Course Syllabus

Code - Course Title	**GRA405 - Graphic Design Project II**
Course Type	VII. SEMESTER
Laboratory + Practice	4+5
ECTS	**9.0**
Language of Instruction	Türkçe
Course Type	Required Courses
Course Instructor(s)	PROFESÖR TEVFİK FİKRET UÇAR

Mode of Delivery	Mode of delivery of this course is face to face learning.
Place of Delivery	On Campus
Used Educational Platforms	Face-to-face
Prerequisites	There is no prerequisite or co-requisite for this course.
Courses Recomended	none
Recommended Resources	Uçar, T. F. (2019). Visual Communication and Graphic Design. Inkilap.
Work Placement	N/A
Aims of the Course	Graphic Design Project II is a course designed for students who have already grasped the fundamentals of graphic design logic; it aims to enable them to produce competent, high-quality projects with a solid conceptual foundation, thereby ensuring they possess excellent portfolio pieces by their final year. To achieve this, the course involves the creation of comprehensive projects—comprising multiple design components—developed through a process of detailed research and conceptual evolution, and ultimately presented using a contemporary presentation style. Featuring detailed demonstrations, lectures, and critique sessions aligned with the course flow, GRA 405 plays a pivotal role in preparing students for professional practice. Throughout the course, students engage in an intensive process leading from project development to finalization and presentation, all while adhering to a pre-established and announced schedule.

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		Identifying and analizing the problem	
Week - 2		Relating the problem with the project, improoving thumbnail sketches	
Week - 3		Having the sketches ready for the solutions.	
Week - 4		Visual continuity and consistency, working on creating continuity and consistency	
Week - 5		Critique	
Week - 6		The usage of computer-based production methods	
Week - 7		Presenting design within the same concept with different forms	

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Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 8		The usage of vector-based programs in symbol production process	
Week - 9		The usage of pixel-based programs in graphic design process	
Week - 10		Critique	
Week - 11		Magazine cover design	
Week - 12		The concept of the design within tha systematic of actuality	
Week - 13		Creating an international visual language	
Week - 14		The usage of contemporary information as signs.	

Learning Outcomes

#	Learning Outcome
1	They will become familiar with the process of solving a visual problem using their own unique graphic design language.
2	They will become familiar with the process of solving a visual problem using their own unique graphic design language.
3	The student will gain proficiency in process planning and management on a project basis.
4	The student will gain proficiency in the presentation, promotion, and communication of the project.

Sustainable Development Goals

✓ Quality Education ✓ Decent Work and Economic Growth

Course Theme

✓ Media, Design and Creative Arts ✓ Innovation Skills

AKTS Workload

Activity	Duration (Hour)	Count	Workload
Teorik Derse Katılım	2.00	8	16
Sınıf Dışı Çalışma (Ön Hazırlık & Pekiştirme Amaçlı)	0.00	0	0
Ödevler	9.00	11	99
Proje - Rapor - Sunum Hazırlama	1.00	8	8
Ara Sınav Hazırlığı (sınav süresi dahil)	0.00	0	0
Final Sınavı Hazırlığı (sınav süresi dahil)	0.00	0	0
Uygulama (Laboratuvar, Müzik/Enstrüman Uygulaması, Atölye/Saha Çalışması vb.)	10.00	10	100
Staj Uygulaması	0.00	0	0

AKTS Workload

Activity	Duration (Hour)	Count	Workload
		Calculated ECTS	**9.0**

Assessment Method and Passing Requirements

✓ Project ✓ Presentation

Assessment Method and Passing Requirements	Quamtity	Percentage (%)
1.Midterm Exam	1	40
Final Exam	1	60
	Sum (%)	**100**