Course Syllabus

Code - Course Title	**DJT206 - Basic Design in Digital Media II**
Course Type	IV. SEMESTER
Laboratory + Practice	2+1
ECTS	**4.0**
Language of Instruction	Türkçe
Course Type	Required Courses
Course Instructor(s)	PROFESÖR DİLEK ALKAN ÖZDEMİR

Mode of Delivery	Face to face
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	none
Work Placement	none
Aims of the Course	This course is offered to ensure that students learn basic design knowledge through visual and practical methods in a computer environment. Within the scope of the course, fundamental design concepts such as point, line, spot, texture, and color are taught through practical applications using Adobe Photoshop. The emphasis on visual communication allows students to understand design concepts more easily and quickly, and enables them to apply what they have learned directly.

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		Color exercises in the channels of the software	Lecture, Demonstration and Practice, Practice/Practical Work/Workshop
Week - 2		Creating newe channels with colors with texture effects	Lecture, Demonstration and Practice, Practice/Practical Work/Workshop
Week - 3		Exercises of selection tolls in the channels	Lecture, Demonstration and Practice, Practice/Practical Work/Workshop
Week - 4		Using paths to make drawing in the color channels	Lecture, Demonstration and Practice, Practice/Practical Work/Workshop

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 5		Computer aided surface design examples	Lecture, Demonstration and Practice, Practice/Practical Work/Workshop
Week - 6		Midterm exam	
Week - 7		introduction to Wall tile design project	Lecture, Demonstration and Practice, Practice/Practical Work/Workshop
Week - 8		Wall tile study, pattern drawings based on colors.	Lecture, Demonstration and Practice, Practice/Practical Work/Workshop
Week - 9		Texture and pattern research for wall tile design	Lecture, Demonstration and Practice, Practice/Practical Work/Workshop
Week - 10		Texture and pattern research studies for wall tile design.	Lecture, Demonstration and Practice, Practice/Practical Work/Workshop
Week - 11		Application	Lecture, Demonstration and Practice, Practice/Practical Work/Workshop
Week - 12		Completion of deficiencies	
Week - 13		Completion of deficiencies	
Week - 14		Final exam	

Learning Outcomes

#	Learning Outcome
1	Users can utilize the menus available in the Adobe Photoshop software when creating designs for ceramic surfaces.
2	Students will be able to utilize the menus within the Adobe Photoshop software in infinite combinations and apply these designs to ceramic surfaces.
3	Examines application examples in businesses. Compares them with their own.

Sustainable Development Goals

✓ Quality Education

Course Theme

✓ Media, Design and Creative Arts

AKTS Workload

Activity	Duration (Hour)	Count	Workload
Teorik Derse Katılım	2.00	14	28
Sınıf Dışı Çalışma (Ön Hazırlık & Pekiştirme Amaçlı)	1.00	14	14
Ödevler	0.00	0	0
Proje - Rapor - Sunum Hazırlama	0.00	0	0
Ara Sınav Hazırlığı (sınav süresi dahil)	3.00	1	3
Final Sınavı Hazırlığı (sınav süresi dahil)	3.00	1	3
Uygulama (Laboratuvar, Müzik/Enstrüman Uygulaması, Atölye/Saha Çalışması vb.)	4.00	14	56
Staj Uygulaması	0.00	0	0
		Calculated ECTS	**4.0**

Assessment Method and Passing Requirements

✓ Homework