Course Syllabus

Code - Course Title	**DOT113 - Basic Design Education I**
Course Type	I. SEMESTER
Laboratory + Practice	5+3
ECTS	**6.0**
Language of Instruction	Türkçe
Course Type	Required Courses
Course Instructor(s)	ÖĞR. GÖR. CAN PEKİN

Mode of Delivery	The mode of delivery of this course is Face to face.
Prerequisites	There is no prerequisite or co-requisite for this course.
Courses Recomended	There is no recommended optional programme component for this course.
Recommended Resources	Homo Ludens, The Art of Game Design, Fundamentals of Game Design, Game Mechanics: Advanced Game Design
Work Placement	N/A

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		Visual Perception, Design Principles and Observation Studies	
Week - 2		Point, Line, Surface and Form Relations	
Week - 3		Texture Experiments and Color Sensitivity	
Week - 4		Composition: Principles of Balance, Hierarchy and Contrast	
Week - 5		Space and Spatial Organization, Two-Dimensional Composition	
Week - 6		Three-Dimensional Forms and Paper Model Studies	
Week - 7		Creating Depth with Light and Shadow Effects	
Week - 8		Applications on Conceptual Design Problems	
Week - 9		Surface and Material Experiments, Alternative Production Techniques	
Week - 10		Creativity and Problem Solving in the Design Process	
Week - 11		Project Presentation and Critical Evaluation Techniques	
Week - 12		Peer Feedback and Reflective Evaluation	
Week - 13		Final Project Development Process	

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 14		Final Project Presentation and Discussion	

Learning Outcomes

#	Learning Outcome
1	Defines the basic elements and principles of design.
2	Effectively applies principles such as balance, rhythm and contrast when creating composition.
3	It produces creative designs on two and three-dimensional surfaces.
4	It develops original visual solutions by experimenting with different materials and techniques.
5	Plans, implements, and evaluates the design process with a critical perspective.
6	Presents the works produced in visual, verbal, and written forms.
7	It contributes to the production process through peer evaluation and group interaction.

Sustainable Development Goals

No content has been provided.

Course Theme

No content has been provided.

AKTS Workload

Activity	Duration (Hour)	Count	Workload
Teorik Derse Katılım	0	0	0
Sınıf Dışı Çalışma (Ön Hazırlık & Pekiştirme Amaçlı)	0	0	0
Ödevler	0	0	0
Proje - Rapor - Sunum Hazırlama	0	0	0
Ara Sınav Hazırlığı (sınav süresi dahil)	0	0	0
Final Sınavı Hazırlığı (sınav süresi dahil)	0	0	0
Uygulama (Laboratuvar, Müzik/Enstrüman Uygulaması, Atölye/Saha Çalışması vb.)	0	0	0
Staj Uygulaması	0	0	0
		Calculated ECTS	**0**

Assessment Method and Passing Requirements

No content has been provided.