TED UNIVERSITY COURSE SYLLABUS
ED 440
MIND INTELLIGENCE GAMES
(2+0+0) 2; 4 ECTS

	Section 1
Instructor:	Dr. Kübra Çelikdemir, G016, kubra.celikdemir@tedu.edu.tr
Office hours:	By appointment

****PLEASE put ED 440 and your NAME in the SUBJECT of ALL email correspondence!**

COURSE DESCRIPTION:

Fundamental concepts of mind and intelligence games; history of mind and intelligence games, game design principles and elements; types of mind and intelligence games; utilizing generative artificial intelligence and digital tools for mind and intelligence games; development of mind and intelligence games; assessment of mind and intelligence games.

LEARNING OUTCOMES:

Upon successful completion of this course, students will be able to:

1. Identify the fundamental concepts, history, and types of mind and intelligence games,
2. Explain game design principles and elements,
3. Apply mind and intelligence games in teaching and learning processes,
4. Design innovative mind and intelligence games tailored to educational settings,
5. Utilize generative artificial intelligence and digital tools to create mind and intelligence games,
6. Evaluate the impact of mind and intelligence games on intellectual development in educational environments.

RESOURCES:

- Milli Eğitim Bakanlığı [MEB] (2018). Ortaokul ve imam hatip ortaokulu zekâ oyunları dersi öğretim programı. Retrieved from https://mufredat.meb.gov.tr/Dosyalar/202152512057724-zeka_oyunlari.pdf
- Milli Eğitim Bakanlığı [MEB] (2023). Oyun ve oyun etkinlikleri dersi öğretim programı (zekâ oyunları modülü ı-ıı). https://mufredat.meb.gov.tr/Dosyalar/20231123231539413-Oyun%20ve%20Oyun%20Etkinlikleri(%20Zeka%20Oyunlar%C4%B1%20Mod%C3%BCl%C3%BC)%20D%C3%96P.pdf
- Smibert, A. (2019). *Game logic: Level up and create your own games with science activities for kids.* Nomart Press.
- Intelligence Games Platforms: Mental UP, Griceviz, Robokids, BrainModify

COURSE REQUIREMENTS:

Grading & Assignments	**%**
1. Weekly Reflections	20
2. Oral Presentations	15
3. Board Game Project & Presentation & Reflection	45
4. Final	20
Total	**100**

Tentative Course Schedule

Week & Date	**Content**	**Readings/ Assignments/**
1 26.09.2024	First Meeting, Overview of the Course & Expectations	Syllabus
2 03.10.2024	Introduction to (Intelligence) Games & Intelligence Games Curriculum Analysis	MoNE (2013) Smibert (2019) Introduction Chapter & Chapter 1
3 10.10.2024	Reasoning & Processing Games & Verbal Games • Sudoku, Metaforms, Çaprazlama, Kendoku, Anagrams, Tabu, Söz Sende	MoNE (2013) Reflection-1
4 17.10.2024	Geometric and Mechanical Games Tangram, Equilibrio, Perspecto, Architecto, Whatzizz, Make & Break •	MoNE (2013) Reflection-2
5 24.10.2024	Memory Games • Qbitz & Q Bitz Extreme, Speedy Cups, Look Look	MoNE (2013) Reflection-3
6 31.10.2024 7 07.11.2024	Strategy Games • Mancala, Kulami, Küre, Pentago, Reversi, NIM Game	MoNE (2013) Reflection-4
8 14.11.2024	Intelligence Games Platforms: Mental UP, Griceviz, Robokids, BrainModify	Reflection-5
9 21.11.2024	Game Design & Development	Smibert (2019) Chapter 4-5
10 28.11.2024	Group Presentations	MoNE (2013)
11 05.12.2024	Group Presentations	MoNE (2013)
12 12.12.2024	Group Presentations	MoNE (2013)
13 19.12.2024	Board Game Project Presentation	MoNE (2013)
14 26.12.2024	Board Game Project Presentation	MoNE (2013)

*This syllabus is subject to change. Changes, if any, will be announced in class. Students will be held responsible for all the changes. The most updated version will be posted on course LMS website.