Course Syllabus

Code - Course Title	**GRA248 - Creativity Methods II**
Course Type	IV. SEMESTER
Laboratory + Practice	1+1
ECTS	**3.0**
Language of Instruction	Türkçe
Course Type	Area Elective Courses
Course Instructor(s)	PROFESÖR TEVFİK FİKRET UÇAR

Mode of Delivery	Face to face
Place of Delivery	On Campus
Used Educational Platforms	Face-to-face
Prerequisites	Having taken the course Gra 247 Creativity Methods I provides an advantage.
Courses Recomended	Gra 247 Creativity Methods I
Recommended Resources	None
Work Placement	None
Aims of the Course	The aim of this course is to strengthen students' competencies in creative thinking, original idea generation, and visual problem solving by enhancing the theoretical knowledge and basic skills acquired in the Creativity Methods I course through advanced applications. It is intended that students effectively utilize various creativity methods, question conventional thought patterns, establish unexpected relationships between concepts, and develop alternative solutions. Within the scope of the course, students' active participation in the learning process is encouraged through individual and group work, creative thinking exercises, experimental applications, and project-oriented activities. The course aims to advance students' abilities to develop, transform, visualize, and critically evaluate their ideas, thereby transforming creativity into a conscious, systematic, and original design approach. Consequently, the goal is for students not only to comprehend creative thinking at a theoretical level but also to develop it through application and experience, enabling them to use it independently and effectively within graphic design processes.

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		What is and what is not creative personality?	
Week - 2		Visual memory and intelligence development	
Week - 3		Techniques of producing hypothesis	
Week - 4		Exercises of extension and intension related to concept	
Week - 5		Brain sports (Neuronbig) and techniques	
Week - 6		Ways of three dimensional crossing the knowledge	

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 7		What is knowledge and how to collect?	
Week - 8		Hunting for inspiration and randomness	
Week - 9		Adjective juxtaposition technique in creativity	
Week - 10		Synectic technique in creativity	
Week - 11		Harwey Cards in creativity	
Week - 12		Brain storming in creativity	
Week - 13		Lateral thinkingin creativity	
Week - 14		General assessment of the techniques and ways of utilization	

Learning Outcomes

#	Learning Outcome
1	Students will know the procedures of gaining required information and source collection for creativity. Students will recognize the ways of utilizing the creativity techniques. Students will be able to apply techniques of creativity, visual memory, and intelligence development. Students will know creative randomness, adjective juxtaposing, synectics technique, harwey cards, brain storming, and lateral thinking techniques and will be able to apply them. Students will know how to apply the techniques and use the techniques to contribute the process of creativity.

Sustainable Development Goals

✓ Quality Education

Course Theme

✓ Media, Design and Creative Arts ✓ Innovation Skills

AKTS Workload

Activity	Duration (Hour)	Count	Workload
Teorik Derse Katılım	4.00	4	16
Sınıf Dışı Çalışma (Ön Hazırlık & Pekiştirme Amaçlı)	0.00	0	0
Ödevler	4.00	4	16
Proje - Rapor - Sunum Hazırlama	0.00	0	0
Ara Sınav Hazırlığı (sınav süresi dahil)	5.00	4	20
Final Sınavı Hazırlığı (sınav süresi dahil)	5.00	4	20
Uygulama (Laboratuvar, Müzik/Enstrüman Uygulaması, Atölye/Saha Çalışması vb.)	0.00	0	0
Staj Uygulaması	0.00	0	0

AKTS Workload

Activity	Duration (Hour)	Count	Workload
		Calculated ECTS	3.0

Assessment Method and Passing Requirements

✓ Multiple Choice Test ✓ Performance Assessment (Individual/Panel-Based) ✓ Homework ✓ Presentation