

Program Outcomes

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| PO-1 | They will be able to define all kinds of concepts related to different fields, with priority to concepts related to design, art and culture. |
| PO-2 | They will be able to interpret technological developments and artistic and cultural perceptions that change accordingly. |
| PO-3 | They will be able to understand the contemporary / contemporary cartoon and animation practices. |
| PO-4 | They will be able to analyze organic relations between art, communication and society. |
| PO-5 | They will be able to produce works that will learn the creative process and bring creativity to the foreground |
| PO-6 | They will be able to work creatively, flexibly and independently in disciplined and self-created lines. |
| PO-7 | They will be able to use the tools and equipment necessary for their profession in the right place and at the right time and will be able to implement their projects within the determined time. |
| PO-8 | They will be able to express their creative ideas by using visual images. |
| PO-9 | They will be able to give an original products in interdisciplinary fields like graphic design, photography, cinema. |
| PO-10 | They will have experience in modeling, character design, space design and editing. |
| PO-11 | They will be able to prepare visual effects for cartoons and animation using computer based applications. |
| PO-12 | They will have experience in animation, animation, art director, improvisation fields. |
| PO-13 | They will be available to adopt innovations in the field of mass communication and adaptable to the field of innovations. |
| PO-14 | They will be able to produce projects together with experienced experts in national and international areas. |
| PO-15 | They will participate in the events like competitions, exhibitions, festivals, seminars etc. in national and international areas. |