSIS II</b><br>AK - B1-8<br>Ege Kirioglu              | DGD0041<br><b>DESIGN AND CODE I</b><br>5C-07/09<br>Seyma Nur Tahmaz |
| 12 <sup>00</sup><br>12 <sup>45</sup> | DGD0034<br><b>VISUAL ART PRACTICES</b><br>3B-07/09<br>Mustafa Orhan Göztepe | DGD0005<br><b>CONCEPT ART</b><br>CATs Meeting<br>Orhan Yavuz Erhan | DGD0014<br><b>PSYCHOLOGY OF PLAY AND PLAYER EXPERIENCE</b><br>4C-03/05<br>Multiple Lecturers | DGD0005<br><b>MULTIPLAYER PROGRAMMING</b><br>1B-12/14<br>Seyma Nur Tahmaz    | DGD0041<br><b>DESIGN AND CODE I</b><br>5C-07/09<br>Seyma Nur Tahmaz |
| 13 <sup>00</sup><br>13 <sup>45</sup> |                                                                             | DGD0005<br><b>CONCEPT ART</b><br>CATs Meeting<br>Orhan Yavuz Erhan | DGD0014<br><b>PSYCHOLOGY OF PLAY AND PLAYER EXPERIENCE</b><br>4C-03/05<br>Multiple Lecturers | DGD0005<br><b>MULTIPLAYER PROGRAMMING</b><br>1B-12/14<br>Seyma Nur Tahmaz    |                                                                     |
| 14 <sup>00</sup><br>14 <sup>45</sup> |                                                                             | DGD0005<br><b>CONCEPT ART</b><br>CATs Meeting<br>Orhan Yavuz Erhan | DGD0014<br><b>PSYCHOLOGY OF PLAY AND PLAYER EXPERIENCE</b><br>4C-03/05<br>Multiple Lecturers | DGD0005<br><b>MULTIPLAYER PROGRAMMING</b><br>1B-12/14<br>Seyma Nur Tahmaz    |                                                                     |
| 15 <sup>00</sup><br>15 <sup>45</sup> |                                                                             |                                                                    | DGD5002<br><b>CRITICAL GAME DESIGN</b><br>1C-11/13<br>Serra Guzeller                         | DGD5001<br><b>GAME PRODUCTION AND INDUSTRY</b><br>1C-07/09<br>Serra Guzeller |                                                                     |
| 16 <sup>00</sup><br>16 <sup>45</sup> |                                                                             |                                                                    | DGD5002<br><b>CRITICAL GAME DESIGN</b><br>1C-11/13<br>Serra Guzeller                         | DGD5001<br><b>GAME PRODUCTION AND INDUSTRY</b><br>1C-07/09<br>Serra Guzeller |                                                                     |
| 17 <sup>00</sup><br>17 <sup>45</sup> |                                                                             |                                                                    | DGD5002<br><b>CRITICAL GAME DESIGN</b><br>1C-11/13<br>Serra Guzeller                         | DGD5001<br><b>GAME PRODUCTION AND INDUSTRY</b><br>1C-07/09<br>Serra Guzeller |                                                                     |

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|--------------------------------------|--|--|---------------------------------------------------------------|--|--|
| 18 <sup>00</sup><br>18 <sup>45</sup> |  |  | DGD5002<br>CRITICAL GAME DESIGN<br>1C-11/13<br>Serra Guzeller |  |  |
|--------------------------------------|--|--|---------------------------------------------------------------|--|--|

### GENERAL ELECTIVES

| Time                                 | MONDAY | TUESDAY | WEDNESDAY                                                       | THURSDAY                                                   | FRIDAY |
|--------------------------------------|--------|---------|-----------------------------------------------------------------|------------------------------------------------------------|--------|
| 9 <sup>00</sup><br>9 <sup>45</sup>   |        |         |                                                                 |                                                            |        |
| 10 <sup>00</sup><br>10 <sup>45</sup> |        |         |                                                                 |                                                            |        |
| 11 <sup>00</sup><br>11 <sup>45</sup> |        |         |                                                                 |                                                            |        |
| 12 <sup>00</sup><br>12 <sup>45</sup> |        |         | DGDU003<br>FILM CULTURE<br>5B-12/14/16<br>Mustafa Orhan Göztepe | DGDU0015<br>KUTU OYUNU KULTURU<br>1C-07/09<br>Ege Kirioglu |        |
| 13 <sup>00</sup><br>13 <sup>45</sup> |        |         | DGDU003<br>FILM CULTURE<br>5B-12/14/16<br>Mustafa Orhan Göztepe | DGDU0015<br>KUTU OYUNU KULTURU<br>1C-07/09<br>Ege Kirioglu |        |
| 14 <sup>00</sup><br>14 <sup>45</sup> |        |         |                                                                 | DGDU0015<br>KUTU OYUNU KULTURU<br>1C-07/09<br>Ege Kirioglu |        |
| 15 <sup>00</sup><br>15 <sup>45</sup> |        |         |                                                                 |                                                            |        |
| 16 <sup>00</sup><br>16 <sup>45</sup> |        |         |                                                                 |                                                            |        |
| 17 <sup>00</sup><br>17 <sup>45</sup> |        |         |                                                                 |                                                            |        |
| 18 <sup>00</sup><br>18 <sup>45</sup> |        |         |                                                                 |                                                            |        |

