

Film Design and Management Department (ENG)

AI Compliance of Courses

Evaluation criterion: Courses in which the weight of AI-supported activities within the course content, learning activities, and/or learning outcomes remains below 20% have been assessed as “Partially Yes.” “Partially Yes” does not mean that AI is not used in the course; it indicates that its use is limited and supportive in nature.

Compulsory Courses

Year	Code	Course	Type	AI Compliance	Brief Rationale
1st Year	FAD 103	Key Concepts in Social Sciences	Compulsory	Partially Yes	AI-assisted literature/source scanning and concept explanations can be used to a limited extent; however, AI use remains below 20% within the course's core theoretical content.
1st Year	FAD 105	Media Production	Compulsory	Yes	AI-supported tools can be used in idea development, content planning, audiovisual production, and pre-production processes.
1st Year	FAD 107	Visual Design-I	Compulsory	Yes	AI tools can be used in visual idea development, generating variations, creating references, and evaluating design alternatives.
1st Year	FAD 104	Introduction to Photography	Compulsory	Yes	AI-supported tools can be used in visual analysis, pre-shoot planning, lighting and composition alternatives, and image editing processes.
1st Year	FAD 106	Introduction to Media Studies	Compulsory	Partially Yes	Although examples of AI and algorithmic media can be discussed, direct AI integration within the course's core media theory and concepts remains below 20%.
1st Year	FAD 108	Visual Design-II	Compulsory	Yes	AI-supported tools can be used in advanced visual production, concept development, generating variations, and visual editing processes.
1st Year	FAD 110	Film History and Culture	Compulsory	Partially Yes	Although AI-assisted research and comparison can be used, AI use remains below 20% within the course's focus on historical and cultural analysis.
2nd Year	FAD 203	Creative Writing	Compulsory	Yes	Generative AI tools can be used critically in developing ideas, characters, plots, and alternative narratives, as well as in text revision processes.
2nd Year	FAD 205	Editing and Postproduction	Compulsory	Yes	AI-based tools can be used in automatic transcription, image and sound enhancement, object/background processing, and postproduction workflows.
2nd Year	FLM 207	Cinematography and Lighting	Compulsory	Yes	AI-supported tools can be used in shot and lighting planning, generating visual references, previsualization, and image analysis processes.
2nd Year	FLM 209	Advanced Photography	Compulsory	Yes	AI tools can be used in advanced image editing, selection, enhancement, visual variation, and creative photography applications.
2nd Year	FLM 202	Advanced Scriptwriting	Compulsory	Yes	Generative AI tools can be used in script development, generating alternative scenes and character possibilities, structural analysis, and revision processes.
2nd Year	FLM 204	Film Production	Compulsory	Yes	AI tools can be used in production planning, pre-shoot preparation, storyboard/shot-list support, organization, and production workflows.
2nd Year	FLM 206	Contemporary World Cinema	Compulsory	Partially Yes	Although AI-assisted research and comparative analysis can be conducted, AI integration remains below 20% within the course's main structure, which examines contemporary world cinema in historical, cultural, and aesthetic contexts.

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2nd Year	FLM 208	Film Sound	Compulsory	Yes	AI-supported tools can be used in sound cleaning, transcription, sound generation, editing, and developing different sound design options.
3rd Year	FLM 301	Film Theory	Compulsory	Partially Yes	Although AI outputs can be used as objects of analysis in theoretical discussions, direct AI integration remains below 20% within the course's focus on core film theories.
3rd Year	FLM 303	Turkish Cinema	Compulsory	Partially Yes	Although AI-supported research and film analysis can be conducted, AI use remains below 20% within the course structure, which examines the historical and cultural development of Turkish cinema.
3rd Year	FAD 303	Digital Art	Compulsory	Yes	Generative visual tools, image synthesis, creative coding, and human-AI co-creation can be directly integrated into digital art applications.
3rd Year	FLM 302	Current Issues in Film Studies	Compulsory	Yes	Generative AI, synthetic media, digital transformation, copyright, ethics, and new production models can be directly addressed within the scope of current film studies.
3rd Year	FAD 308	Digital Content Production	Compulsory	Yes	AI-supported tools can be directly used in text, image, video, and sound production, as well as content adaptation and digital publishing processes.
4th Year	FLM 401	Graduation Project-I	Compulsory	Yes	AI tools can be used in a controlled and ethical manner in research, idea development, project design, visual reference, script, and pre-production processes.
4th Year	FLM 403	Documentary Filmmaking	Compulsory	Yes	AI tools can be used in documentary production processes such as research, transcription, archive organization, subtitling, rough-cut editing, and data classification.
4th Year	FLM 405	Art Direction in Cinema	Compulsory	Yes	Generative AI tools can be used in concept visualization, moodboards, location/set/costume alternatives, and previsualization processes.
4th Year	FLM 402	Graduation Project-II	Compulsory	Yes	AI tools that support image, sound, editing, and presentation processes during the production and postproduction stages of the project can be used in an ethical and controlled manner.
4th Year	FLM 404	Professional Practice	Compulsory	Partially Yes	Although AI tools can be touched upon in professional practice, the course's core focus is professional experience and industry practice; direct AI integration remains below 20%.

Elective Courses

Year	Code	Course	Type	AI Compliance	Brief Rationale
Elective	FAD 211	On Camera Acting	Elective	Partially Yes	AI-supported performance analysis or rehearsal tools can be used to a limited extent; however, AI integration remains below 20% within the course's focus on acting practice.
Elective	FAD 322	Video Game and Cinema	Elective	Yes	Can be addressed within the scope of generative AI, game content production, interactive narrative, and current technologies transforming the relationship between cinema and games.
Elective	FAD 323	Advanced Lighting	Elective	Yes	AI-supported tools can be used in lighting previsualization, scene simulation, generating references, and image analysis processes.

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Elective	FAD 324	Contemporary Filmmaking Practices in Turkey	Elective	Yes	AI-supported pre-production, postproduction, and new workflows in current film production processes in Turkey can be examined within the scope of the course.
Elective	FAD 325	Advanced Cinematography	Elective	Yes	AI-supported tools can be used in previsualization, lens/framing alternatives, image analysis, and advanced shot-planning processes.
Elective	FAD 326	Cinema and Gender	Elective	Partially Yes	Although examples of AI-generated representation and bias can be discussed, AI integration remains below 20% within the course's core examinations of gender and cinema.
Elective	FAD 327	Web Series Production	Elective	Yes	AI tools can be used in idea and script development, content planning, visual production, and postproduction processes.
Elective	FAD 328	Advanced Editing Techniques	Elective	Yes	AI-based tools can be directly used in smart editing, transcription, image enhancement, masking, and postproduction automation.
Elective	FAD 329	Animation	Elective	Yes	AI-supported animation tools can be used in frame generation, motion sketching, style development, in-betweening, and production workflows.
Elective	FAD 420	Transmedia Storytelling	Elective	Yes	AI tools can be used in producing content for different platforms, narrative branching, and developing personalized/interactive stories.
Elective	FAD 421	Film Music	Elective	Yes	AI tools can be used in developing musical ideas, producing demos, sound analysis, and evaluating alternative music drafts for films.
Elective	FAD 422	Film Adaptation	Elective	Partially Yes	Although AI-based text comparison and alternative adaptation ideas can be generated, AI use remains below 20% within the course's focus on core adaptation theory and analysis.
Elective	FAD 424	Film Genres	Elective	Partially Yes	Although AI-supported classification and comparison can be performed, AI integration remains below 20% within the focus on genre theory, history, and film analysis.
Elective	FAD 425	Directing Actors	Elective	Partially Yes	Although AI-supported rehearsal and performance analysis can be used as an aid, AI integration remains below 20% within the course's focus on the actor-director relationship and practical directing.
Elective	FAD 427	Sound Design	Elective	Yes	AI-based tools can be directly used in sound generation, cleaning, separation, conversion, and creative sound design processes.
Elective	FAD 428	Semiotics	Elective	Partially Yes	Images generated by AI can be objects of semiotic analysis; however, AI integration remains below 20% within the course's core theoretical structure.
Elective	FAD 429	Production Management	Elective	Yes	AI-supported tools can be used in budget, schedule, workflow, documentation, risk, and resource planning.
Elective	FAD 430	Film Aesthetics	Elective	Partially Yes	Although AI-generated images can serve as examples in aesthetic discussions, AI use remains below 20% within the course's focus on core aesthetic theory and film analysis.
Elective	FAD 432	Transcending Concepts in Contemporary Art	Elective	Yes	Generative AI and human-machine co-creation can be directly examined within the scope of contemporary art's current concepts and production practices.
Elective	FAD 451	Popular Culture	Elective	Partially Yes	Although AI-generated popular culture content can be examined, AI integration remains below 20% within the course's general framework of cultural analysis.

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Elective	FAD 457	Media Audiences	Elective	Yes	AI is directly related to the classification of audience data, trend analysis, recommendation systems, and the examination of algorithmic audience practices.
Elective	FAD 459	Art of Storytelling	Elective	Yes	Generative AI tools can be used critically and creatively in developing story ideas, characters, structure, and alternative narratives.
Elective	FAD 460	Visual Communication	Elective	Yes	AI tools can be used in visual content production, variation, message-visual relationships, and communication design applications.
Elective	FAD 330	Photography and Visual Narratives	Elective	Yes	AI tools can be used in visual storytelling development, image production/editing, series creation, and narrative alternatives.
Elective	FAD 331	Auteur Cinema: My Films	Elective	Partially Yes	Although AI-supported research and film analysis can be conducted, direct AI integration remains below 20% within the focus on the auteur approach and film analysis.
Elective	FAD 342	Film Narrative	Elective	Partially Yes	Although narrative examples can be generated with AI, AI integration remains below 20% within the course's focus on narrative theory and film analysis.
Elective	FAD 334	Experimental Moving Image	Elective	Yes	Generative imagery, video transformation, style transfer, and human-AI co-creation processes can be directly integrated into experimental moving-image production.
Elective	FAD 407	Film Philosophy	Elective	Partially Yes	Although the relationship between AI and image can be a subject of discussion, AI integration remains below 20% within the course's core structure of philosophical reading and conceptual analysis.