

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

**DECEMBER 24<sup>TH</sup>, WEDNESDAY**

- 11.00 -12.00 – 1B – 12/14 – Digital Media Foundations
- 12:00 -14:00 – 1B – 12/14 – 3D Animation for Games\*\*
- 12:00 -14:00 – 1B - 12/14 – Advanced Animation Practices\*\*
- 13.00 -14.00 – ZA1 – Principles of Ataturk and History of Revolution I
- 15.00 -16.00 – ZA3 – Turkish I
- 17.00 -18.00 – ZA3 – Turkish I

**DECEMBER 25<sup>TH</sup>, THURSDAY**

- 17:00 -18:00 – 3B – 12/14/16 – Games and Culture

**DECEMBER 26<sup>TH</sup>, FRIDAY**

- 11.00 -12.00 – Career Planning
- 17.00 -18.00 – 1B - 15 – The Evolution of Modern Art

**DECEMBER 29<sup>TH</sup>, MONDAY**

- 11:00 -12:00 – SS2 – Academic English for Digital Game Design I
- 11:00 -12:00 – 3B – 08/10 – History of Art I
- 13:00 -14:00 – ZA3 – Genre and Narrative
- 15:00 -16:00 – 3C - 11/13/15 – Film Culture
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**DECEMBER 30<sup>TH</sup>, TUESDAY**

- 14.00 -18.00 – ZB1– Fundamentals of Game Design I

**JANUARY 2<sup>ND</sup>, FRIDAY**

- 13:00 -14:00 – 1B – 12/14 – Level Design\*
- 13:00 -14:00 – 1B – 12/14 – Game Design Practices\*

**JANUARY 5<sup>TH</sup>, MONDAY**

- 11:00 -12:00 – B1-1– Design Thinking
- 13:00 -14:00 – 1B – 12/14 – Game Development I
- 14:00 -16:00 – 1B – 12/14 – Prog. for Game Design

\*Finals for **Level Design** and **Game Design Practices** will be held at the same time and place.

\*\*Finals for **3D Animation for Games** and **Advanced Animation Practices** will be held at the same time and place.