

FACULTY OF ARCHITECTURE AND DESIGN

Anadolu University, Faculty of Architecture and Design founded in 2011 by giving priority to the Universal ideas and values. Focal points of the faculty are; to encourage critical and reflective thinking , to develop the investigative, aesthetic sensitivities , creative sides, vocational responsibilities and selfconfidence of the students, , to empower to become visionary, socially and environmentally aware members of the local and global professional design community, to provide the capability of computer and information technologies to design processes. Nowadays, Faculty consists of Department of Architecture which is founded in 1984 as a Department of Faculty of Engineering and Architecture, Department of Interior Design which is founded in 1993 as a Department of Faculty of Fine Arts. Education in Industrial Design and Fashion Design departments started respectively in 2000 and 2001 as the departments of School of Industrial Arts. These departments offer undergraduate and graduate programmes. During the training and education process; theoretical courses, workshops, seminars, conferences, exhibitions, fashion shows, sketches and trips for research and survey are handled as a whole. Distinguished academicians of the Faculty actively contribute to the industrial organizations and sector of the society and remain in contact with its environment. They also actively involved in research projects some of them are carried out in cooperation with the sector. Departments: Department of Architecture (**), Department of Fashion-Design (*) Department of Industrial Design (*), Department of Interior Design (*), Department of City and Regional Planning (***) Department of Landscape Architecture (***), Department of Yacht Design (***) * Optional Preparatory School Training ** Required Preparatory School Training, ***Not founded.

Dean	: Prof.Dr. Osman TUTAL
Vice-Dean	: Dr. Lecturer Feran Özge GÜVEN ULUSOY
Vice-Dean	: Dr. Lecturer Duygu İrem CAN
Secretary to the Faculty	: Turgay SAKÇI

STAFF

Professors:

Cafer ARSLAN, Alper ÇABUK, Nilay ERTÜRK, Hicran Hanım HALAÇ, Buğru Han Burak KAPTAN, Meral NALÇAKAN, Nuray ÖZASLAN, Aslı ÖZÇEVİK BİLEN, Yüksel ŞAHİN, Leyla Yekdane TOKMAN, Osman TUTAL, Onur ÜLKER, Mustafa Erdem ÜREYEN, Berna ÜSTÜN, Ruşen YAMAÇLI

Associate Professors:

Mehmet Ali ALTIN, Hatice Günseli DEMİRKOL, Mehmet İNCEOĞLU, Özge KANDEMİR, Özlem KANDEMİR, Engin KAPKIN, Fatma KOLSAL

Faculty Members:

Gülşen AKIN GÜLER, İtir ARAT, Duygu İrem CAN, Özgür CEYLAN, Füsun CURAOĞLU, Duysal DEMİRBAŞ, Betül G. EKİMCİ, Feran Özge GÜVEN ULUSOY, Özlem KURT ÇAVUŞ, Derya MERİÇ, Sanem ODABAŞI, Ezgi OĞUZ, Şakir ÖZÜDOĞRU, Elif TATAR, Ayşe Seçil TEKİN AKBULUT, Emre TÜFEKÇİOĞLU, Özlem UÇAR, Ali ULU, Ayşe Deniz YEŞİLTEPE, Tolga YILMAZ

Lecturers:

Birol AKÇORAL, Keiko ALTIN, Mehmet Emin ARSLAN, Ebru AYAS, Zeynep BASKICI KAPKIN, Levent BURGAZLI, Ayla CANAY, Gülşah DOĞAN, Javad EİRACI, Serpil ERDEN, Feray ERGİNCAN, Ferhan KIZILTEPE, Duygu ÖZGÜL DURSUN, Özgür ÖZŞEN, Selim Hikmet ŞAHİN, Engin Tamer ŞEN, Serhan TUNCER, Seyyed Ahmad Reza YEKANI FARD

Research Assistants:

Gül AĞAOĞLU ÇOBANLAR, Halime Şule AK, İrem AKDEMİR, Hüseyin Elia AYDIN, Seda CANOĞLU, Barış DERVİŞ, İnci GÜLDOĞAN, Serkan Can HATIPOĞLU, Esra Ceren KARA, Cemre Gül KAYA, Ayşe Müge ÖZ DÖŞER, Gamze ŞENSOY, Başak TOPAL, Gökhan ULUSOY, Aysu Ceren YILMAZ BARIŞ

DEPARTMENT OF INDUSTRIAL DESIGN

In globalized world, concept of Industrial design gets an important place in production, while products get importance both in function and in aesthetic by increasing competition in markets. Definition of industrial design, which is designing and making visual and functional definition of every mass produced products, emphasizes the place of this science in industrial field. In Industrial Design Department; which established in 2000; computer aided design education which is a requirement of contemporary design education, is supported by softwares which are products of latest technology. Design studios, computer laboratories and workshops supply transition from theory to application. Students graduated from Industrial Design Department get the title of INDUSTRIAL DESIGNER. They can work as freelance designers and as designers in firms and government establishments' research and development departments and also in design studios.

Department Head : Dr. Lecturer Duysal DEMİRBAŞ
Deputy Department Head : Dr. Lecturer Tolga YILMAZ

PROGRAM

I.Semester				II.Semester			
ENT110	Introduction to Industrial Design	2+0	4.0	ENT118	History of Industrial Design I	2+0	3.0
ENT129	Design Drawing I	2+1	5.0	ENT130	Design Drawing II	2+1	3.0
ENT131	Technical Drawing of Industrial Product I	2+1	4.0	ENT132	Technical Drawing of Industrial Product II	2+1	3.0
ENT133	Basic Design Studio I	5+4	12.0	ENT134	Basic Design Studio II	5+4	11.0
TÜR125	Turkish Language I	2+0	2.0	TÜR126	Turkish Language II	2+0	2.0
	<i>Yabancı Dil Dersleri</i>	--	3.0		<i>Seçmeli Dersler</i>	--	5.0
					<i>Yabancı Dil Dersleri</i>	--	3.0
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			30.0				30.0
III.Semester				IV.Semester			
ENT221	History of Industrial Design II	2+0	4.0	ENT236	Product Design II	6+6	12.0
ENT224	Ergonomics and Accessibility	2+0	4.0	ENT343	Visualization in Digital Environment II	2+1	4.0
ENT228	Visualization in Digital Environment I	2+1	4.0	MEK104	Statics Strength of Materials	3+0	4.5
ENT235	Product Design I	6+6	12.0	TAR166	Atatürk's Principles and History of Turkish Revolution II	2+0	2.0
MLZ219	Material Science	2+0	4.0		<i>Mesleki Seçmeli Dersler</i>	--	3.5
TAR165	Atatürk's Principles and History of Turkish Revolution I	2+0	2.0		<i>Seçmeli Dersler</i>	--	4.0
			-----				-----
			30.0				30.0
V.Semester				VI.Semester			
ENT206	Manufacturing Methods	3+0	4.0	ENT222	Design and Communication	2+0	4.0
ENT337	Product Design III	6+6	12.0	ENT338	Product Design IV	6+6	12.0
ENT340	Design Research	3+0	4.0		<i>Mesleki Seçmeli Dersler</i>	--	8.0
ENTSJ301	Factory Internship	0+2	4.0		<i>Seçmeli Dersler</i>	--	6.0
	<i>Mesleki Seçmeli Dersler</i>	--	4.0				
	<i>Seçmeli Dersler</i>	--	2.0				
			-----				-----
			30.0				30.0
VII.Semester				VIII.Semester			
ENT435	Design Law	3+0	4.0	ENT442	Portfolio Design II	2+2	4.0
ENT437	Professional Relations and Project Management	3+0	4.0	ENT452	Product Design VI	5+4	14.0
ENT439	Product Design V	6+6	12.0		<i>Mesleki Seçmeli Dersler</i>	--	8.0
ENT441	Portfolio Design I	2+2	4.0		<i>Seçmeli Dersler</i>	--	4.0
ENTSJ401	Office Internship	0+2	4.0				
	<i>Seçmeli Dersler</i>	--	2.0				
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			30.0				30.0

Foreign Language Courses

ALM175 (Ger)	German I	3+0	3.0
ALM176 (Ger)	German II	3+0	3.0
FRA175 (Fra)	French I	3+0	3.0
FRA176 (Fra)	French II	3+0	3.0
iNG187 (Eng)	English I	3+0	3.0
iNG188 (Eng)	English II	3+0	3.0
iNG225 (Eng)	Academic English I	3+0	3.0
iNG226 (Eng)	Academic English II	3+0	3.0
iNG325 (Eng)	Academic English III	3+0	3.0
iNG326 (Eng)	Academic English IV	3+0	3.0
iNG455 (Eng)	Text Analysis in English	2+0	3.0
iSP151 (Spa)	Spanish I	4+0	4.0
iSP152 (Spa)	Spanish II	4+0	4.0
iTA255 (Ita)	Italian I	3+0	4.0
iTA256 (Ita)	Italian II	3+0	4.0

Elective Courses

ANT452	First Aid	1+2	4.0
ARK105	Anatolian Civilizations	2+0	4.0
ARK108	Archaeology	2+0	2.0
BEÖ155	Physical Education	2+0	2.0
BEÖ176	Trekking	1+2	4.0
ENT226	Visual Thinking and Sketching	4+0	4.0
ESTÜ101	Introduction to University Life	0+1	2.0
ESTÜ102 (Eng)	Negotiation Techniques Class	2+0	3.0
ESTÜ103	Ceramic Design Processes	2+1	3.0
ESTÜ104	Academic and Life Skills	2+1	3.0
ESTÜ105	Big Data Analysis with SQL	2+2	4.5
ESTÜ111	Volunteering Works	1+2	4.0
ESTÜ112	Cyber Security for Everyone	2+0	2.0
ESTÜ116	Computer Aided Design I	3+0	3.0
ESTÜ117	Computer Aided Design II	3+0	3.0
ESTÜ119	Flute	3+1	3.0
ESTÜ120	Solfege	3+1	3.0
ESTÜ121	Piano	3+1	3.0
ESTÜ122	Guitar	3+1	3.0
ESTÜ123	Gender Equality in Work Life	2+0	3.0
ESTÜ125	Philosophy of Science	3+0	3.0
ESTÜ127	Diction	1+2	3.0
ESTÜ129	Turkish as a Foreign Language I	2+0	2.0
ESTÜ130	Turkish as a Foreign Language II	2+0	2.0
ESTÜ132	History of Political Thought	3+0	3.0
ESTÜ133	Disability and Awareness	3+0	3.0
ESTÜ201	Turkish Sign Language	3+0	3.0
ESTÜ203	Introduction to Sociology	3+0	3.0
ESTÜ204	Effective Reading and Writing Skills	3+0	4.0
ESTÜ210	Culture of Museum	2+0	2.0
ESTÜ301	Science Communication	2+0	3.0
ESTÜ307	Children Rights and Family Education	2+0	2.0
ESTÜ401	Introduction to Professional Life	1+1	2.0
ESTÜ402	Coaching and Leadership	3+0	3.0
ESTÜ403	Basic Computer Utilization	3+0	4.0
ESTÜ405	Computer Programming	3+0	5.0
iKT151	Economics	3+0	3.0
iLT201	Interpersonal Communication	3+0	4.5
iLT419	Body Language and Diction	2+0	5.0
iSG401	Occupational Health and Safety I	2+0	2.0
iSG402	Occupational Health and Safety II	2+0	2.0
iSN409	Organizational Communication	3+0	4.5
iŞL101 (Eng)	Introduction to Business	3+0	4.5
iŞL102	Management and Organization	3+0	4.0

işL209	Business Management	2+0	2.0
işL301	Human Resources Management	3+0	4.0
işL406	Strategic Management	3+0	4.5
işL421	Entrepreneurship	2+0	3.0
işL475	Techno-Entrepreneurship	3+0	4.0
MUH151	Introduction to Accounting	3+0	4.5
MÜZ151	Short History of Music	2+0	3.0
MÜZ155	Turkish Folk Music	2+0	2.0
MÜZ157	Traditional Turkish Art Music	2+0	2.0
ÖMB322	Ethics of Science and Research	2+0	3.0
PZL302	Marketing Management	3+0	4.5
REK242	Sports Aviation	1+2	3.0
RTV281	Digital Literacy	2+2	4.0
SAĞ102	First Aid	2+0	2.5
SAN155	Hall Dances	0+2	2.0
SNT155	History of Art	2+0	2.0
SOS155	Folkdance	2+0	2.0
TEB117	Yoga and Meditation	2+0	4.0
TEB118	Creative and Critical Thinking	2+0	4.0
TEB119	History of Civilization	2+0	4.0
TEB120	Verbal Communication Methods	2+1	4.0
TEB121	Psychology	2+0	4.0
TEB122	Painting	2+1	4.0
TEB123	Anthropology	2+0	4.0
TEB223	Art Sociology	2+0	4.0
TEB317	Mythology and Iconographic Analysis	2+0	4.0
TEB321	Digital Literacy in Design	2+0	4.0
TEB322	Digital Marketing	2+0	4.0
TEB326	European Art	2+0	4.0
TEB334	Modern Art and its Interpretation	3+0	4.0
TEB418	Design and Cinema	2+0	4.0
TEB425	Design and Science	2+0	4.0
TEB427	Design and Culture	2+0	4.0
TEB429	Fashion, Identity and Style in Design	3+0	4.0
THU203	Community Services	0+2	3.0
TİY152	Theatre	2+0	2.5
TİY308	Republic Era Turkish Theatre	2+0	3.0
TKY302	Quality Control	3+0	4.5

Area Elective Courses

ENT223	Methods of Maquette Making	2+2	3.5
ENT230	Interactive Prototyping	2+1	3.0
ENT314	Brand in Product Design	2+0	3.0
ENT318	Metals in Industrial Manufacturing	2+0	4.0
ENT319	Color	2+1	4.5
ENT320	Furniture Design	2+1	4.0
ENT322	Packaging Design	2+1	4.0
ENT324	Space Design	2+1	4.0
ENT325	Mechanisms and Machine Dynamics	2+1	4.5
ENT327	Plastics in Production	2+1	4.5
ENT328	Industrial Ceramic Design	2+1	4.0
ENT330	Game and Toy Design	2+1	4.0
ENT331	Detail Analyses	2+0	3.0
ENT332	Experimental Design Approaches	2+1	4.0
ENT333	Design Management	3+0	4.0
ENT334	Visualization in Virtual Medium	2+1	4.0
ENT336	Product Design for Disabled	2+0	4.0
ENT342	Wood Materials at Industrial Product	2+0	4.0
ENT345	Product Experience	2+2	4.0
ENT348	Visualization in Digital Environment III	2+1	4.0
ENT352	Critical Making Studio	2+1	4.0
ENT353	Interactive Multimedia Design	2+1	4.0
ENT354	Industry Oriented Design Studio	3+1	6.0
ENT355	Entrepreneurship and Technology Development	2+2	4.0
ENT356	Digital Production Technologies	2+2	4.0
ENT357	Child Centered Design	2+1	4.0

ENT359	Game Design Studio I	3+3	5.0
ENT360	Game Design Studio II	3+3	5.0
ENT415	Advanced Model Making Techniques	2+2	4.5
ENT417	City Furniture Design	2+2	4.5
ENT418	Cost Conception Product Design	3+0	4.5
ENT420	Quality Control in Production	3+0	4.5
ENT421	Development of New Product	2+1	4.0
ENT424	System Design	3+0	4.5
ENT427	Virtual Medium Design	2+1	4.5
ENT429	Design and Application Criteria in Kitchens	2+1	4.5
ENT433	Design Theory	2+1	4.5
ENT434	Media and Design	2+2	4.0
ENT443	Visual Communication	2+1	4.0
ENT445	Culture and Design	2+1	4.5
ENT455	Data Analysis in Design Process	2+1	3.0
ENT457	Sustainable Design Studio	3+0	4.0
ESTÜ106	Proje Yönetimi	2+1	3.0
ESTÜ113	Design Thinking	3+0	3.0
ESTÜ114	Visual Thinking	3+0	3.0
ESTÜ115	Photographic Viewpoint	2+1	3.0
ESTÜ118	Visual Thinking with Concepts	3+0	3.0
TEB111	Design and Form	2+1	4.0
TEB112	Figure Drawing	2+1	4.0
TEB113	Figure Drawing I	2+1	4.0
TEB114	Creativity Methods	2+1	4.0
TEB115	Basic Photography	2+1	4.0
TEB116	Aesthetics	2+0	4.0
TEB213	Product Photography	2+1	4.0
TEB214	Colour Theory	2+1	4.0
TEB215	Fashion Photography	2+1	4.0
TEB216	Visual Perception	2+0	4.0
TEB217	Space Photography	2+1	4.0
TEB218	Drawing and Presenting the Design	2+1	4.0
TEB219	Model Making	2+1	4.0
TEB221	Art History I	3+0	4.0
TEB311	Research by Design	2+1	4.0
TEB315	Graphical Design	2+1	4.0
TEB316	Entrepreneurship and Business	2+1	4.0
TEB318	Special Fields in Design	2+1	4.0
TEB320	Typography	2+1	4.0
TEB323	Collection Planning and Development	2+1	4.0
TEB328	Fashion Trends and Forecasting Methods	2+1	4.0
TEB329	Art History II	3+0	4.0
TEB332	Screen Printing	2+1	4.0
TEB336	Corporate Identity Design	2+1	4.0
TEB338	Typeface Design	2+1	4.0
TEB411	Architecture and Media	2+0	4.0
TEB412	Clothing Culture	2+0	4.0
TEB413	Glass Design	2+1	4.0
TEB414	Ecological Planning and Design	2+1	4.0
TEB415	Wood Design	2+1	4.0
TEB416	Interdisciplinary Design Applications	2+1	4.0
TEB417	Ceramic Design	2+1	4.0
TEB419	Illustration	2+1	4.0
TEB421	Jewelry Design	2+1	4.0
TEB423	Showcase Design	2+1	4.0
TEB431	Advanced Typography and Interdisciplinary Practices	2+1	4.0

DEPARTMENT OF GRAPHIC DESIGN

Department Head : Assoc. Prof.Dr. Engin KAPKIN
Deputy Department Head :

DEPARTMENT OF INTERIOR DESIGN

The Interior Design Department was established in 1991 to educate original and contemporary interior designers. Students are admitted by the central student selection and placement examination system. In the department where education is carried out in accordance with the requirements of the age, the curriculum is based on the complementary and supporting characteristics of the technical, theoretical and practical courses. "Interior Design Project" and "Furniture Design" courses, where different design problems and conceptual designs are evaluated and solved, form the basis of the education program. In this scope; the designated spaces are evaluated in terms of practice, aesthetic and symbolic functions in accordance with the physical needs, mental characteristics and actions of the individuals. Graduated students who are equipped with education and experience in order to prepare drawings and documents related to construction site supervision, building systems, building information related to interior space, equipment, materials and equipment, researching by identifying and investigating problems related to the ability of spaces to be functional and qualified and investigating by adding creativity and aesthetic knowledge is expected. Graduates of the 4-year undergraduate education department are members of the Chamber of Interior Architects with the title of "Interior Architecture". Within this scope, they can design individual projects and applications as well as finding job opportunities in design studios or in public departments.

Department Head : Prof.Dr. Onur ÜLKER
Deputy Department Head : Dr. Lecturer Özlem KURT ÇAVUŞ

PROGRAM

I.Semester				II.Semester			
İÇT105	Sketching in Design	1+2	5.0	BİL180	Introduction to Computer Presentation Techniques	3+0	3.0
İÇT109	Introduction to Interior Design	2+0	4.0	İÇT110	Introduction to Design of Space	2+3	5.0
İÇT113	Basic Design I	4+4	10.0	İÇT114	Basic Design II	4+4	10.0
TRS133	Technical Drawing	1+3	6.0	İÇT122	Ergonomics in Interior Perspective	2+0	3.0
TÜR125	Turkish Language I <i>Yabancı Dil Dersleri</i>	2+0	2.0	PPT112	Turkish Language II <i>Yabancı Dil Dersleri</i>	1+2	4.0
		--	3.0	TÜR126		2+0	2.0
						--	3.0
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			30.0				30.0
III.Semester				IV.Semester			
İÇT106	Visual Communication Techniques	2+1	3.0	İÇT202	Interior Design Project II	4+4	10.0
İÇT201	Interior Design Project I	4+4	10.0	İÇT214	Introduction to Furniture Design	2+0	4.0
İÇT215	Structural Materials	2+0	4.0	İÇT218	Construction II	2+0	4.0
İÇT217	Construction I	2+0	4.0	İÇT224	History of Art and Space II	3+0	4.0
İÇT223	History of Art and Space I	3+0	4.0	TAR166	Atatürk's Principles and History of Turkish Revolution II <i>Mesleki Seçmeli Dersler</i>	2+0	2.0
TAR165	Atatürk's Principles and History of Turkish Revolution I <i>Mesleki Seçmeli Dersler</i>	2+0	2.0			--	6.0
		--	3.0				
			----				----
			30.0				30.0
V.Semester				VI.Semester			
BİL385	Computer Aided Design (CAD) I	2+2	4.0	İÇT304	Interior Design Project IV	4+4	10.0
İÇT303	Interior Design Project III	4+4	10.0	İÇT318	Furniture II	2+1	5.0
İÇT317	Furniture I	2+1	5.0	İÇT346	History of Turkish Art and Space	3+0	3.0
İÇT326	Physical Environment Control I	2+0	3.0	İÇT427	Physical Environment Control II	2+0	3.0

İÇTSJ301	Intership	0+2	4.0		<i>Mesleki Seçmeli Dersler</i>	--	6.0
	<i>Mesleki Seçmeli Dersler</i>	--	4.0		<i>Seçmeli Dersler</i>	--	3.0
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			30.0				30.0

VII.Semester

İÇT403	Interior Design Project V	4+4	12.0
İÇT449	The Theory of Preservation	2+0	3.0
İÇT455	COPYRIGHTS IN INTERIOR ARCHITECTURE	2+0	3.0
İÇTSJ401	Intership	0+2	4.0
	<i>Mesleki Seçmeli Dersler</i>	--	6.0
	<i>Seçmeli Dersler</i>	--	2.0

			30.0

VIII.Semester

İÇT404	Interior Design Project VI	4+4	12.0
İÇT431	Professional Practice	2+1	3.0
	<i>Mesleki Seçmeli Dersler</i>	--	9.0
	<i>Seçmeli Dersler</i>	--	6.0

			30.0

Foreign Language Courses

ALM175 (Ger)	German I	3+0	3.0
ALM176 (Ger)	German II	3+0	3.0
FRA175 (Fra)	French I	3+0	3.0
FRA176 (Fra)	French II	3+0	3.0
İNG187	English I	3+0	3.0
İNG188 (Eng)	English II	3+0	3.0
İNG225 (Eng)	Academic English I	3+0	3.0
İNG226 (Eng)	Academic English II	3+0	3.0
İNG325 (Eng)	Academic English III	3+0	3.0
İNG326 (Eng)	Academic English IV	3+0	3.0
İNG455 (Eng)	Text Analysis in English	2+0	3.0
İSP151 (Spa)	Spanish I	4+0	4.0
İSP152 (Spa)	Spanish II	4+0	4.0
İTA255 (İta)	Italian I	3+0	4.0
İTA256 (İta)	Italian II	3+0	4.0

Elective Courses

ANT452	First Aid	1+2	4.0
BEÖ155	Physical Education	2+0	2.0
BEÖ176	Trekking	1+2	4.0
ESTÜ101	Introduction to University Life	0+1	2.0
ESTÜ102 (Eng)	Negotiation Techniques Class	2+0	3.0
ESTÜ103	Ceramic Design Processes	2+1	3.0
ESTÜ104	Academic and Life Skills	2+1	3.0
ESTÜ105	Big Data Analysis with SQL	2+2	4.5
ESTÜ111	Volunteering Works	1+2	4.0
ESTÜ112	Cyber Security for Everyone	2+0	2.0
ESTÜ116	Computer Aided Design I	3+0	3.0
ESTÜ117	Computer Aided Design II	3+0	3.0
ESTÜ119	Flute	3+1	3.0
ESTÜ121	Piano	3+1	3.0
ESTÜ122	Guitar	3+1	3.0
ESTÜ123	Gender Equality in Work Life	2+0	3.0
ESTÜ125	Philosophy of Science	3+0	3.0
ESTÜ127	Diction	1+2	3.0
ESTÜ129	Turkish as a Foreign Language I	2+0	2.0
ESTÜ130	Turkish as a Foreign Language II	2+0	2.0
ESTÜ132	History of Political Thought	3+0	3.0
ESTÜ133	Disability and Awareness	3+0	3.0
ESTÜ201	Turkish Sign Language	3+0	3.0
ESTÜ203	Introduction to Sociology	3+0	3.0
ESTÜ204	Effective Reading and Writing Skills	3+0	4.0
ESTÜ210	Culture of Museum	2+0	2.0

ESTÜ301	Science Communication	2+0	3.0
ESTÜ307	Children Rights and Family Education	2+0	2.0
ESTÜ401	Introduction to Professional Life	1+1	2.0
ESTÜ402	Coaching and Leadership	3+0	3.0
ESTÜ403	Basic Computer Utilization	3+0	4.0
ESTÜ405	Computer Programming	3+0	5.0
İKT151	Economics	3+0	3.0
İLT201	Interpersonal Communication	3+0	4.5
İLT419	Body Language and Diction	2+0	5.0
İSG401	Occupational Health and Safety I	2+0	2.0
İSG402	Occupational Health and Safety II	2+0	2.0
İSN409	Organizational Communication	3+0	4.5
İŞL101	Introduction to Business	3+0	4.5
İŞL102	Management and Organization	3+0	4.0
İŞL209	Business Management	2+0	2.0
İŞL301	Human Resources Management	3+0	4.0
İŞL406	Strategic Management	3+0	4.5
İŞL421	Entrepreneurship	2+0	3.0
İŞL475	Techno-Entrepreneurship	3+0	4.0
MUH151	Introduction to Accounting	3+0	4.5
MÜZ151	Short History of Music	2+0	3.0
SAN113	Art Concepts	2+0	4.0
TEB117	Yoga and Meditation	2+0	4.0
TEB118	Creative and Critical Thinking	2+0	4.0
TEB119	History of Civilization	2+0	4.0
TEB120	Verbal Communication Methods	2+1	4.0
TEB121	Psychology	2+0	4.0
TEB122	Painting	2+1	4.0
TEB123	Anthropology	2+0	4.0
TEB223	Art Sociology	2+0	4.0
TEB317	Mythology and Iconographic Analysis	2+0	4.0
TEB321	Digital Literacy in Design	2+0	4.0
TEB322	Digital Marketing	2+0	4.0
TEB326	European Art	2+0	4.0
TEB334	Modern Art and its Interpretation	3+0	4.0
TEB418	Design and Cinema	2+0	4.0
TEB425	Design and Science	2+0	4.0
TEB427	Design and Culture	2+0	4.0
TEB429	Fashion, Identity and Style in Design	3+0	4.0

Area Elective Courses

BİL391	Computer Aided Design (CAD) II	2+1	5.0
ESTÜ106	Proje Yönetimi	2+1	3.0
ESTÜ113	Design Thinking	3+0	3.0
ESTÜ114	Visual Thinking	3+0	3.0
ESTÜ115	Photographic Viewpoint	2+1	3.0
ESTÜ118	Visual Thinking with Concepts	3+0	3.0
İÇT222	Form and Space in Interior Architecture	2+0	4.0
İÇT226	Commercial Kitchen	2+1	5.0
İÇT228	Form and Space in Interior Architecture	2+1	5.0
İÇT229	Design Geometry and Form Analysis in Interior Architecture	2+1	5.0
İÇT231	20th Century Art Movements and Interior Design	2+1	5.0
İÇT234	Psychology of Place	2+0	4.0
İÇT240	20th Century Art Movements and Interior Design	2+0	4.0
İÇT307	Furniture Construction	2+1	5.0
İÇT315	Colors and Textile in Interiors	2+0	4.0
İÇT319	Model Building Techniques	2+1	5.0
İÇT320	Mythology And Space	2+0	4.0
İÇT327	Design Principles of the Kitchen	2+0	4.0
İÇT332	Exhibition and Exhibition Space Design	2+0	4.0
İÇT333	The Image of Concept in Interior Design	2+0	4.0
İÇT336	Lighting Design	2+0	4.0
İÇT338	Stage and Set Design	2+1	5.0
İÇT339	Structural Analysis in Interior Architecture	2+1	5.0

iÇT341	Wood Protection Methods and Surface Treatments	2+0	4.0
iÇT343	Non-Euclid Approaches in Interior Architecture	2+1	5.0
iÇT344	Research-Based Design	2+1	5.0
iÇT345	The Effect of Natural Disasters on Interior Architecture Practices	2+0	4.0
iÇT347	Effects of Technology in Kitchen Design	2+1	5.0
iÇT406	Space Analyzing in Interior Design	2+0	4.0
iÇT409	Illustration of Interiors	2+0	4.0
iÇT413	Principles of Lighting Design in Different Spaces	2+0	4.0
iÇT419	Space in Traditional Turkish House	2+0	4.0
iÇT424	Methods of Portfolio Presentation	2+0	4.0
iÇT428	Space-Boundary Relations	2+0	4.0
iÇT441	Contemporary Approaches on Museum Design	2+0	4.0
iÇT442	Space Analyzing in Interior Design	2+1	5.0
iÇT443	Experimental Space Design	2+0	4.0
iÇT460	Cost Analysis	2+1	5.0
MÜZ155	Turkish Folk Music	2+0	2.0
MÜZ157	Traditional Turkish Art Music	2+0	2.0
ÖMB322	Ethics of Science and Research	2+0	3.0
PZL302	Marketing Management	3+0	4.5
REK242	Sports Aviation	1+2	3.0
RTV281	Digital Literacy	2+2	4.0
SAĞ102	First Aid	2+0	2.5
SAN113	Art Concepts	2+0	4.0
SAN155	Hall Dances	0+2	2.0
SNT155	History of Art	2+0	2.0
SOS155	Folkdance	2+0	2.0
TEB111	Design and Form	2+1	4.0
TEB112	Figure Drawing	2+1	4.0
TEB113	Figure Drawing I	2+1	4.0
TEB114	Creativity Methods	2+1	4.0
TEB115	Basic Photography	2+1	4.0
TEB116	Aesthetics	2+0	4.0
TEB213	Product Photography	2+1	4.0
TEB214	Colour Theory	2+1	4.0
TEB215	Fashion Photography	2+1	4.0
TEB216	Visual Perception	2+0	4.0
TEB217	Space Photography	2+1	4.0
TEB218	Drawing and Presenting the Design	2+1	4.0
TEB219	Model Making	2+1	4.0
TEB221	Art History I	3+0	4.0
TEB311	Research by Design	2+1	4.0
TEB315	Graphical Design	2+1	4.0
TEB316	Entrepreneurship and Business	2+1	4.0
TEB318	Special Fields in Design	2+1	4.0
TEB320	Typography	2+1	4.0
TEB323	Collection Planning and Development	2+1	4.0
TEB328	Fashion Trends and Forecasting Methods	2+1	4.0
TEB329	Art History II	3+0	4.0
TEB332	Screen Printing	2+1	4.0
TEB336	Corporate Identity Design	2+1	4.0
TEB338	Typeface Design	2+1	4.0
TEB411	Architecture and Media	2+0	4.0
TEB412	Clothing Culture	2+0	4.0
TEB413	Glass Design	2+1	4.0
TEB414	Ecological Planning and Design	2+1	4.0
TEB415	Wood Design	2+1	4.0
TEB416	Interdisciplinary Design Applications	2+1	4.0
TEB417	Ceramic Design	2+1	4.0
TEB419	Illustration	2+1	4.0
TEB421	Jewelry Design	2+1	4.0
TEB423	Showcase Design	2+1	4.0
TEB431	Advanced Typography and Interdisciplinary Practices	2+1	4.0
THU203	Community Services	0+2	3.0
TiY152	Theatre	2+0	2.5
TiY308	Republic Era Turkish Theatre	2+0	3.0
TKY302	Quality Control	3+0	4.5

DEPARTMENT OF ARCHITECTURE

Architecture can be described as the design of the built or man-made environment. This environment is in nature social, cultural, political, economic as well as physical. Design is a process of creative intervention, the purpose of which is to improve the built environment. This calls for: a) an interest in the human condition, in so far as it is effected by and affects the built environment; b) the development of intellectual and creative qualities, critical abilities, the capacity to make value judgments and the motivation to learn; c) the acquisition of knowledge in the arts and sciences (as it shapes the built environment) and the development of analytical, creative, technical, managerial, organizational and communication skills. The Department of Architecture, Anadolu University-Eskişehir was founded in 1984 within the organizational structure of the faculty of engineering and architecture. By 1993, Anadolu University was divided into two distinct universities; as a result of this the department of architecture was reorganized and has commenced education in 1994 with a brand new spirit and incentive. In October, 1999 the department of architecture has finally moved into newly purpose built buildings at the İki Eylül Campus of the Anadolu University. Today, the department enjoys of some 6,000 m² indoor space including 4 Lecture Rooms, 9 Design studios, 2 computer labs (CAD and GIS lab), print room, construction lab, model-making studio, darkroom, departmental library, exhibition halls, terrestrial photogrammetry studio, project studio for teachers and students working together, photography studio and staffrooms/administrative block. The department has 23 full-time and 10 part-time members of teaching staff including 2 professors, 3 Associate professors, 7 Assistant Professors, 6 senior lectures, 6 Research Assistants and 10 part-time nation wide renown practising architects working as studio masters. Each member of staff has his/her own well

Each member of staff has his/her own well equipped and furnished office. Numerous projects have been completed through the design office so far, and several member of staff took part in designing and construction phases Today, the department has a potential for offering services to both public and the industry due to the expertise staff and the facilities available. The decision making body dealing with the departmental matters is composed of all faculty members of the department. The department is governed by one chairman and two deputy chairmen. One of the deputy chairmen takes care of the technical matters while the other deputy chairmen assists the chairman in academic activities in the department.

Department Head : Prof.Dr. Aslı ÖZÇEVİK BİLEN
 Deputy Department Head : Dr. Lecturer Elif TATAR
 Deputy Department Head : Assoc. Prof.Dr. Özlem KANDEMİR

PROGRAM

I.Semester				II.Semester			
EMİM101	Basic Design	4+4	10.0	EMİM102	Introduction to Architectural Design	4+4	10.0
EMİM103	Architectural Presentation	2+4	6.0	MİM104	Construction Elements	2+2	4.0
MAT195	Calculus	3+0	3.0	MİM110	Introduction to Architecture	2+0	3.0
TAR165	Atatürk's Principles and History of Turkish Revolution I	2+0	2.0	MİM122	Computer Applications in Architecture	1+1	3.0
TÜR125	Turkish Language I	2+0	2.0	TAR166	Atatürk's Principles and History of Turkish Revolution II	2+0	2.0
	<i>Seçmeli Dersler</i>	--	4.0	TÜR126	Turkish Language II	2+0	2.0
	<i>Yabancı Dil Dersleri</i>	--	3.0		<i>Seçmeli Dersler</i>	--	3.0
					<i>Yabancı Dil Dersleri</i>	--	3.0
			-----				-----
			30.0				30.0
III.Semester				IV.Semester			
EMİM201	Architectural Design Project I	4+4	10.0	EMİM202	Architectural Design Project II	4+4	10.0
MİM214	Structural Analysis I	3+0	3.0	EMİM204	Building Installation	3+0	3.0
MİM243	Building and Construction Methods I	2+2	5.0	MİM220	Modern Architectural History	2+0	3.0
MİM249	History of Architecture	2+0	3.0	MİM244	Building and Construction Methods II	2+2	5.0
	<i>Mesleki Seçmeli Dersler</i>	--	4.0	MİM321	Structural Analysis II	3+0	3.0
	<i>Seçmeli Dersler</i>	--	5.0		<i>Mesleki Seçmeli Dersler</i>	--	4.0

					<i>Seçmeli Dersler</i>	--	2.0
			----				----
			30.0				30.0
	V.Semester				VI.Semester		
EMİM301	Architectural Design Project III	4+4	10.0	EMİM302	Architectural Design Project IV	4+4	10.0
EMİM303	Architectural Conservation I	2+0	3.0	EMİM304	Architectural Conservation II	2+2	5.0
EMİM305	Urban Design Principles	2+2	5.0	EMİM306	Urban Design Studio	2+2	5.0
MİM343	Building Application Project	2+2	5.0	MİM308	Turkish Architecture History	2+0	3.0
MİM361	Physical Environment Control I	3+0	3.0	MİM362	Physical Environment Control II	3+0	3.0
MİMSJ301	INTERNSHIP	0+2	4.0		<i>Mesleki Seçmeli Dersler</i>	--	4.0
			----				----
			30.0				30.0
	VII.Semester				VIII.Semester		
EMİM401	Architectural Design Project V	4+4	10.0	EMİM402	Architectural Design Project VI	4+4	12.0
EMİM403	Building Law	2+0	3.0	MİM406	Construction Management and Cost Analysis	3+0	3.0
EMİM405	Professional Ethics	2+0	2.0		<i>Mesleki Seçmeli Dersler</i>	--	12.0
MİMSJ401	internship	0+2	4.0		<i>Seçmeli Dersler</i>	--	3.0
	<i>Mesleki Seçmeli Dersler</i>	--	4.0				
	<i>Seçmeli Dersler</i>	--	7.0				
			----				----
			30.0				30.0
Foreign Language Courses							
ALM175 (Ger)	German I					3+0	3.0
ALM176 (Ger)	German II					3+0	3.0
FRA175 (Fra)	French I					3+0	3.0
FRA176 (Fra)	French II					3+0	3.0
İNG187 (Eng)	English I					3+0	3.0
İNG188 (Eng)	English II					3+0	3.0
İNG225 (Eng)	Academic English I					3+0	3.0
İNG226 (Eng)	Academic English II					3+0	3.0
İNG325 (Eng)	Academic English III					3+0	3.0
İSP151 (Spa)	Spanish I					4+0	4.0
İSP152 (Spa)	Spanish II					4+0	4.0
İTA255 (İta)	Italian I					3+0	4.0
İTA256 (İta)	Italian II					3+0	4.0
Elective Courses							
ANT452	First Aid					1+2	4.0
ARK108	Archaeology					2+0	2.0
BEÖ155	Physical Education					2+0	2.0
BEÖ176	Trekking					1+2	4.0
ESTÜ101	Introduction to University Life					0+1	2.0
ESTÜ102	Negotiation Techniques Class					2+0	3.0
ESTÜ103	Ceramic Design Processes					2+1	3.0
ESTÜ104	Academic and Life Skills					2+1	3.0
ESTÜ105	Big Data Analysis with SQL					2+2	4.5
ESTÜ111	Volunteering Works					1+2	4.0
ESTÜ112	Cyber Security for Everyone					2+0	2.0
ESTÜ116	Computer Aided Design I					3+0	3.0
ESTÜ117	Computer Aided Design II					3+0	3.0

ESTÜ119	Flute	3+1	3.0
ESTÜ120	Solfege	3+1	3.0
ESTÜ121	Piano	3+1	3.0
ESTÜ122	Guitar	3+1	3.0
ESTÜ123	Gender Equality in Work Life	2+0	3.0
ESTÜ125	Philosophy of Science	3+0	3.0
ESTÜ127	Diction	1+2	3.0
ESTÜ129	Turkish as a Foreign Language I	2+0	2.0
ESTÜ130	Turkish as a Foreign Language II	2+0	2.0
ESTÜ132	History of Political Thought	3+0	3.0
ESTÜ133	Disability and Awareness	3+0	3.0
ESTÜ201	Turkish Sign Language	3+0	3.0
ESTÜ203	Introduction to Sociology	3+0	3.0
ESTÜ204	Effective Reading and Writing Skills	3+0	4.0
ESTÜ210	Culture of Museum	2+0	2.0
ESTÜ301	Science Communication	2+0	3.0
ESTÜ307	Children Rights and Family Education	2+0	2.0
ESTÜ401	Introduction to Professional Life	1+1	2.0
ESTÜ402	Coaching and Leadership	3+0	3.0
ESTÜ403	Basic Computer Utilization	3+0	4.0
ESTÜ405	Computer Programming	3+0	5.0
İKT151 (Eng)	Economics	3+0	3.0
İLT201	Interpersonal Communication	3+0	4.5
İLT419	Body Language and Diction	2+0	5.0
İSG401	Occupational Health and Safety I	2+0	2.0
İSG402	Occupational Health and Safety II	2+0	2.0
İSN409	Organizational Communication	3+0	4.5
İŞL101 (Eng)	Introduction to Business	3+0	4.5
İŞL102	Management and Organization	3+0	4.0
İŞL209	Business Management	2+0	2.0
İŞL301	Human Resources Management	3+0	4.0
İŞL406	Strategic Management	3+0	4.5
İŞL421	Entrepreneurship	2+0	3.0
İŞL471	Applied Management By Real Life Experiences	2+0	5.0
İŞL475	Techno-Entrepreneurship	3+0	4.0
MUH151	Introduction to Accounting	3+0	4.5
MÜZ151	Short History of Music	2+0	3.0
MÜZ155	Turkish Folk Music	2+0	2.0
MÜZ157	Traditional Turkish Art Music	2+0	2.0
ÖMB322	Ethics of Science and Research	2+0	3.0
PZL302	Marketing Management	3+0	4.5
REK242	Sports Aviation	1+2	3.0
RTV281	Digital Literacy	2+2	4.0
SAĞ102	First Aid	2+0	2.5
SAN155	Hall Dances	0+2	2.0
SNT155	History of Art	2+0	2.0
SOS155	Folkdance	2+0	2.0
TEB117	Yoga and Meditation	2+0	4.0
TEB118	Creative and Critical Thinking	2+0	4.0
TEB119	History of Civilization	2+0	4.0
TEB120	Verbal Communication Methods	2+1	4.0
TEB121	Psychology	2+0	4.0
TEB122	Painting	2+1	4.0
TEB123	Anthropology	2+0	4.0
TEB223	Art Sociology	2+0	4.0
TEB317	Mythology and Iconographic Analysis	2+0	4.0
TEB321	Digital Literacy in Design	2+0	4.0
TEB322	Digital Marketing	2+0	4.0
TEB324	Modern Art and its Interpretation	2+0	4.0
TEB326	European Art	2+0	4.0
TEB334	Modern Art and its Interpretation	3+0	4.0
TEB418	Design and Cinema	2+0	4.0
TEB425	Design and Science	2+0	4.0
TEB427	Design and Culture	2+0	4.0
TEB429	Fashion, Identity and Style in Design	3+0	4.0

THU203	Community Services	0+2	3.0
TIY152	Theatre	2+0	2.5
TIY308	Republic Era Turkish Theatre	2+0	3.0
TKY302	Quality Control	3+0	4.5
TÜR120	Turkish Sign Language	3+0	3.0

Area Elective Courses

EMİM203	Criticism and New Possibilities in Architecture	3+0	4.0
EMİM205	Body, Space, Experience	2+1	4.0
EMİM226	The Shell Architecture and Geometry	2+1	4.0
EMİM227	New Perspectives in Painting	2+1	4.0
EMİM228	Visual Research in Architectural Design	2+0	4.0
EMİM230	Original Thinking Strategies in Architectural Design	3+0	4.0
EMİM231	Sketching in Architecture	2+1	4.0
EMİM232	Cultural and Recreational Activities in Design	2+1	4.0
EMİM233	Computer Supported Design I	2+1	4.0
EMİM234	Detail in Architecture	2+1	4.0
EMİM235	Visual Communication Design	3+0	4.0
EMİM236	Computer Supported Design II	2+1	4.0
EMİM237	Perspective in Architecture	2+1	4.0
EMİM238	Visual Communication in Architecture	2+1	4.0
EMİM239	Architecture and Nature	2+1	4.0
EMİM240	Disaster Management in Architecture Design and Temporary Shelter Solutions	2+1	4.0
EMİM308	Soundscape	3+0	4.0
EMİM325	Wooden Structures	3+0	4.0
EMİM326	Geographical Information Systems	2+1	4.0
EMİM328	Remote Sensing	2+1	4.0
EMİM329	Traditional Turkish House	2+0	4.0
EMİM330	Architectural Design Theories	3+0	4.0
EMİM331	Image of Concept in Architecture	2+1	4.0
EMİM332	Sustainable Design in Architecture	2+1	4.0
EMİM333	Contemporary Architecture History	2+0	4.0
EMİM334	Architectural Design Online via Distance Learning	3+0	4.0
EMİM335	Computer Supported Design III	2+1	4.0
EMİM336	Computer Supported Design IV	2+1	4.0
EMİM337	City, Memory and Language	2+1	4.0
EMİM338	Construction Site Management	3+0	4.0
EMİM341	Building Design in the Historical Environment	2+1	4.0
EMİM343	Social Sustainability in Built Environment Design	3+0	4.0
EMİM345	Final Construction	2+1	4.0
EMİM347	Conservation and Presentation in Archaeological Sites	3+0	4.0
EMİM407	Space, Memory and Cultural Heritage	2+1	4.0
EMİM409	Conservation of Rural Heritage	3+0	4.0
EMİM425	Anatolian Capitals	2+0	4.0
EMİM426	Administrative Aspects of Urban Planning	3+0	4.0
EMİM427	Urban Administration and Environment	3+0	4.0
EMİM428	Architecture and Ecology	2+1	4.0
EMİM430	Cultural Building Design Features	3+0	4.0
EMİM434	Landscape Design	2+1	4.0
EMİM435	Space Analysis in Architecture	3+0	4.0
EMİM436	Contemporary Structure Systems	2+1	4.0
EMİM437	Modüler Kitchen Furniture System Design	2+1	4.0
EMİM438	Architectural Discipline in Archaeological Excavations and Research	2+1	4.0
EMİM439	Kitchen Furniture Fair and Showroom Design Principles	2+1	4.0
EMİM440	Disabled and City	2+1	4.0
EMİM441	Accessibility for All	2+1	4.0
EMİM442	Sustainability Assessment in Built Environment	3+0	4.0
EMİM443	Computer Supported Design V	2+1	4.0
EMİM445	Urbanism I	2+1	4.0
EMİM446	Urbanism II	2+1	4.0
EMİM447	Architecture and Aesthetics	3+0	4.0
EMİM449	Prefabricated Buildings	3+0	4.0
EMİM451	Tradition and Modernity in Architecture	2+1	4.0

EMİM453	Noise Control in Architecture	3+0	4.0
EMİM455	Contract Administration in Construction	3+0	4.0
EMİM457	Modern and Postmodern Approaches in Architecture	4+0	4.0
ENT436	Design and Science	2+1	3.0
ESTÜ106	Proje Yönetimi	2+1	3.0
ESTÜ113	Design Thinking	3+0	3.0
ESTÜ114	Visual Thinking	3+0	3.0
ESTÜ115	Photographic Viewpoint	2+1	3.0
ESTÜ118	Visual Thinking with Concepts	3+0	3.0
MİM224	Architecture and Philosophy	3+0	4.0
MİM253	Building Materials I	3+0	4.0
MİM254	Building Materials II	3+0	4.0
MİM270	Portfolio Design	3+0	4.0
MİM272	Presentation Design	3+0	4.0
MİM357	The Structuring of the Housing Depending on the Paradigms	3+0	4.0
MİM395	Design Process in Architecture	2+1	4.0
MİM399	Interior Design in the House	2+1	4.0
MİM424	Representation in Architecture	2+0	4.0
MİM431	Restoration Applications and Case Studies	3+0	4.0
MİM433	The Turkish Architecture in the Republican Period	2+0	4.0
MİM437	Manifestos in the 20th Century Architecture	3+0	4.0
MİM471	Urban Landscape	3+0	4.0
ŞPL304	Environmental Aesthetics	3+0	4.0
ŞPL409	Contemporary Approaches to Urban Design	3+0	3.0
ŞPL411	Urban Conservation and Renewal	3+0	3.0
TEB111	Design and Form	2+1	4.0
TEB112	Figure Drawing	2+1	4.0
TEB113	Figure Drawing I	2+1	4.0
TEB114	Creativity Methods	2+1	4.0
TEB115	Basic Photography	2+1	4.0
TEB116	Aesthetics	2+0	4.0
TEB213	Product Photography	2+1	4.0
TEB214	Colour Theory	2+1	4.0
TEB215	Fashion Photography	2+1	4.0
TEB216	Visual Perception	2+0	4.0
TEB217	Space Photography	2+1	4.0
TEB218	Drawing and Presenting the Design	2+1	4.0
TEB219	Model Making	2+1	4.0
TEB221	Art History I	3+0	4.0
TEB311	Research by Design	2+1	4.0
TEB315	Graphical Design	2+1	4.0
TEB316	Entrepreneurship and Business	2+1	4.0
TEB318	Special Fields in Design	2+1	4.0
TEB320	Typography	2+1	4.0
TEB323	Collection Planning and Development	2+1	4.0
TEB328	Fashion Trends and Forecasting Methods	2+1	4.0
TEB329	Art History II	3+0	4.0
TEB332	Screen Printing	2+1	4.0
TEB336	Corporate Identity Design	2+1	4.0
TEB338	Typeface Design	2+1	4.0
TEB411	Architecture and Media	2+0	4.0
TEB412	Clothing Culture	2+0	4.0
TEB413	Glass Design	2+1	4.0
TEB414	Ecological Planning and Design	2+1	4.0
TEB415	Wood Design	2+1	4.0
TEB416	Interdisciplinary Design Applications	2+1	4.0
TEB417	Ceramic Design	2+1	4.0
TEB419	Illustration	2+1	4.0
TEB421	Jewelry Design	2+1	4.0
TEB423	Showcase Design	2+1	4.0
TEB431	Advanced Typography and Interdisciplinary Practices	2+1	4.0

DEPARTMENT OF FASHION DESIGN

Fashion design department which was established in 2001. Normal education duration is 4.00 years; in addition, students can go to the English Preparatory School during one year. Education program can be classified as basic, supporting, professional and elective. After second year, students can produce their designs in application courses and they can develop themselves by the help of applications towards the market needs. After third year, students do their studies in computer in developed computer laboratories. Students can be easily focused on the different aspects of the fashion design profession by the elective courses, which are updated according to Fashion Design working area. Students who graduated from this department get the title of Fashion Designer. The Fashion Design Department which is department of School of Industrial Arts is located in main Campus of Anadolu University. The department is governed by one department head. The department is in collaboration with private sector and other universities.

Department Head : Prof.Dr. Nilay ERTÜRK
 Deputy Department Head : Dr. Lecturer Sanem ODABAŞI
 Deputy Department Head : Dr. Lecturer Derya MERİÇ

PROGRAM

I.Semester				II.Semester			
MTT101	Basic Design I	3+3	8.0	MTT102	Basic Design II	3+3	8.0
MTT103	Drawing I	2+2	4.0	MTT104	Drawing II	2+2	4.0
MTT105	Basic Sewing Techniques I	2+2	4.0	MTT108	Textile Fibres II	2+0	2.0
MTT107	Textile Fibres I	2+0	2.0	MTT110	Basic Pattern Making	2+1	3.0
TAR105	History of Civilization	2+0	2.0	TEB214	Colour Theory	2+1	4.0
TÜR125	Turkish Language I	2+0	2.0	TÜR126	Turkish Language II	2+0	2.0
	<i>Seçmeli Dersler</i>	--	5.0		<i>Mesleki Seçmeli Dersler</i>	--	4.0
	<i>Yabancı Dil Dersleri</i>	--	3.0		<i>Yabancı Dil Dersleri</i>	--	3.0
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			30.0				30.0
III.Semester				IV.Semester			
MOD219	Fashion Illustration I	2+2	4.0	MTT202	Printing Techniques	2+2	5.0
MTT201	Dyeing Techniques	2+2	4.0	MTT204	Fabric Construction II	3+1	4.0
MTT203	Fabric Construction I	3+1	4.0	MTT206	Textile Design Introduction II	2+2	5.0
MTT205	Textile Design Introduction I	2+2	5.0	MTT208	Computer Aided Design II	3+2	5.0
MTT207	Computer Aided Design I	3+2	5.0	MTT210	Introduction to Fashion Clothes Design	2+2	5.0
TAR165	Atatürk's Principles and History of Turkish Revolution I	2+0	2.0	TAR166	Atatürk's Principles and History of Turkish Revolution II	2+0	2.0
	<i>Mesleki Seçmeli Dersler</i>	--	4.0		<i>Mesleki Seçmeli Dersler</i>	--	4.0
	<i>Seçmeli Dersler</i>	--	2.0				
			----				----
			30.0				30.0
V.Semester				VI.Semester			
MTT301	Fashion Clothing Design I	2+3	6.0	MTT302	Fashion Clothing Design II	2+3	6.0
MTT303	Woven Design	2+3	6.0	MTT304	Printing Design	2+3	6.0
MTT305	Design Research	2+0	3.0	MTT306	Fashion and Textile History	2+0	2.0
MTT309	Computer Aided Design III	3+2	5.0		<i>Mesleki Seçmeli Dersler</i>	--	10.0
MTTSJ301	Internship I	0+2	4.0		<i>Seçmeli Dersler</i>	--	6.0
	<i>Mesleki Seçmeli Dersler</i>	--	4.0				
	<i>Seçmeli Dersler</i>	--	2.0				
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			30.0				30.0

VII.Semester				VIII.Semester			
MOD402	Portfolio Design	2+2	4.0	MTT402	Diploma Project	2+3	12.0
MTT401	Fashion and Textile Design Studio	2+3	8.0		<i>Mesleki Seçmeli Dersler</i>	--	12.0
MTT403	Experimental Design	2+2	4.0		<i>Seçmeli Dersler</i>	--	6.0
MTTSJ401	Internship	0+2	4.0				
	<i>Mesleki Seçmeli Dersler</i>	--	4.0				
	<i>Seçmeli Dersler</i>	--	6.0				
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			30.0				30.0

Foreign Language Courses

ALM175 (Ger)	German I			3+0	3.0
ALM176 (Ger)	German II			3+0	3.0
FRA175 (Fra)	French I			3+0	3.0
FRA176 (Fra)	French II			3+0	3.0
iNG187 (Eng)	English I			3+0	3.0
iNG188 (Eng)	English II			3+0	3.0
iNG225 (Eng)	Academic English I			3+0	3.0
iNG226 (Eng)	Academic English II			3+0	3.0
iNG325 (Eng)	Academic English III			3+0	3.0
iNG326 (Eng)	Academic English IV			3+0	3.0
iNG455 (Eng)	Text Analysis in English			2+0	3.0
iSP151 (Spa)	Spanish I			4+0	4.0
iSP152 (Spa)	Spanish II			4+0	4.0
iTA255 (ita)	Italian I			3+0	4.0
iTA256 (ita)	Italian II			3+0	4.0

Elective Courses

ANT452	First Aid			1+2	4.0
BEÖ155	Physical Education			2+0	2.0
BEÖ176	Trekking			1+2	4.0
EST203	Aesthetics			2+0	2.0
ESTÜ101	Introduction to University Life			0+1	2.0
ESTÜ102	Negotiation Techniques Class			2+0	3.0
ESTÜ103	Ceramic Design Processes			2+1	3.0
ESTÜ104	Academic and Life Skills			2+1	3.0
ESTÜ105	Big Data Analysis with SQL			2+2	4.5
ESTÜ111	Volunteering Works			1+2	4.0
ESTÜ112	Cyber Security for Everyone			2+0	2.0
ESTÜ116	Computer Aided Design I			3+0	3.0
ESTÜ117	Computer Aided Design II			3+0	3.0
ESTÜ119	Flute			3+1	3.0
ESTÜ120	Solfege			3+1	3.0
ESTÜ121	Piano			3+1	3.0
ESTÜ122	Guitar			3+1	3.0
ESTÜ123	Gender Equality in Work Life			2+0	3.0
ESTÜ125	Philosophy of Science			3+0	3.0
ESTÜ127	Diction			1+2	3.0
ESTÜ129	Turkish as a Foreign Language I			2+0	2.0
ESTÜ130	Turkish as a Foreign Language II			2+0	2.0
ESTÜ132	History of Political Thought			3+0	3.0
ESTÜ133	Disability and Awareness			3+0	3.0
ESTÜ201	Turkish Sign Language			3+0	3.0
ESTÜ203	Introduction to Sociology			3+0	3.0
ESTÜ204	Effective Reading and Writing Skills			3+0	4.0
ESTÜ210	Culture of Museum			2+0	2.0
ESTÜ301	Science Communication			2+0	3.0
ESTÜ307	Children Rights and Family Education			2+0	2.0
ESTÜ401	Introduction to Professional Life			1+1	2.0
ESTÜ402	Coaching and Leadership			3+0	3.0

ESTÜ403	Basic Computer Utilization	3+0	4.0
ESTÜ405	Computer Programming	3+0	5.0
FOT219	Basic Photography	2+2	4.0
iKT151 (Eng)	Economics	3+0	3.0
iLT201	Interpersonal Communication	3+0	4.5
iLT419	Body Language and Diction	2+0	5.0
iSG401	Occupational Health and Safety I	2+0	2.0
iSG402	Occupational Health and Safety II	2+0	2.0
iSN409	Organizational Communication	3+0	4.5
iŞL101 (Eng)	Introduction to Business	3+0	4.5
iŞL102	Management and Organization	3+0	4.0
iŞL209	Business Management	2+0	2.0
iŞL301	Human Resources Management	3+0	4.0
iŞL406	Strategic Management	3+0	4.5
iŞL421	Entrepreneurship	2+0	3.0
iŞL475	Techno-Entrepreneurship	3+0	4.0
MOD453	Style Consultancy	2+0	3.0
MTT113	Fashion,Brand and Mythology	2+0	3.0
MTT313	Design Culture	2+0	2.0
MTT316	Interactive Motif Design	1+2	3.0
MTT317	Motif Design	1+2	3.0
MTT319	Interior Textiles	2+0	3.0
MTT406	Brand Management	2+0	3.0
MTT407	Fashion Marketing	2+0	3.0
MTT409	Fashion and Art	2+0	3.0
MUH151	Introduction to Accounting	3+0	4.5
MÜZ151	Short History of Music	2+0	3.0
MÜZ155	Turkish Folk Music	2+0	2.0
MÜZ157	Traditional Turkish Art Music	2+0	2.0
ÖMB322	Ethics of Science and Research	2+0	3.0
PZL302	Marketing Management	3+0	4.5
REK242	Sports Aviation	1+2	3.0
RSM152	Painting	2+0	4.0
RTV281	Digital Literacy	2+2	4.0
SAĞ102	First Aid	2+0	2.5
SAN155	Hall Dances	0+2	2.0
SAN221	Contemporary Art and Its Interpretation	2+0	2.0
SNT155	History of Art	2+0	2.0
SOS155	Folkdance	2+0	2.0
TEB117	Yoga and Meditation	2+0	4.0
TEB118	Creative and Critical Thinking	2+0	4.0
TEB119	History of Civilization	2+0	4.0
TEB120	Verbal Communication Methods	2+1	4.0
TEB121	Psychology	2+0	4.0
TEB122	Painting	2+1	4.0
TEB123	Anthropology	2+0	4.0
TEB223	Art Sociology	2+0	4.0
TEB317	Mythology and Iconographic Analysis	2+0	4.0
TEB321	Digital Literacy in Design	2+0	4.0
TEB322	Digital Marketing	2+0	4.0
TEB326	European Art	2+0	4.0
TEB334	Modern Art and its Interpretation	3+0	4.0
TEB418	Design and Cinema	2+0	4.0
TEB425	Design and Science	2+0	4.0
TEB427	Design and Culture	2+0	4.0
TEB429	Fashion, Identity and Style in Design	3+0	4.0
THU203	Community Services	0+2	3.0
TİY152	Theatre	2+0	2.5
TİY308	Republic Era Turkish Theatre	2+0	3.0
TKY302	Quality Control	3+0	4.5

Area Elective Courses

ESTÜ106	Proje Yönetimi	2+1	3.0
ESTÜ113	Design Thinking	3+0	3.0
ESTÜ114	Visual Thinking	3+0	3.0

ESTÜ115	Photographic Viewpoint	2+1	3.0
ESTÜ118	Visual Thinking with Concepts	3+0	3.0
GRA314	Graphic Design	2+2	4.0
MOD118	Technical Drawing in Clothing Design	2+2	4.0
MOD203	Pattern Application I	2+2	4.0
MOD204	Pattern Application II	2+2	4.0
MOD220	Fashion Illustration II	2+2	5.0
MOD305	Pattern Application III	2+2	4.0
MOD306	Pattern Application IV	2+2	4.0
MOD310	Fashion Photography	2+2	4.0
MOD312	Ready to Wear Production Methods	2+2	4.0
MOD314	Made to Order Clothing Production Methods	2+2	4.0
MOD331	Pattern Development	2+2	4.0
MOD341	3D Textile and Clothing Simulation	2+2	4.0
MOD403	Accessory Design	2+2	4.0
MOD441	Artistic Illustration	2+2	4.0
MTT106	Basic Sewing Techniques II	2+2	4.0
MTT209	Environmental Sociology and Design	3+0	4.0
MTT213	Clothing Production Techniques I	1+2	4.0
MTT214	Clothing Production Techniques II	1+2	4.0
MTT217	Fashion Design Process and Presentation	2+2	4.0
MTT307	Spinning Technology	2+1	4.0
MTT308	Draping	2+2	4.0
MTT310	Textile Hand Dyeing-Printing Techniques	2+2	4.0
MTT311	Natural Dyeing	2+2	4.0
MTT312	Finishing Processes	2+2	4.0
MTT314	Computer Aided Pattern Design	2+2	4.0
MTT318	Creative Approaches in Clothing Design	2+2	4.0
MTT320	Performing Arts and Costume Design	2+2	4.0
MTT321	Digital Fashion Illustration	2+2	4.0
MTT322	Art and Visual Culture	2+2	4.0
MTT323	Ready to Wear Management	3+0	4.0
MTT324	Weaving Practices	2+2	4.0
MTT325	Textile Dyeing and Printing Process	2+2	4.0
MTT404	Textile Sustainability	2+2	4.0
MTT405	Textile Handcrafts	1+3	4.0
MTT408	Natural Printing Techniques	2+2	4.0
MTT410	Sustainable Fashion	2+2	4.0
MTT412	Artistic Textiles	2+2	4.0
TEB111	Design and Form	2+1	4.0
TEB112	Figure Drawing	2+1	4.0
TEB113	Figure Drawing I	2+1	4.0
TEB114	Creativity Methods	2+1	4.0
TEB115	Basic Photography	2+1	4.0
TEB116	Aesthetics	2+0	4.0
TEB213	Product Photography	2+1	4.0
TEB215	Fashion Photography	2+1	4.0
TEB216	Visual Perception	2+0	4.0
TEB217	Space Photography	2+1	4.0
TEB218	Drawing and Presenting the Design	2+1	4.0
TEB219	Model Making	2+1	4.0
TEB221	Art History I	3+0	4.0
TEB311	Research by Design	2+1	4.0
TEB315	Graphical Design	2+1	4.0
TEB316	Entrepreneurship and Business	2+1	4.0
TEB318	Special Fields in Design	2+1	4.0
TEB320	Typography	2+1	4.0
TEB323	Collection Planning and Development	2+1	4.0
TEB328	Fashion Trends and Forecasting Methods	2+1	4.0
TEB329	Art History II	3+0	4.0
TEB332	Screen Printing	2+1	4.0
TEB336	Corporate Identity Design	2+1	4.0
TEB338	Typeface Design	2+1	4.0
TEB411	Architecture and Media	2+0	4.0
TEB412	Clothing Culture	2+0	4.0
TEB413	Glass Design	2+1	4.0
TEB414	Ecological Planning and Design	2+1	4.0

TEB415	Wood Design	2+1	4.0
TEB416	Interdisciplinary Design Applications	2+1	4.0
TEB417	Ceramic Design	2+1	4.0
TEB419	Illustration	2+1	4.0
TEB421	Jewelry Design	2+1	4.0
TEB423	Showcase Design	2+1	4.0
TEB431	Advanced Typography and Interdisciplinary Practices	2+1	4.0

DEPARTMENT OF FASHION AND TEXTILE DESIGN

Department of Fashion and Textile Design has been continuing its education life for more than twenty years. The educational objective of department is training individuals making contribution to knowledge, cultural richness, and technological development of fashion sector and related fields in national and international scale. In this regard, the department performs research and development activities by using contemporary technologies. Main values adopted by the department are critical, creative and holistic thinking, lifelong learning, innovativeness, entrepreneurship, and respect to environmental and ethical values. With a comprehensive and updated curriculum including compulsory, occupational elective and elective courses, 21st century skills are taught theoretically and practically. Undergraduate education in the department is 4 years. By the second year, students can produce their own designs specialized in apparel, printing, and weaving design, and improve themselves through projects based on collaboration between the sector and the university. With developed computer laboratories and sector-based, computer aided design courses, students can follow up-to-date digital textile and fashion technologies. Students who graduate from the department have the title of textile and fashion designer and can work as qualified designers in any area of the sector or sector-related fields.

Department Head	: Prof.Dr. Nilay ERTÜRK
Deputy Department Head	: Dr. Lecturer Sanem ODABAŞI
Deputy Department Head	: Dr. Lecturer Derya MERİÇ

PROGRAM

I.Semester				II.Semester			
MTT101	Basic Design I	3+3	8.0	MTT102	Basic Design II	3+3	8.0
MTT103	Drawing I	2+2	4.0	MTT104	Drawing II	2+2	4.0
MTT105	Basic Sewing Techniques I	2+2	4.0	MTT108	Textile Fibres II	2+0	2.0
MTT107	Textile Fibres I	2+0	2.0	MTT110	Basic Pattern Making	2+1	3.0
TAR105	History of Civilization	2+0	2.0	TEB214	Colour Theory	2+1	4.0
TÜR125	Turkish Language I	2+0	2.0	TÜR126	Turkish Language II	2+0	2.0
	<i>Seçmeli Dersler</i>	--	5.0		<i>Mesleki Seçmeli Dersler</i>	--	4.0
	<i>Yabancı Dil Dersleri</i>	--	3.0		<i>Yabancı Dil Dersleri</i>	--	3.0
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			30.0				30.0
III.Semester				IV.Semester			
MOD219	Fashion Illustration I	2+2	4.0	MTT202	Printing Techniques	2+2	5.0
MTT201	Dyeing Techniques	2+2	4.0	MTT204	Fabric Construction II	3+1	4.0
MTT203	Fabric Construction I	3+1	4.0	MTT206	Textile Design Introduction II	2+2	5.0
MTT205	Textile Design Introduction I	2+2	5.0	MTT208	Computer Aided Design II	3+2	5.0
MTT207	Computer Aided Design I	3+2	5.0	MTT210	Introduction to Fashion Clothes Design	2+2	5.0
TAR165	Atatürk's Principles and History of Turkish Revolution I	2+0	2.0	TAR166	Atatürk's Principles and History of Turkish Revolution II	2+0	2.0
	<i>Mesleki Seçmeli Dersler</i>	--	4.0		<i>Mesleki Seçmeli Dersler</i>	--	4.0
	<i>Seçmeli Dersler</i>	--	2.0				
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			30.0				30.0
V.Semester				VI.Semester			

MTT301	Fashion Clothing Design I	2+3	6.0	MTT302	Fashion Clothing Design II	2+3	6.0
MTT303	Woven Design	2+3	6.0	MTT304	Printing Design	2+3	6.0
MTT305	Design Research	2+0	3.0	MTT306	Fashion and Textile History	2+0	2.0
MTT309	Computer Aided Design III	3+2	5.0		<i>Mesleki Seçmeli Dersler</i>	--	10.0
MTTSJ301	Internship I	0+2	4.0		<i>Seçmeli Dersler</i>	--	6.0
	<i>Mesleki Seçmeli Dersler</i>	--	4.0				
	<i>Seçmeli Dersler</i>	--	2.0				
			----				----
			30.0				30.0

VII.Semester

MOD402	Portfolio Design	2+2	4.0
MTT401	Fashion and Textile Design Studio	2+3	8.0
MTT403	Experimental Design	2+2	4.0
MTTSJ401	Internship	0+2	4.0
	<i>Mesleki Seçmeli Dersler</i>	--	4.0
	<i>Seçmeli Dersler</i>	--	6.0

			30.0

VIII.Semester

MTT402	Diploma Project	2+3	12.0
MTTSJ401	Internship	0+2	4.0
	<i>Mesleki Seçmeli Dersler</i>	--	12.0
	<i>Seçmeli Dersler</i>	--	6.0

			34.0

Foreign Language Courses

ALM175 (Ger)	German I	3+0	3.0
ALM176 (Ger)	German II	3+0	3.0
FRA175 (Fra)	French I	3+0	3.0
FRA176 (Fra)	French II	3+0	3.0
iNG187 (Eng)	English I	3+0	3.0
iNG188 (Eng)	English II	3+0	3.0
iNG225 (Eng)	Academic English I	3+0	3.0
iNG226 (Eng)	Academic English II	3+0	3.0
iNG325 (Eng)	Academic English III	3+0	3.0
iNG326 (Eng)	Academic English IV	3+0	3.0
iNG455 (Eng)	Text Analysis in English	2+0	3.0
iSP151 (Spa)	Spanish I	4+0	4.0
iSP152 (Spa)	Spanish II	4+0	4.0
iTA255 (Ita)	Italian I	3+0	4.0
iTA256 (Ita)	Italian II	3+0	4.0

Elective Courses

ANT452	First Aid	1+2	4.0
BEÖ155	Physical Education	2+0	2.0
BEÖ176	Trekking	1+2	4.0
EST203	Aesthetics	2+0	2.0
ESTÜ101	Introduction to University Life	0+1	2.0
ESTÜ102 (Eng)	Negotiation Techniques Class	2+0	3.0
ESTÜ103	Ceramic Design Processes	2+1	3.0
ESTÜ104	Academic and Life Skills	2+1	3.0
ESTÜ105	Big Data Analysis with SQL	2+2	4.5
ESTÜ111	Volunteering Works	1+2	4.0
ESTÜ112	Cyber Security for Everyone	2+0	2.0
ESTÜ116	Computer Aided Design I	3+0	3.0
ESTÜ117	Computer Aided Design II	3+0	3.0
ESTÜ119	Flute	3+1	3.0
ESTÜ120	Solfege	3+1	3.0
ESTÜ121	Piano	3+1	3.0
ESTÜ122	Guitar	3+1	3.0
ESTÜ123	Gender Equality in Work Life	2+0	3.0

ESTÜ125	Philosophy of Science	3+0	3.0
ESTÜ127	Diction	1+2	3.0
ESTÜ129	Turkish as a Foreign Language I	2+0	2.0
ESTÜ130	Turkish as a Foreign Language II	2+0	2.0
ESTÜ132	History of Political Thought	3+0	3.0
ESTÜ133	Disability and Awareness	3+0	3.0
ESTÜ201	Turkish Sign Language	3+0	3.0
ESTÜ203	Introduction to Sociology	3+0	3.0
ESTÜ204	Effective Reading and Writing Skills	3+0	4.0
ESTÜ210	Culture of Museum	2+0	2.0
ESTÜ301	Science Communication	2+0	3.0
ESTÜ307	Children Rights and Family Education	2+0	2.0
ESTÜ401	Introduction to Professional Life	1+1	2.0
ESTÜ402	Coaching and Leadership	3+0	3.0
ESTÜ403	Basic Computer Utilization	3+0	4.0
ESTÜ405	Computer Programming	3+0	5.0
FOT219	Basic Photography	2+2	4.0
İKT151 (Eng)	Economics	3+0	3.0
İLT201	Interpersonal Communication	3+0	4.5
İLT419	Body Language and Diction	2+0	5.0
iSG401	Occupational Health and Safety I	2+0	2.0
iSG402	Occupational Health and Safety II	2+0	2.0
iSN409	Organizational Communication	3+0	4.5
iŞL101 (Eng)	Introduction to Business	3+0	4.5
iŞL102	Management and Organization	3+0	4.0
iŞL209	Business Management	2+0	2.0
iŞL301	Human Resources Management	3+0	4.0
iŞL406	Strategic Management	3+0	4.5
iŞL421	Entrepreneurship	2+0	3.0
iŞL475	Techno-Entrepreneurship	3+0	4.0
MOD453	Style Consultancy	2+0	3.0
MTT113	Fashion,Brand and Mythology	2+0	3.0
MTT313	Design Culture	2+0	2.0
MTT316	İnteractive Motif Design	1+2	3.0
MTT317	Motif Design	1+2	3.0
MTT319	Interior Textiles	2+0	3.0
MTT406	Brand Management	2+0	3.0
MTT407	Fashion Marketing	2+0	3.0
MTT409	Fashion and Art	2+0	3.0
MUH151	Introduction to Accounting	3+0	4.5
MÜZ151	Short History of Music	2+0	3.0
MÜZ155	Turkish Folk Music	2+0	2.0
MÜZ157	Traditional Turkish Art Music	2+0	2.0
ÖMB322	Ethics of Science and Research	2+0	3.0
PZL302	Marketing Management	3+0	4.5
REK242	Sports Aviation	1+2	3.0
RSM152	Painting	2+0	4.0
RTV281	Digital Literacy	2+2	4.0
SAĞ102	First Aid	2+0	2.5
SAN155	Hall Dances	0+2	2.0
SAN221	Contemporary Art and Its Interpretation	2+0	2.0
SNT155	History of Art	2+0	2.0
SOS155	Folkdance	2+0	2.0
TEB117	Yoga and Meditation	2+0	4.0
TEB118	Creative and Critical Thinking	2+0	4.0
TEB119	History of Civilization	2+0	4.0
TEB120	Verbal Communication Methods	2+1	4.0
TEB121	Psychology	2+0	4.0
TEB122	Painting	2+1	4.0
TEB123	Anthropology	2+0	4.0
TEB223	Art Sociology	2+0	4.0
TEB317	Mythology and Iconographic Analysis	2+0	4.0
TEB321	Digital Literacy in Design	2+0	4.0
TEB322	Digital Marketing	2+0	4.0
TEB326	European Art	2+0	4.0

TEB334	Modern Art and its Interpretation	3+0	4.0
TEB411	Architecture and Media	2+0	4.0
TEB418	Design and Cinema	2+0	4.0
TEB425	Design and Science	2+0	4.0
TEB427	Design and Culture	2+0	4.0
TEB429	Fashion, Identity and Style in Design	3+0	4.0
THU203	Community Services	0+2	3.0
TIY152	Theatre	2+0	2.5
TIY308	Republic Era Turkish Theatre	2+0	3.0
TKY302	Quality Control	3+0	4.5

Area Elective Courses

ESTÜ106	Proje Yönetimi	2+1	3.0
ESTÜ113	Design Thinking	3+0	3.0
ESTÜ114	Visual Thinking	3+0	3.0
ESTÜ115	Photographic Viewpoint	2+1	3.0
ESTÜ118	Visual Thinking with Concepts	3+0	3.0
GRA314	Graphic Design	2+2	4.0
MOD118	Technical Drawing in Clothing Design	2+2	4.0
MOD203	Pattern Application I	2+2	4.0
MOD204	Pattern Application II	2+2	4.0
MOD220	Fashion Illustration II	2+2	5.0
MOD305	Pattern Application III	2+2	4.0
MOD306	Pattern Application IV	2+2	4.0
MOD307	Fashion History I	2+0	3.0
MOD310	Fashion Photography	2+2	4.0
MOD312	Ready to Wear Production Methods	2+2	4.0
MOD314	Made to Order Clothing Production Methods	2+2	4.0
MOD331	Pattern Development	2+2	4.0
MOD341	3D Textile and Clothing Simulation	2+2	4.0
MOD403	Accessory Design	2+2	4.0
MOD441	Artistic Illustration	2+2	4.0
MTT106	Basic Sewing Techniques II	2+2	4.0
MTT209	Environmental Sociology and Design	3+0	4.0
MTT213	Clothing Production Techniques I	1+2	4.0
MTT214	Clothing Production Techniques II	1+2	4.0
MTT217	Fashion Design Process and Presentation	2+2	4.0
MTT307	Spinning Technology	2+1	4.0
MTT308	Draping	2+2	4.0
MTT310	Textile Hand Dyeing-Printing Techniques	2+2	4.0
MTT311	Natural Dyeing	2+2	4.0
MTT312	Finishing Processes	2+2	4.0
MTT314	Computer Aided Pattern Design	2+2	4.0
MTT318	Creative Approaches in Clothing Design	2+2	4.0
MTT320	Performing Arts and Costume Design	2+2	4.0
MTT321	Digital Fashion Illustration	2+2	4.0
MTT322	Art and Visual Culture	2+2	4.0
MTT323	Ready to Wear Management	3+0	4.0
MTT324	Weaving Practices	2+2	4.0
MTT325	Textile Dyeing and Printing Process	2+2	4.0
MTT404	Textile Sustainability	2+2	4.0
MTT405	Textile Handcrafts	1+3	4.0
MTT408	Natural Printing Techniques	2+2	4.0
MTT410	Sustainable Fashion	2+2	4.0
MTT412	Artistic Textiles	2+2	4.0
TEB111	Design and Form	2+1	4.0
TEB112	Figure Drawing	2+1	4.0
TEB113	Figure Drawing I	2+1	4.0
TEB114	Creativity Methods	2+1	4.0
TEB115	Basic Photography	2+1	4.0
TEB116	Aesthetics	2+0	4.0
TEB213	Product Photography	2+1	4.0
TEB215	Fashion Photography	2+1	4.0
TEB216	Visual Perception	2+0	4.0
TEB217	Space Photography	2+1	4.0
TEB218	Drawing and Presenting the Design	2+1	4.0

TEB219	Model Making	2+1	4.0
TEB221	Art History I	3+0	4.0
TEB311	Research by Design	2+1	4.0
TEB312	Form, Material and Function	2+1	4.0
TEB315	Graphical Design	2+1	4.0
TEB316	Entrepreneurship and Business	2+1	4.0
TEB318	Special Fields in Design	2+1	4.0
TEB320	Typography	2+1	4.0
TEB323	Collection Planning and Development	2+1	4.0
TEB328	Fashion Trends and Forecasting Methods	2+1	4.0
TEB329	Art History II	3+0	4.0
TEB332	Screen Printing	2+1	4.0
TEB336	Corporate Identity Design	2+1	4.0
TEB338	Typeface Design	2+1	4.0
TEB412	Clothing Culture	2+0	4.0
TEB413	Glass Design	2+1	4.0
TEB414	Ecological Planning and Design	2+1	4.0
TEB415	Wood Design	2+1	4.0
TEB416	Interdisciplinary Design Applications	2+1	4.0
TEB417	Ceramic Design	2+1	4.0
TEB419	Illustration	2+1	4.0
TEB421	Jewelry Design	2+1	4.0
TEB423	Showcase Design	2+1	4.0
TEB431	Advanced Typography and Interdisciplinary Practices	2+1	4.0

DEPARTMENT OF AND TEXTILE FASHION DESIGN

Department of Textile and Fashion has been continuing its education life for more than twenty years. The educational objective of department is training individuals making contribution to knowledge, cultural richness, and technological development of fashion sector and related fields in national and international scale. In this regard, the department performs research and development activities by using contemporary technologies. Main values adopted by the department are critical, creative and holistic thinking, lifelong learning, innovativeness, entrepreneurship, and respect to environmental and ethical values. With a comprehensive and updated curriculum including compulsory, occupational elective and elective courses, 21st century skills are taught theoretically and practically. Undergraduate education in the department is 4 years. By the second year, students can produce their own designs specialized in apparel, printing, and weaving design, and improve themselves through projects based on collaboration between the sector and the university. With developed computer laboratories and sector-based, computer aided design courses, students can follow up-to-date digital textile and fashion technologies. Students who graduate from the department have the title of textile and fashion designer and can work as qualified designers in any area of the sector or sector-related fields.

Department Head	: Prof.Dr. Nilay ERTÜRK
Deputy Department Head	: Dr. Lecturer Sanem ODABAŞI
Deputy Department Head	: Dr. Lecturer Derya MERİÇ

PROGRAM

I.Semester				II.Semester			
MTT101	Basic Design I	3+3	8.0	MTT102	Basic Design II	3+3	8.0
MTT103	Drawing I	2+2	4.0	MTT104	Drawing II	2+2	4.0
MTT105	Basic Sewing Techniques I	2+2	4.0	MTT108	Textile Fibres II	2+0	2.0
MTT107	Textile Fibres I	2+0	2.0	MTT110	Basic Pattern Making	2+1	3.0
TAR105	History of Civilization	2+0	2.0	TEB214	Colour Theory	2+1	4.0
TÜR125	Turkish Language I	2+0	2.0	TÜR126	Turkish Language II	2+0	2.0
	<i>Seçmeli Dersler</i>	--	5.0		<i>Mesleki Seçmeli Dersler</i>	--	4.0
	<i>Yabancı Dil Dersleri</i>	--	3.0		<i>Yabancı Dil Dersleri</i>	--	3.0
			-----				-----
			30.0				30.0
III.Semester				IV.Semester			
MOD219	Fashion Illustration I	2+2	4.0	MTT202	Printing Techniques	2+2	5.0
MTT201	Dyeing Techniques	2+2	4.0	MTT204	Fabric Construction II	3+1	4.0

MTT203	Fabric Construction I	3+1	4.0	MTT206	Textile Design Introduction II	2+2	5.0
MTT205	Textile Design Introduction I	2+2	5.0	MTT208	Computer Aided Design II	3+2	5.0
MTT207	Computer Aided Design I	3+2	5.0	MTT210	Introduction to Fashion Clothes Design	2+2	5.0
TAR165	Atatürk's Principles and History of Turkish Revolution I	2+0	2.0	TAR166	Atatürk's Principles and History of Turkish Revolution II	2+0	2.0
	<i>Mesleki Seçmeli Dersler</i>	--	4.0		<i>Mesleki Seçmeli Dersler</i>	--	4.0
	<i>Seçmeli Dersler</i>	--	2.0				
			-----				-----
			30.0				30.0

V.Semester

MTT301	Fashion Clothing Design I	2+3	6.0
MTT303	Woven Design	2+3	6.0
MTT305	Design Research	2+0	3.0
MTT309	Computer Aided Design III	3+2	5.0
MTTSJ301	Internship I	0+2	4.0
	<i>Mesleki Seçmeli Dersler</i>	--	4.0
	<i>Seçmeli Dersler</i>	--	2.0

			30.0

VI.Semester

MTT302	Fashion Clothing Design II	2+3	6.0
MTT304	Printing Design	2+3	6.0
MTT306	Fashion and Textile History	2+0	2.0
	<i>Mesleki Seçmeli Dersler</i>	--	10.0
	<i>Seçmeli Dersler</i>	--	6.0

			30.0

VII.Semester

MOD402	Portfolio Design	2+2	4.0
MTT401	Fashion and Textile Design Studio	2+3	8.0
MTT403	Experimental Design	2+2	4.0
MTTSJ401	Internship	0+2	4.0
	<i>Mesleki Seçmeli Dersler</i>	--	4.0
	<i>Seçmeli Dersler</i>	--	6.0

			30.0

VIII.Semester

MTT402	Diploma Project	2+3	12.0
	<i>Mesleki Seçmeli Dersler</i>	--	12.0
	<i>Seçmeli Dersler</i>	--	6.0

			30.0

Foreign Language Courses

ALM175 (Ger)	German I	3+0	3.0
ALM176 (Ger)	German II	3+0	3.0
FRA175 (Fra)	French I	3+0	3.0
FRA176 (Fra)	French II	3+0	3.0
iNG187 (Eng)	English I	3+0	3.0
iNG188 (Eng)	English II	3+0	3.0
iNG225 (Eng)	Academic English I	3+0	3.0
iNG226 (Eng)	Academic English II	3+0	3.0
iNG325 (Eng)	Academic English III	3+0	3.0
iNG326 (Eng)	Academic English IV	3+0	3.0
iNG455 (Eng)	Text Analysis in English	2+0	3.0
iSP151 (Spa)	Spanish I	4+0	4.0
iSP152 (Spa)	Spanish II	4+0	4.0
iTA255 (Ita)	Italian I	3+0	4.0
iTA256 (Ita)	Italian II	3+0	4.0

Elective Courses

ANT452	First Aid	1+2	4.0
BEÖ155	Physical Education	2+0	2.0

BEÖ176	Trekking	1+2	4.0
EST203	Aesthetics	2+0	2.0
ESTÜ101	Introduction to University Life	0+1	2.0
ESTÜ102 (Eng)	Negotiation Techniques Class	2+0	3.0
ESTÜ103	Ceramic Design Processes	2+1	3.0
ESTÜ104	Academic and Life Skills	2+1	3.0
ESTÜ105	Big Data Analysis with SQL	2+2	4.5
ESTÜ111	Volunteering Works	1+2	4.0
ESTÜ112	Cyber Security for Everyone	2+0	2.0
ESTÜ116	Computer Aided Design I	3+0	3.0
ESTÜ117	Computer Aided Design II	3+0	3.0
ESTÜ119	Flute	3+1	3.0
ESTÜ120	Solfege	3+1	3.0
ESTÜ121	Piano	3+1	3.0
ESTÜ122	Guitar	3+1	3.0
ESTÜ123	Gender Equality in Work Life	2+0	3.0
ESTÜ125	Philosophy of Science	3+0	3.0
ESTÜ127	Diction	1+2	3.0
ESTÜ129	Turkish as a Foreign Language I	2+0	2.0
ESTÜ130	Turkish as a Foreign Language II	2+0	2.0
ESTÜ132	History of Political Thought	3+0	3.0
ESTÜ133	Disability and Awareness	3+0	3.0
ESTÜ201	Turkish Sign Language	3+0	3.0
ESTÜ203	Introduction to Sociology	3+0	3.0
ESTÜ204	Effective Reading and Writing Skills	3+0	4.0
ESTÜ210	Culture of Museum	2+0	2.0
ESTÜ301	Science Communication	2+0	3.0
ESTÜ307	Children Rights and Family Education	2+0	2.0
ESTÜ401	Introduction to Professional Life	1+1	2.0
ESTÜ402	Coaching and Leadership	3+0	3.0
ESTÜ403	Basic Computer Utilization	3+0	4.0
ESTÜ405	Computer Programming	3+0	5.0
FOT219	Basic Photography	2+2	4.0
İKT151 (Eng)	Economics	3+0	3.0
İLT201	Interpersonal Communication	3+0	4.5
İLT419	Body Language and Diction	2+0	5.0
iSG401	Occupational Health and Safety I	2+0	2.0
iSG402	Occupational Health and Safety II	2+0	2.0
iSN409	Organizational Communication	3+0	4.5
iŞL101 (Eng)	Introduction to Business	3+0	4.5
iŞL102	Management and Organization	3+0	4.0
iŞL209	Business Management	2+0	2.0
iŞL301	Human Resources Management	3+0	4.0
iŞL406	Strategic Management	3+0	4.5
iŞL421	Entrepreneurship	2+0	3.0
iŞL475	Techno-Entrepreneurship	3+0	4.0
MOD310	Fashion Photography	2+2	4.0
MTT113	Fashion,Brand and Mythology	2+0	3.0
MTT313	Design Culture	2+0	2.0
MTT316	Interactive Motif Design	1+2	3.0
MTT317	Motif Design	1+2	3.0
MTT319	Interior Textiles	2+0	3.0
MTT406	Brand Management	2+0	3.0
MTT407	Fashion Marketing	2+0	3.0
MTT409	Fashion and Art	2+0	3.0
MUH151	Introduction to Accounting	3+0	4.5
MÜZ151	Short History of Music	2+0	3.0
MÜZ155	Turkish Folk Music	2+0	2.0
MÜZ157	Traditional Turkish Art Music	2+0	2.0
ÖMB322	Ethics of Science and Research	2+0	3.0
PZL302	Marketing Management	3+0	4.5
REK242	Sports Aviation	1+2	3.0
RSM152	Painting	2+0	4.0
RTV281	Digital Literacy	2+2	4.0

SAĞ102	First Aid	2+0	2.5
SAN155	Hall Dances	0+2	2.0
SAN221	Contemporary Art and Its Interpretation	2+0	2.0
SNT155	History of Art	2+0	2.0
SOS155	Folkdance	2+0	2.0
TEB117	Yoga and Meditation	2+0	4.0
TEB118	Creative and Critical Thinking	2+0	4.0
TEB119	History of Civilization	2+0	4.0
TEB120	Verbal Communication Methods	2+1	4.0
TEB121	Psychology	2+0	4.0
TEB122	Painting	2+1	4.0
TEB123	Anthropology	2+0	4.0
TEB223	Art Sociology	2+0	4.0
TEB317	Mythology and Iconographic Analysis	2+0	4.0
TEB321	Digital Literacy in Design	2+0	4.0
TEB322	Digital Marketing	2+0	4.0
TEB326	European Art	2+0	4.0
TEB334	Modern Art and its Interpretation	3+0	4.0
TEB418	Design and Cinema	2+0	4.0
TEB425	Design and Science	2+0	4.0
TEB427	Design and Culture	2+0	4.0
TEB429	Fashion, Identity and Style in Design	3+0	4.0
THU203	Community Services	0+2	3.0
TİY152	Theatre	2+0	2.5
TİY308	Republic Era Turkish Theatre	2+0	3.0
TKY302	Quality Control	3+0	4.5

Area Elective Courses

ESTÜ106	Proje Yönetimi	2+1	3.0
ESTÜ113	Design Thinking	3+0	3.0
ESTÜ114	Visual Thinking	3+0	3.0
ESTÜ115	Photographic Viewpoint	2+1	3.0
ESTÜ118	Visual Thinking with Concepts	3+0	3.0
GRA314	Graphic Design	2+2	4.0
MOD118	Technical Drawing in Clothing Design	2+2	4.0
MOD203	Pattern Application I	2+2	4.0
MOD204	Pattern Application II	2+2	4.0
MOD220	Fashion Illustration II	2+2	5.0
MOD305	Pattern Application III	2+2	4.0
MOD306	Pattern Application IV	2+2	4.0
MOD312	Ready to Wear Production Methods	2+2	4.0
MOD314	Made to Order Clothing Production Methods	2+2	4.0
MOD331	Pattern Development	2+2	4.0
MOD341	3D Textile and Clothing Simulation	2+2	4.0
MOD403	Accessory Design	2+2	4.0
MOD441	Artistic Illustration	2+2	4.0
MOD453	Style Consultancy	2+0	3.0
MTT106	Basic Sewing Techniques II	2+2	4.0
MTT209	Environmental Sociology and Design	3+0	4.0
MTT213	Clothing Production Techniques I	1+2	4.0
MTT214	Clothing Production Techniques II	1+2	4.0
MTT217	Fashion Design Process and Presentation	2+2	4.0
MTT307	Spinning Technology	2+1	4.0
MTT308	Draping	2+2	4.0
MTT310	Textile Hand Dyeing-Printing Techniques	2+2	4.0
MTT311	Natural Dyeing	2+2	4.0
MTT312	Finishing Processes	2+2	4.0
MTT314	Computer Aided Pattern Design	2+2	4.0
MTT318	Creative Approaches in Clothing Design	2+2	4.0
MTT320	Performing Arts and Costume Design	2+2	4.0
MTT321	Digital Fashion Illustration	2+2	4.0
MTT322	Art and Visual Culture	2+2	4.0
MTT323	Ready to Wear Management	3+0	4.0
MTT324	Weaving Practices	2+2	4.0
MTT325	Textile Dyeing and Printing Process	2+2	4.0
MTT404	Textile Sustainability	2+2	4.0

MTT405	Textile Handcrafts	1+3	4.0
MTT408	Natural Printing Techniques	2+2	4.0
MTT410	Sustainable Fashion	2+2	4.0
MTT412	Artistic Textiles	2+2	4.0
TEB111	Design and Form	2+1	4.0
TEB112	Figure Drawing	2+1	4.0
TEB113	Figure Drawing I	2+1	4.0
TEB114	Creativity Methods	2+1	4.0
TEB115	Basic Photography	2+1	4.0
TEB116	Aesthetics	2+0	4.0
TEB213	Product Photography	2+1	4.0
TEB215	Fashion Photography	2+1	4.0
TEB216	Visual Perception	2+0	4.0
TEB217	Space Photography	2+1	4.0
TEB218	Drawing and Presenting the Design	2+1	4.0
TEB219	Model Making	2+1	4.0
TEB221	Art History I	3+0	4.0
TEB311	Research by Design	2+1	4.0
TEB315	Graphical Design	2+1	4.0
TEB316	Entrepreneurship and Business	2+1	4.0
TEB318	Special Fields in Design	2+1	4.0
TEB320	Typography	2+1	4.0
TEB323	Collection Planning and Development	2+1	4.0
TEB328	Fashion Trends and Forecasting Methods	2+1	4.0
TEB329	Art History II	3+0	4.0
TEB332	Screen Printing	2+1	4.0
TEB336	Corporate Identity Design	2+1	4.0
TEB338	Typeface Design	2+1	4.0
TEB411	Architecture and Media	2+0	4.0
TEB412	Clothing Culture	2+0	4.0
TEB413	Glass Design	2+1	4.0
TEB414	Ecological Planning and Design	2+1	4.0
TEB415	Wood Design	2+1	4.0
TEB416	Interdisciplinary Design Applications	2+1	4.0
TEB417	Ceramic Design	2+1	4.0
TEB419	Illustration	2+1	4.0
TEB421	Jewelry Design	2+1	4.0
TEB423	Showcase Design	2+1	4.0
TEB431	Advanced Typography and Interdisciplinary Practices	2+1	4.0

DEPARTMENT OF FASHION DESIGN

DEPARTMENT OF BASIC DESIGN EDUCATION

Eskişehir Technical University, Faculty of Architecture and Design, Department of Basic Design Education, aims to offer fundamental design and basic art courses for the students of both the faculty and the university. The department was established in 2020 as a service unit that does not admit students nor offer any degree or certification. The Department of Basic Design Education conducts both theoretical and practical courses for students of other departments within the Faculty of Architecture and Design. Through these courses, students will continue their education in their respective professional fields, having gained a creative and cultural foundation. The department contributes to the development of students' design and art perception and aims to cultivate designers with high cultural awareness. Furthermore, the Department of Basic Design Education provides opportunities for joint courses, workshops, and seminars in design, science, art, and technology in collaboration with other departments within our Faculty. It also plays a pivotal role in fostering "design-oriented thinking" among students from both the Faculty of Architecture and Design and other units of the university. Since its inception, the department has offered approximately 50 elective and professional elective courses each term. These include practical and art-based courses such as piano, guitar, ceramics, alongside theoretical courses like English, French, Italian, German, Aesthetics, Art History, History of Civilization, and Introduction to Sociology. Additionally, it offers design-focused workshops and laboratory courses like Model Making, Wood Design, Portfolio Design, and Graphic Design, which enhance the identity of the "Design Faculty" and support students' design skills. The department's structure, which promotes a diverse environment where students from all faculty departments come together, efficiently utilizes the faculty's physical and spatial resources.

The decision-making body for matters concerning the department consists of the department's academic staff. The department is governed by one chairman and two deputy chairmen. One of the deputy chairmen takes care of the technical matters while the other deputy chairmen assists the chairman in academic activities in the department.

Department Head : Assoc. Prof.Dr. Fatma KOLSAL
 Deputy Department Head : Lecturer Zeynep BASKICI KAPKIN
 Deputy Department Head : Lecturer Doctor Serhan TUNCER

Foreign Language Courses

ALM175 (Ger)	German I	3+0	3.0
FRA175 (Fra)	French I	3+0	3.0
iNG225 (Eng)	Academic English I	3+0	3.0
iNG226 (Eng)	Academic English II	3+0	3.0
iNG325 (Eng)	Academic English III	3+0	3.0
iNG326 (Eng)	Academic English IV	3+0	3.0
iTA255 (İta)	Italian I	3+0	4.0
iTA256 (İta)	Italian II	3+0	4.0

Elective Courses

ESTÜ116	Computer Aided Design I	3+0	3.0
ESTÜ117	Computer Aided Design II	3+0	3.0
ESTÜ120	Solfege	3+1	3.0
ESTÜ121	Piano	3+1	3.0
ESTÜ122	Guitar	3+1	3.0
ESTÜ132	History of Political Thought	3+0	3.0
ESTÜ133	Disability and Awareness	3+0	3.0
ESTÜ203	Introduction to Sociology	3+0	3.0
ESTÜ204	Effective Reading and Writing Skills	3+0	4.0
ESTÜ210	Culture of Museum	2+0	2.0
ESTÜ307	Children Rights and Family Education	2+0	2.0
iŞL301	Human Resources Management	3+0	4.0
MÜZ151	Short History of Music	2+0	3.0
PZL302	Marketing Management	3+0	4.5
SAĞ102	First Aid	2+0	2.5
SNT155	History of Art	2+0	2.0
TEB117	Yoga and Meditation	2+0	4.0
TEB118	Creative and Critical Thinking	2+0	4.0
TEB119	History of Civilization	2+0	4.0
TEB120	Verbal Communication Methods	2+1	4.0
TEB121	Psychology	2+0	4.0
TEB122	Painting	2+1	4.0
TEB123	Anthropology	2+0	4.0
TEB223	Art Sociology	2+0	4.0
TEB317	Mythology and Iconographic Analysis	2+0	4.0
TEB321	Digital Literacy in Design	2+0	4.0
TEB322	Digital Marketing	2+0	4.0
TEB324	Modern Art and its Interpretation	2+0	4.0
TEB326	European Art	2+0	4.0
TEB334	Modern Art and its Interpretation	3+0	4.0
TEB418	Design and Cinema	2+0	4.0
TEB425	Design and Science	2+0	4.0
TEB427	Design and Culture	2+0	4.0
TEB429	Fashion, Identity and Style in Design	3+0	4.0

Area Elective Courses

ESTÜ106	Proje Yönetimi	2+1	3.0
ESTÜ113	Design Thinking	3+0	3.0
ESTÜ114	Visual Thinking	3+0	3.0
ESTÜ115	Photographic Viewpoint	2+1	3.0
ESTÜ118	Visual Thinking with Concepts	3+0	3.0
TEB111	Design and Form	2+1	4.0
TEB112	Figure Drawing	2+1	4.0
TEB113	Figure Drawing I	2+1	4.0
TEB114	Creativity Methods	2+1	4.0

TEB115	Basic Photography	2+1	4.0
TEB116	Aesthetics	2+0	4.0
TEB211	Art History I	2+0	4.0
TEB212	Art History II	2+0	4.0
TEB213	Product Photography	2+1	4.0
TEB214	Colour Theory	2+1	4.0
TEB215	Fashion Photography	2+1	4.0
TEB216	Visual Perception	2+0	4.0
TEB217	Space Photography	2+1	4.0
TEB218	Drawing and Presenting the Design	2+1	4.0
TEB219	Model Making	2+1	4.0
TEB221	Art History I	3+0	4.0
TEB311	Research by Design	2+1	4.0
TEB313	Screen Printing	2+1	4.0
TEB315	Graphical Design	2+1	4.0
TEB316	Entrepreneurship and Business	2+1	4.0
TEB318	Special Fields in Design	2+1	4.0
TEB320	Typography	2+1	4.0
TEB323	Collection Planning and Development	2+1	4.0
TEB328	Fashion Trends and Forecasting Methods	2+1	4.0
TEB329	Art History II	3+0	4.0
TEB332	Screen Printing	2+1	4.0
TEB336	Corporate Identity Design	2+1	4.0
TEB338	Typeface Design	2+1	4.0
TEB411	Architecture and Media	2+0	4.0
TEB412	Clothing Culture	2+0	4.0
TEB413	Glass Design	2+1	4.0
TEB414	Ecological Planning and Design	2+1	4.0
TEB415	Wood Design	2+1	4.0
TEB416	Interdisciplinary Design Applications	2+1	4.0
TEB417	Ceramic Design	2+1	4.0
TEB419	Illustration	2+1	4.0
TEB421	Jewelry Design	2+1	4.0
TEB423	Showcase Design	2+1	4.0
TEB431	Advanced Typography and Interdisciplinary Practices	2+1	4.0

DEPARTMENT OF BASIC DESIGN EDUCATION

COURSE CONTENTS

ALM175 (Ger) German I 3+0 3.0

Greeting and Saying Goodbye; Introducing Yourself and Others; Giving Personal Information About Yourself; Spelling a Word; Counting up to 100; Communicating in Private Life; Telling Profession; Talking About Occupation and Business; Expressing a Problem; Introducing Family; Telling the Time; Planning Events; Making an Appointment; Saying the Names of Foods; Reading the Menu; Ordering in the restaurant; Shopping at the Market; Making A Complaint; Saying the Names of Vehicles; Asking for Address; Understanding Directions; Talking about the Illness; Reading and Writing Dates; Replying to an Invitation; Making Holiday Plans; Understanding and Talking About the Weather Forecast.

ALM176 (Ger) German II 3+0 3.0

Giving Feedback; Making A Suggestion; Asking Questions; Expressing Ideas; Expressing Requests and Fears; Understanding Signs; Giving Directions; Talking about Sports; Reading and Understanding Newspapers; Ordering by Telephone; Preferring a Profession; Talking about Professions; Making a Complaint; Intercultural Communication; Comprehending Instructions for Use; Making Weather Forecast; Reading Literary Texts; Celebrating; Comprehending and Giving Recipe; Identify Things; Comprehending Adventure Stories and Movies.

ANT452 First Aid 1+2 4.0

Functioning Of The Human Metabolism And Systems: Disruptions occurring in the system, Things to do in the event of illness, Things to do in case of an accident or injury, First Aid Principles: The importance of first aid, Personal responsibilities related to first aid, Legal responsibilities related to first aid, Priorities in first aid, Awareness on first aid, Equipment used in first aid, First aid and time, Lifesaving, Human responsibilities in first aid, Proper first aid intervention, Preparation for expert team after first aid.

ARK105 Anatolian Civilizations 2+0 4.0
Review of Anatolian Civilizations; Paleolithic Age: Caves and hunters; Mesolithic Age; Neolithic Age: Villages; Chalcolithic Age: Organized villages; Early Bronze Age: Fortresses and chiefs; Middle Bronze Age: Princes and merchants; Late Bronze Age: The Hittite Empire; Iron Age: Neo ? Hittite States, Urartian Kingdom, Phrygian Kingdom, Lydian Kingdom; Persian Hegemony over Anatolia; The Hellenistic Age: Alexander the Great and his successors; Roman Age: Asian Province.

ARK108 Archaeology 2+0 2.0
Definition; Social, cultural and historical role of archaeology; Domain of Archaeology; Age of the World; Production of the Earliest Stone Tools; Scientific Disciplines Revenant to Archaeological Studies; Brief History of Archaeological Excavations; Historical Classification and History of Anatolia: Prehistoric Ages, Historical Ages, Archaeological sites of Anatolia, Archaeological excavations in Anatolia; Archaeological Activities of University.

BEÖ155 Physical Education 2+0 2.0
Definition of Physical Education and Sports; Aims, Disadvantages of Inactive Life; Various Activities for Physical Education; Recreation; Human Physiology; First Aid; Sports Branches: Definition, Rules and Application; Keep Fit Programs.

BEÖ176 Trekking 1+2 4.0
The Definition of Trekking; The Essentials which Must Be Done Before Trekking, At The Time of Trekking, After Trekking; Trekking Equipments; Backpack and Essential Equipments in Backpack; The Characteristics of Clothes; The Characteristics of Shoes; Sleeping Bags: Their kinds and characteristics; The Characteristics of Mats; Tents: Their kinds and characteristics; The Methods of Direction Determination: Scrip, GPS, Pole star, Sun, Watch; The Problems According to Weather Conditions in Trekking.

BiL180 Introduction to Computer Presentation Techniques 3+0 3.0
Photoshop Basics and Features; Creating a Printed Document: Resolution information, Color properties, Saturation related to photo-graphic meta, Contrast, Light properties; Program Menus, Filter usage, Layers; Illustration Techniques: Drawing and shape tools, Illustrative applications; Photo Retouching: Repair tools, Design applications: Presentation designs.

BiL385 Computer Aided Design (CAD) I 2+2 4.0
Introduction to CAD in Interior Design; Using the Drawing Editor in Designs; Setting Up an Electronic Drawing and its Coordinate System; Setting Up Graphics Display: Layer, Line type, Color; Editing Objects: Hatching, Text, Dimensioning; Creating Own Object Library; Setting Viewpoints; Getting Started with 3D; Working with 3d Faces; Working with 3d Solids; Rendering; Print Out: Set up print out commands, Print preview

BiL391 Computer Aided Design (CAD) II 2+1 5.0
Using the Developed Modeling Techniques in Computer Aided Design: Standard primitives, Extended primitives, Compound objects; Using Modifiers in Developed Modeling Techniques; The Principles of Light and Color in Computer Aided Design; The Principles of Material Mapping; Setting Light and Camera; Rendering Techniques in Computer Aided Design.

EMİM101 Basic Design 4+4 10.0
Introduction to Design: To Look, To See; Creativity in Design; Abstraction in Design; Perception and Gestalt Principles; Basic Design Elements and Basic Concepts Forming Composition: Point, Line, Plane, Form, Light-Shadow, Size-Proportion, Spacing, Volume, Solid-Void, Internal-External Relations, Color-Texture, Diverse Pattern Types; Design Principles Forming Composition: Conformity - Contrast, Rhythm, Hierarchy, Balance, Unity, Dominancy-Emphasis; Holistic Approach to Design Principles and Elements.

EMİM102 Introduction to Architectural Design 4+4 10.0
Focusing on the architectural design principles; main concepts of architectural design; space concept in architectural design; human dimensions and requirements in architectural design; architectural space and programme; body-space-structure relations; architectural design and human-environment (natural and man-made)relations; solutions for uncomplicated design problems considering spatial, structural, environmental and programmatic data; Visualization of the architectural design idea via different design and representation tools.

EMİM103 Architectural Presentation 2+4 6.0
Drawing and Architectural Writing Exercises; Freehand Drawings; Technical Drawing Rules and Orthogonal Drawing; Introduction to Architectural Drawing; Definitions and Drawings: Scale, Scale Types, Plan, Section, Elevation, Dimensioning, Hatching, Door, Window, Stair, Roof, Landscape, Furnishing and Human Graphics; Architectural Drawings:

Site Plan Drawing, Plan, Section and Elevation Drawings in Different Scales, Topography in Architectural Drawing; Perspective Exercises.

EMiM201 Architectural Design Project I 4+4 10.0

Architectural Terminology and Concepts; Architectural Design Problem: Holistic and Systematic Approach to Design Problem, Context and Lack of Context in Architectural Design; Components of Architectural Space Concept; Scale in Architectural Design; Analysis of Design Parameters; Synthesis of Design Parameters; Various Solution Alternatives; Conceptual and Technical Evaluation of Natural and Built Environment; Effect of Geographical Conditions on Design; Discussion of the Relationship Between Human and Nature in Design; Uncomplicated Building Solutions and Designs.

EMiM202 Architectural Design Project II 4+4 10.0

Design Problem: Definition, Scope, and Criticism; Research Related to Specified Design Subject, Examination, and Discussion of Contemporary Architectural Examples; Identifying and Discussing Uncomplicated Architectural Scales and Programs; Analysis of Context According to Environmental Factors and User Requirements in Architectural Design Problem; Developing and Interpreting the Architectural Program Based on Analyzes; Research and Interpretation of Basic Building Technologies via Design; Expressing Design Through Various Representation Tools.

EMiM203 Criticism and New Possibilities in Architecture 3+0 4.0

Criticism in architecture; The relationship between philosophy and architecture; Frankfurt School; Space and representation; The concept of utopia; Historical change of utopian representations; Pre-modern urban utopias; Post-industrial utopias; 21st century utopias; New developments and possibilities in architecture.

EMiM204 Building Installation 3+0 3.0

Heating systems in buildings: Individual, Central, Regional; Heat insulation and comfort; Heat loss calculation; Boiler selection and placement: Boiler types, Location selection; Fuels and fuel consumption; Smart buildings and automatic control; Floor heating systems; Air-condition and climatization; Solar energy in buildings; Sanitary installation in buildings: Clean water installation, Waste water installation; Ecological structures; The effect of heating installation on architectural design; Fire protection systems; Leed certification; Renewable energies and alternative systems; Legionnaires' disease.

EMiM205 Body, Space, Experience 2+1 4.0

Body and movement / performance; Awareness of the body; Body and space; Experience and perception; Body in urban space, Bodily and spatial practices in daily life; New body, space, experience possibilities; Experimental body and space practices.

EMiM226 The Shell Architecture and Geometry 2+1 4.0

Explaining the concepts of form, shape, geometry, architectural geometry, shell architecture; The explanation of the euclidean and non-euclidean geometries as in general; Explaining of the relationship is existed between shell architecture and geometry; Geometric explanation of the relations between architectural shell and internal volume; Analyzing of the shell architectures that have special geometry; Making the application studies on the analysis results that is obtained; Making sample applications.

EMiM227 New Perspectives in Painting 2+1 4.0

Basic Concepts: Art and Design; Breaking Points in Painting from Past to Present; Movements, Styles and Schools in Painting; An Overview of the Drawing; The Invention of Photography and Its Effects on Painting; Learning to See; Sketchbook Work; Examination of Art Items; Practice; Contemporary Perspective; Contemporary Art and Painting; Art in Urban and Public Spaces; Book Cover Designs.

EMiM228 Visual Research in Architectural Design 2+0 4.0

EMiM230 Original Thinking Strategies in Architectural Design 3+0 4.0

How the mindset should be in the age of innovation and its importance; Intellectual brain structure; Being an active thinker beyond boundaries; Techniques for being an active thinker: Linear techniques, Heuristic techniques; Original thinking in design; Original thinking process in Architectural Design; Original thinking strategies in Architectural Design; Conceptual reading over original projects in Architectural Design.

EMiM231 Sketching in Architecture 2+1 4.0

Basic Concepts: Perception; Opinion; Thinking; Conceptual Thinking; Imagination; Abstraction; Metaphors; Architecture and Abstraction Line: Drawing; Thinking Drawing; Drawing Thinking. Sketch: Sketch, Aim and qualities; Sketch Types; Sketches for Thought; Graphic and Visual Analysis; Sketch Process Sketch Applications in Architecture: Perspective; Light; Shadow; Toning; Background; Emphasis; Depth; Occupancy - Gap; Creating the Sense of Space.

- EMiM232 Cultural and Recreational Activities in Design 2+1 4.0**
 Basic Concepts: Design; Culture; Recreation; Planned Activity; Cultural diversity. Recreational Design: Indoor recreation activities; Outdoor recreation activities, Cultural and Recreational Building Type; Experience in recreational design. Recreational Activities: Sports Recreational Activities; recreation types; Campus recreation activities; Educational recreation activities; Place in recreation.
- EMiM233 Computer Supported Design I 2+1 4.0**
 Introduction to AutoCAD: Program Setup and Usage Areas; Introduction to AutoCAD Interface and Basic Command Tools; Basic Commands: Drawing Commands, Modifying Commands, Layer System Commands; Making and Editing Shortcuts; Elevation, Text and Axis Systems; Dimension Styles and Dimensioning Commands, Assistant Commands to Drawing; Inserting Object Commands and Supporting Commands to Insert Object; Editing Sheet: Line Settings for Printing, Dimensioning, Printing Settings, Printing in Different Formats.
- EMiM234 Detail in Architecture 2+1 4.0**
 Definitions: Building application project, System detail; Floors: Application details in ground floors, Application details in floors, Application details in terrace floors; Wall Foundation and Insulation Details; Foundations: Insulation details and practice on shallow foundations, Insulation details and practice on deep foundations; Roofs: Insulation details and practice on sloped roofs, Insulation details and practice on terrace roofs; Stairs: Practice of system details in reinforced concrete stairs; Insulation and Material Details in water-exposed spaces; Windows system detail application, Door system detail practice.
- EMiM235 Visual Communication Design 3+0 4.0**
 What is Visual Communication?; Design Principles; Concept of Visual Perception: Its Development, Process, Components and Types; Visual Language in Communication Design; Visual Culture; The Role of Visual Perception and Visual Culture in Designing Communication; Visual Literacy; Creativity: Theories of creativity, Creative thinking process, Creative thinking concepts, Factors affecting creativity; Semiotics, Typography; Visual Perception and Intelligence; Image and Its Interpretation.
- EMiM236 Computer Supported Design II 2+1 4.0**
 Drawing, Modeling and Design Programs; Introduction to SketchUp Interface: General Features of SketchUp ; General Adjustments and Tools of SketchUp; Usage of Toolbars; 2D Drawing Tools; Drawing on to a Surface; Election and Grouping Objects; Transformation and Copying; Disimulation and Softening Technique; Shading and Fog Effect; Techniques of Preparing Section, Elevation and Perspective; Making Components; Export and Import Process; The Relationship of the Program with AutoCAD and Other Softwares; The Connection with Google Earth; Sandbox Tool; Preparing Topography; Preparing Scene, Camera and Animation; Usage of 3D Warehouse; Techniques of Getting Final Visuals.
- EMiM237 Perspective in Architecture 2+1 4.0**
 Definitions and Content: Perspective, Types of Perspective, Point of View, Vanishing Point, Picture Plane, Horizon Line, Place Line; Vertical Axonometric Perspective in Architecture: Isometric perspective, Dimetric perspective, Axonometric perspective drawings in architecture, Section perspective; Oblique Axonometric Perspective in Architecture: Miller perspective, Context perspective, Axometric perspective drawings in architecture; Artistic Perspective in Architecture: One point perspective, Two point perspective, Artistic perspective drawings in architecture.
- EMiM238 Visual Communication in Architecture 2+1 4.0**
 Visual Communication Techniques in Architecture; Visual Communication Tools in Architecture; Visual Representation of Textual Data: Diagram, Sketch, Shape, Collage, Render, Photo; Architectural Representation Types; Architectural Representation Tools; Visual Design Productions: Logo, Poster, Portfolio; Processing Textual and Visual Information; Representation of Design Process in Architecture: Analysis, Concept, Synthesis, Design Idea; Representation of Production/Project in Architecture: Architectural Drawings, Sketch, Model, Render, Photo; Advanced Representation Tools in Architecture: Virtual Reality, Increased Reality, Digital Architecture.
- EMiM239 Architecture and Nature 2+1 4.0**
 The Relationship between Human, Nature and Architecture; The Effect of Nature on Architecture and Human; The Study of National and International Topics related to Nature and Architecture; The Architectural Styles related to Nature; The Study of History, Meanings and Details of Organic, Green, Sustainable, Bionic and Fractal Architecture; The Analysis of National and International Meanings of Nature and Architecture; The Study of Case-Studies and Analyzing the Information; The Effect of Architecture on Nature.
- EMiM240 Disaster Management in Architecture Design and Temporary Shelter Solutions 2+1 4.0**

Disaster and Emergency Management in Architecture Discipline; Types of Disasters, Basic concepts and definitions; Major Disasters in Turkey and Worldwide; Disaster Management Process and Architecture; Characteristics and Design Criteria of Disaster Assembly Areas; Disaster Shelter Areas in Different Geographical Locations; Temporary Housing Units and Architectural Design Criteria; Temporary Housing Solutions in Different Geographical Areas; Development of Design Proposals for Temporary Shelter Units.

EMİM301 Architectural Design Project III 4+4 10.0

Design Problem: Definition, Scope, Criticism and Discussion; Research Related to Design Subject, Examination and Discussion of Specific Architectural Examples; Determination and Discussion of Different Architectural Scales and Programs; Analysis of Context According to Environmental Factors and User Requirements in Architectural Design Problem; Developing and Interpreting the Architectural Program Based on Analyzes; Holistic Architectural Design with Structural Systems; Research and Interpretation of Contemporary Building Technologies via Design; Researching Different Scale and Detail Levels and Their Interpretation in Design; Expressing the Design by Representation Tools.

EMİM302 Architectural Design Project IV 4+4 10.0

Karmaşık ve Çok İşlevli Tarihi Kentsel Alanlardaki Mimari Tasarım Problemlerinin Analizi ve Çözüm Önerilerinin Geliştirilmesi; Tarihi Kentsel Alanların Mekânsal ve Morfolojik Özelliklerinin İrdelenmesi; Tarihi Kentsel Alanları Oluşturan ve Günümüzde Etkileyen Dinamiklerin Sistematik Bütün İçinde Ele Alınması; Getirilen Çeşitli Çözüm Alternatiflerinin Kentsel Dinamiklere Getireceği Katkı ve Problemlerin Araştırılması; Farklı Malzeme, Detay, Strüktür - Konstrüksiyon ve Yapım Sistemlerinin Araştırılması, Tartışılması; Güncel ve Tarihi Örnekler Üzerinden Mekân ve Bağlam İlişkilerinin Araştırılması, Sunum ve Tartışmaların Yapılması.

EMİM303 Architectural Conservation I 2+0 3.0

Definition of Cultural Heritage and Its Conservation; History of Architectural Conservation and Approaches to Conservation; Criteria of Cultural Heritage; Classification of Cultural Heritage Values; Conservation Legislation in Turkey; National and International Developments in Conservation Processes; NGOs Active in Conservation Projects of Cultural Heritage; Architectural Survey Methods; Causes of Decay and Damages in Historical Buildings; Conservation Methods in Historical Buildings.

EMİM304 Architectural Conservation II 2+2 5.0

Contemporary Conservation Approaches; Components to Support the Conservation Process; Creating Conservation Projects; Understanding Legal Processes; Documentation of Cultural Property: Documentation by Traditional Methods, Documentation with Advanced Technologies, Integrated Documentation Methods; Possibilities of Using Communication Technologies in Documentation; Creating Inventory; Physical Aspect of Conservation: Construction Techniques and Technologies, Material Diversity, Material Corruptions, Interventions; Social Dimensions of Conservation; Risk Factor in the Conservation Process.

EMİM305 Urban Design Principles 2+2 5.0

Urban Design Definition, Scope and Concepts; Urban Design as an Interdisciplinary Field; Development of Urban Design in Historical Process; Sustainable Planning and Design; Sustainable Cities and Urban Design; Sustainable Urban Transport System; Urban Housing Areas and Design Principles; Urban Space Transformation; Urban Transportation: Road space, Parking lots, Transportation structures, Pedestrian Areas and Squares in Urban Space; Urban Space and Landscape.

EMİM306 Urban Design Studio 2+2 5.0

To gain critical and analytical thinking skills, to have the tendency to collaborate, to be informed about the study subjects of urban design, to conduct research, to reveal suitable examples for the creation of projects, To work in groups, To establish the Relationship between Planning and Urban Design, to reveal the differences, To reveal the difference in scale, Examine Western and Non-Western examples related to the project subject, Design an urban scale with a holistic approach, Definition of Urban Space, surrounding elements, description of scale-ratio concepts, Evaluating the city form and aesthetics

EMİM308 Soundscape 3+0 4.0

Auditory perception; Soundscape Concept; Soundscape Approach; Soundscape Components: Keynotes, Signals, Soundmarks; Sound Types: Natural sounds, Human sounds, Technological sounds; Indoor Soundscape; Soundscape in Urban Areas; Soundscape Evaluation; Soundscape Types; Soundscape Routes; Soundwalk; Soundscape Maps, Soundscape Design; Soundscape Regulations and Standarts.

EMİM325 Wooden Structures 3+0 4.0

Properties of Wood: Biological properties of wood, Chemical properties of wood, Physical properties of wood; Timber Construction Systems: Log construction, Timber framing, Panelling; Wood Composites: Panel products, Structural composites, Laminated lumber; Fasteners and Joints in Timber Structure; Wall Systems in Timber Structure: Structural elements, Insulation, Claddings; Roof Construction; Impregnation Techniques; Wood and Fire Resistance.

- EMİM326 Geographical Information Systems 2+1 4.0**
 Computer aided cartography; General concepts of geographical information systems, Uses of these systems; The concept of topology, Analysis and interpretation of geographical information systems, Digital land model: The concept of digital land model, techniques of digital land modeling, 3D analysis, Inclination analysis, visibility analysis. Basic Cartography: General information on maps, Projection systems.
- EMİM328 Remote Sensing 2+1 4.0**
 Basic concepts; Photogrammetry, Satellite photogrammetry, Unmanned Aerial Vehicles, Laser Scanners, radars; Remote sensing; Image analysis, supervised and unsupervised classification, 3D analysis, overlay analysis; Geographic Information Systems; Basic GIS applications for Remote Sensing; Architectural Applications; point cloud, 3D models, model production techniques, application examples.
- EMİM329 Traditional Turkish House 2+0 4.0**
 Introduction: Concept of Traditional Turkish House; Origins of the Traditional Turkish House; Characteristics of Traditional Residential Settlements; Housing Typologies in Compliance with Geographical Regions; Physical and Socio-cultural Factors that Shape the Traditional Turkish House; Materials and Construction Techniques in Traditional Turkish House; Spatial Features of Traditional Turkish House I; Spatial Features of Traditional Turkish House II; Effects of Westernization on Traditional Turkish House; Effects of the Traditional Turkish House on the Architecture of the Republican Period; Reflections of the Traditional Turkish House in the Post-modern Period.
- EMİM330 Architectural Design Theories 3+0 4.0**
 Historical Relationship Between Architectural Thought and Product; Philosophy in Antiquity and its Effects on Architectural Design; Architectural Design Thinking in the Middle Ages; Design Theories in the Renaissance Period; Architectural Design Theories in the 17th and 18th Centuries; Architectural Design Theories in the Industrial Age; Modern Architectural Design Theory; Criticism on Modern Architecture and Design Theories; Contemporary Architecture and Design Theories; Effects of Climate Change and Environmental Problems on Architectural Design Theories.
- EMİM331 Image of Concept in Architecture 2+1 4.0**
 Explaining the concepts of visuals, perception, seeing; Explaining the working principle of the human eye and the effect of light on seeing; The definition of the semiotics; The definition of the deconstruction; Sociological study of visualization in architecture and art; Analysis of the basic characteristics of architectural styles in terms of concept and visualization; Examination of visualization methods and how the techniques used are shaped in architecturally; The definition of the communications concept; The examination of the abstract- concrete relationship between the form and function in architecturally.
- EMİM332 Sustainable Design in Architecture 2+1 4.0**
 Basic Concepts: Environmental design; Green Design; Ecological Design; Sustainable Design; Intelligent Design; Technology and Design in Architecture, Efficiency: Healthy artificial environment; Efficient Energy Systems; Environmentally Sensitive (Renewable) Building Materials; Mixed Systems; Active Systems; Passive Systems; Environment Sensitive (Form Design Relationship) Form, Certification Systems in Architecture: BREEAM certification system; LEED Certification System; SBTOOL Environmental Assessment System; CASBEE Certification System; Green Star Environmental Performance Certificate.
- EMİM333 Contemporary Architecture History 2+0 4.0**
 Criticism on Modern Architecture and City; Architecture after WWII; Condition of Postmodernity and Architecture; Historicism and Architecture; Technology and Architecture; New Rationalism and Urban Morphology; Regionalism and Cultural Identity; Ecological Architecture and Sustainability; Question of Form in Architecture and Non-standart Architecture; Digital Technology in Architectural Design.
- EMİM334 Architectural Design Online via Distance Learning 3+0 4.0**
 Distance Learning, Information technology, ICT, E-Design, Synchronized E-Design, Asynchronous E-Design, Participatory architectural design, Definitions; Scope in Architectural Design: Participation stages, Decision making process, Organization; Compliance of Information Technology in Architectural Design Process, Participation of distance education technology; Active Participation, Different techniques and its process, Examples, Applications.
- EMİM335 Computer Supported Design III 2+1 4.0**
 Drawing, Modeling and Design Programs; Introduction to ArchiCAD Program Interface: General Features of Program; ArchiCAD General Adjustments and Tools: Making Plan, Drawing Techniques of Section and Elevation; Techniques of Preparing Presentation and Visualisation; Methods of 3D Modelling: Preparing 3D Plan, Methods of Preparing Section and Elevation; General Features of Render Tool; Adjustments and Tools of Rendering; Methods of Election and Allocation of Material and Texture, Methods of Getting Final Visual: Rendering, Processing of Renders.

EMiM336 Computer Supported Design IV 2+1 4.0

Usage Areas of 3D Max; 3D Max and the Relation to the Other Softwares; General Information About 3D Max; 3D Max Toolbars; Standart Objects and Features; Spline Class and Features; Polly Modelling Techniques; Introduction to VRay Render Tool: Coatings; VRay Render Settings: Lighening and Camera Adjustments; VRay Scene Options: Information of Setting Artificial Scene, Exterior and Interior Space; VRay Render Settings.

EMiM337 City, Memory and Language 2+1 4.0

Space: The Ontology of Space; The Production of Space; The Design of Space; Urban Space; Urban Image; The Relationship of Memory and Space; The Relationship of Language and Architecture; Architecture as Comunication; Architecture as Interaction; Architecture as Memory; How Images Talk; The ways of SPatial Communication From a Historical Perspective: From Somatic Space to Virtual Space; Understanding Urban Experinece; Conceptual Research on Examples.

EMiM338 Construction Site Management 3+0 4.0

Site mobilization: Site setup and facilities; Site office operations; Site field operations; Human resources management on site; Occupational health and safety practices on site; Site budget; Implementation of work program and cost controls, Production and efficiency; Machinery-equipment and vehicles; Work sequence and monitoring; Principles and rules of work on site; Management in overseas construction sites; Site Demobilization: Dismantling and relocation of the construction site.

EMiM341 Building Design in the Historical Environment 2+1 4.0

Tarihi Çevre Kavramı; Yeni Kavramı ve Tarihi Çevrede Yeni: Yeni Kavramın Tarihi Çevre ile Bütünleşmesi; Tarihi Çevrede Bağlama Duyarlı Tasarım; Yeni Malzeme; Yenileme (Renovasyon); Yeni İşlev "Tek Yapı" (Rehabilitasyon); Yeni İşlev Yapıya Ek; Tarihi Çevreye Ek "Yeni Yapı"; Tarihi Çevrede "Yeni" ye Farklı Yaklaşımların Çeşitli Örnekler Üzerinde İncelenerek Araştırılması.

EMiM343 Social Sustainability in Built Environment Design 3+0 4.0

Sustainability of Built Environment: Social sustainability, Social sustainability and space relationship; Factors Affecting Social Sustainability: Social interaction, Architectural identity, Social security, Spatial flexibility, Participatory design; Built Environment and Human Life Quality: Livability, Spatial quality, Functional quality and criteria, Aesthetic quality and criteria; Effects of Built Environment on Individuals and Communities: Social interaction, Sense of place, Social ties and sense of community, Sense of safety and security, Health and well-being.

EMiM345 Final Construction 2+1 4.0

Wall Partitions; Timber Stud Partitions; Metal Stud Partitions; Glass Partition Wall Systems; Aluminum Frame Wall Glass Partitions; Composite Panels for Partition Wall; Floor Coverings: Materials, Flooring installations; Wall Claddings: Materials, Wall Cladding installations; Suspended Ceilings: Materials, Suspended Ceiling installations; Raised Floors: Materials, Raised Floor installations.

EMiM347 Conservation and Presentation in Archaeological Sites 3+0 4.0

Theoretical Frame: Cultural heritage, Archaeological heritage and definitions, The emergence and development of archaeological heritage; Archaeological Heritage In National And International Regulations; The Emergence Of Archaeological Excavations And Research; Conducting The Archaeological Excavations And Research: Actors, Spaces; Architecture Discipline In Archaeological Excavations And Research; Documentation Of Archaeological Heritage; Conservation and Presentation Of Archaeological Heritage; Architectural Approaches In Conservation And Presentation Of Archaeological Heritage: Anastylosis, Protection roofs, Contemporary additions, Visitor sites.

EMiM401 Architectural Design Project V 4+4 10.0

Developing Analytical and Systematic Approaches to Solve an Architectural Design Problem Consisting of Multifunctional and Diverse Contexts; Studying Different Architectural Design Processes; Studying Design Problems Requiring Fast Productions; Creating and Presenting Collective Solutions to Design Problems; Organizing Research, Field Trips and Seminars to understand the Fundamentals of Multidisciplinary Nature of the Architectural Practice; Developing and Enhancing the Skills of Producing Rational and Creative Solutions to Different Scale and Contextual Problems (Structure, Construction Systems, Context, User-Environment).

EMiM402 Architectural Design Project VI 4+4 12.0

Defining a Mixed/Multifunctional Architectural/Urban Design Problem and Preparing a Program in the Urban Context; Analysis and Synthesis of the Social and Physical Environment; Designing a Multi-Program Project which is Independently Developed but Evaluated by a Jury; Preparing and Presenting a Unique and Creative Architectural Project, which Proves that One's Equipped with Necessary Knowledge and Development, and has Reached to Required Occupational Level.

- EMiM403 Building Law 2+0 3.0**
The ability to obtain the knowledge of laws and regulations regarding the applicability of architectural projects formed within the framework of the theoretical and practical knowledge acquired during vocational education, the legal framework and jurisdiction units and regulations in the architectural construction process in Turkey, the legal and implementation process of architectural construction, design-law-regulation - Explanation of the final product relations, Analyzing the problems and solutions that may be encountered by examining the legal framework examples that should be taken into account together with the architectural project preparation process.
- EMiM405 Professional Ethics 2+0 2.0**
Ethics: Definition and importance of ethics, Origin and historical development of ethics, Morality, Moral values, Ethics and moral relationship; Ethics and Society Relationship: Ethical behaviors, Non-ethical behaviors; Ethical Principles and Basics; Ethical Theories; Professional Ethics and Its Importance: Professional ethics principles, Accuracy, Legality, Competence, Reliability, Commitment to the profession, Honesty, Social and professional responsibility, Impartiality; Professional Ethics Codes; Professional Corruption and Unethical behaviors; Professional Ethics in Architecture: Legal responsibilities, Ethical and professional provisions.
- EMiM407 Space, Memory and Cultural Heritage 2+1 4.0**
Place, Space Notion; Memory Concept: Memory in different disciplines, Memory in architecture; Memory And Space Relations: The effects of spation transformation to the memory, The effects of changing memory to the spatial transformation; Spatial Representation of Memory: Memory spaces, Commemoration spaces, Negative Spaces; Conservation of Cultural Heritage; Memory in Conservation of Cultural Heritage: Revealing of spatial memory, Presentation of spatial memory.
- EMiM409 Conservation of Rural Heritage 3+0 4.0**
Rural Architectural Heritage Concept; Spatial Change and Transformation of Rural through Changing Production and Consumption Forms, Conservation Problems in Rural, Conservation Forms in Rural; Conservation of Rural Architectural Heritage in International Legal Frameworks and Examples from the World; Conservation of Rural Architectural Heritage in National Legal Frameworks and Examples from Turkey; Continuity of Rural Architectural Heritage.
- EMiM425 Anatolian Capitals 2+0 4.0**
History and geography knowledge; making sense of and rediscovering the cultural traces of past civilizations in today's world; Civilizations and their capitals established in Anatolia; the concept of capital; Hittite; Urartu; Phrygia; Western Anatolia and Mediterranean Civilizations; Anatolian Seljuks; Period of Principalities; Ottoman Period; Bursa, Edirne, Istanbul; Republic Period, Ankara; Sacred Areas, Religious Centers; Protection Problems in Anatolian Cities.
- EMiM426 Administrative Aspects of Urban Planning 3+0 4.0**
General information and definitions about the legal procedure in urban planning, construction and implementation stages in Turkey; Problems encountered during the construction and implementation of the urban plan; Comparison of examples of urban planning applications in Turkey and in the world; Determination of positive and negative aspects of sample applications and their effects on architectural project and city plan design.
- EMiM427 Urban Administration and Environment 3+0 4.0**
Explaining the concepts of urban management and environment, Defining the concepts of urban, urban, urbanization and environment, Explaining the similarities, differences and relationships of these concepts with examples, Explaining the difference between urban-rural and urban environment, Describing the stages of the urban management process and the processes carried out in these stages, Interpreting the relationships between short environment, Explaining the characteristics of environment and urbanization in other countries, Comparing the relations between environment and urbanization.
- EMiM428 Architecture and Ecology 2+1 4.0**
Ecology, concepts and cycles; The change and development of the world, cities and architecture; Explaining ecological perspectives from macro to micro with examples: Planning, Design and Paradigms, Architecture, Energy, Climatic factors, green areas-recreation areas, Transportation - Circulation, Materials, Local materials and Traditional Building Techniques; Society-People-Management and policies. Developing projects through ecological approaches in different functions: rural, urban development, tourism, urban renewal, urban conservation, university campus.
- EMiM430 Cultural Building Design Features 3+0 4.0**
Library Buildings; Exhibition Venues: Exhibition venues design principles and sample applications, Project analysis and design process, Modeling; Museum Buildings: Museum design principles and sample analysis of buildings, Application, Project; Theater Buildings: Design criteria, Sample analysis and applications, Design; Opera and Concert Halls: Opera and design criteria of concert halls, Sample analysis and applications, seating, stage sections and design principles; Analysis of a Given Problem: Spatial setup, Design process, Development and presentation as idea project, Model creation; Approaches in Design of Cultural Buildings; Preparing Models and Presentations.

EMiM434 Landscape Design 2+1 4.0

Landscape design components and main principles; Designing small urban spaces; Urban recreation areas; Ecological based landscape design and general design approaches; Rural design in landscape; Disabled center landscape design; Scale problems and design solutions in landscape; Competition presentations of landscape architects; Plantation design in landscape; Hard ground design in landscape; Irrigation project and electrical project basic rules; Architects and landscape design context; Rural and urban context; Traditional landscape design; Cultural Landscape.

EMiM435 Space Analysis in Architecture 3+0 4.0

Architectural design; Spatial Organization and Spatial Explanation of the Statement: Space and place interaction, Examination of space-environment-place, architectural facts, evaluating architecture in terms of educational process, problems related to Architectural environment+analysis, research ways to be applied in spatial analysis; An Experimental Spatial Analysis Model: In the historical urban fabric of Istanbul Examination of a historical axis, Purpose and analysis of space analysis scope, urban fiction in determining the "place", Environment, Culture and space interaction, Analysis suggestions, Examples, Presentation and evaluation.

EMiM436 Contemporary Structure Systems 2+1 4.0

Contemporary structure systems: Shell systems; Cable systems; Membrane systems; Pneumatic systems; Laminated wood systems; Design under lateral loads (wind, earthquake, etc.) in contemporary structure systems: Seismic isolation systems; Active and passive dampers; Structural health monitoring applications: Structural health monitoring equipments; Periodic monitoring; Continuous monitoring.

EMiM437 Modüler Kitchen Furniture System Design 2+1 4.0

Target Group: Using habits, Fixing of needs and demands; System Design: Ergonomic Dimensions, Anthropometry, Dimensions of basic movements, Dimensions of activities in kitchens; Raw Material and Accessories Used in Product Design: Technical characteristics of raw materials, Operating principles of accessories; Producability of the Designed Product: Preparing of technical documents, Wood working machines, Qualified worker; Preparing Product Costs: Material cost, Machine and staff efficiency; Product Integration to System: Production Planning, Part hole diagrams, Code system; Transportation: Packaging design.

EMiM438 Architectural Discipline in Archaeological Excavations and Research 2+1 4.0

Architecture and Archaeology; Conservation approaches and documentation methods in archaeological areas, Architectural and Archaeological Restoration; Beginning and development of the protection of archaeological sites in Turkey, phases of Anatolian archaeology; Methods of Creating Architectural and Archaeological Virtual Environments; Numerical Modelling of Archaeological Settlements, Photogrammetric Method; visualization; camera shots, measurement and detection, 3D modelling process; visualization and presentation.

EMiM439 Kitchen Furniture Fair and Showroom Design Principles 2+1 4.0

Area Selection Criteria: Showroom or fair area size, Area efficiency, Facade size, Distance between competing companies, Visitor traffic direction, Vehicle traffic direction; Calendar Planning:Interior design, Product design, Production, Transportation, Assembly, Styling; Showroom and Fair Design Criteria: Brand image, Target group; Product Design Criteria: Purchasing trends, Purchasing power, Pricing, Sociocultural structure, Kitchen use habits, Eating habits.

EMiM440 Disabled and City 2+1 4.0

The City and the Disabled; Urban Space and Inclusive Design; Accessibility of Transport in Urban Space; Practices for Urban Space and Accessibility: Emergency-disaster buildings and areas, Religious Buildings, Urban furniture, Parks and green areas, Recreation areas, Healthcare buildings, Beaches and coasts, Socioculturel Places, Sport facilities, Historical environment, Commercial buildings, University campuses, Governmental buildings, Roads, pedestrian areas, squares, Tourism facilities.

EMiM441 Accessibiity for All 2+1 4.0

Design, Users and User Needs; Design and Accessibility; Accessibility as a Right and Life Quality; Accessibility in International and National Literature; Accessibility, Legal Requirements and Professional Ethics; Rights, Freedoms and Independent Living in Disability; Disability and Non-Governmental Organizations; Accessibility Approaches from Design to Implementation: Problems, solutions and user satisfaction; Design and Accessibility Practices: Urban and architectural space, Products, Information and communication.

EMiM442 Sustainability Assessment in Built Environment 3+0 4.0

Sustainability: Environment, Environmental problems, Sustainable development, Building sector and sustainable development relationship, Sustainable built environment, Green building; Building Environmental Performance: Sustainability assessment, Sustainable design, Decision support systems for sustainable design; Building Sustainability

Assessment Tools: International green building certification systems, General assessment framework, LEED, BREEAM, DGNB certification systems, Examples of sustainable building and practices.

EMİM443 Computer Supported Design V 2+1 4.0

Revit Architecture Software and General Information; Setup and User Interface of Revit Architecture; Drawing Settings; Modelling Components: Walls, Flooring, Staircase, Curtain Walls, Balustrades and Roofs, Structural System Components; Dimensioning; Making Definitions of Space and Hatch; Family Studying Interface; Visualisation Techniques; Topography Modelling Techniques; Production of Presentation Sheet and Its Settings.

EMİM445 Urbanism I 2+1 4.0

Explaining the planning process and planning concepts in Turkey, Defining the concepts of Plan, Plan design and Urban planning, Explaining the similarities and differences of these concepts with examples, Explaining the identity difference of Urban Planner - Architect, Relationship between elements of the urban planning process (designer - city - user) Explaining the basic relations such as working - accommodation - resting - recreation in urban design, Describing the stages of the urban planning process and the processes carried out in these stages.

EMİM446 Urbanism II 2+1 4.0

By interpreting the relationships of the planning process, urban planning and other design disciplines to define, the definition of spatial elements that comprise the city, urban planning, and the explanation of the effects of other design disciplines that affect the development of new proposals, plan, plan, design, and urban planning applications within the framework of concepts, discussion of Urban spatial transformation, urban and discussing the effects of urbanization.

EMİM447 Architecture and Aesthetics 3+0 4.0

Aesthetics Idea; Aesthetics and Philosophy; Aesthetical Doctrines; Architecture and Aesthetics; Design Principles; Visual Balance; Proportion and Scale; Rhythm; Symmetry; Asymmetry; Harmony; Dynamism; Similarity; Contrast; Hierarchy; Emphasis; Pattern; Mass and Space; Architectural Concept; The Formation of Concept Idea in Architecture; Developing the Architectural Concept Idea; Architectural Composition; Aesthetics Theories and Architectural Movements From the 20th Century to the Present; Current Approaches.

EMİM449 Prefabricated Buildings 3+0 4.0

Prefabrication and Industrialization: Development, Industrialized construction methods, Features and the classification of prefabrication; Designing According to Modular Coordination Principles: Modular coordination, Basic module, Joint and tolerances; Construction Methods; Structures Installed with Prefabricated Elements: Skeleton system, Panel system, Cellular system, Combined system; Materials Used for Prefabricated Buildings; Element Combinations in Prefabricated Building; Prefabricated Facade Elements: Design, Production and assembly, Fuga design.

EMİM451 Tradition and Modernity in Architecture 2+1 4.0

The Meaning of Tradition and Modernity and Effective Factors; The Relationship between Tradition and Modernity; Tradition and Modernity in Architecture; The Policies for Combining Tradition and Modernity; The Study of Meaning of Tradition in Society; The Effect of Tradition and Modernity on Architecture; The Solutions for Combination of Tradition and Modernity in Architecture: Appearance, Meaning and Functional Solutions; The Study and Analysis of Policies for Combining Tradition and Modernity in East, West and Islamic Architecture.

EMİM453 Noise Control in Architecture 3+0 4.0

Architectural Acoustics: Building acoustics (noise control), Room acoustics; Fundamental Knowledge About Sound and Sound Types; Aural Perception; Sound Levels and Measurements; Noise, Its Properties and the Reasons; Harmful Effects of Noise; Physical Events of Sound and Their Effects on Noise Control; Noise Barriers and Calculation Methods; Basic Principles on Noise Control; Acceptable Noise Levels; National and International Noise Control Regulations and Standards; Noise Control Evaluations on Buildings.

EMİM455 Contract Administration in Construction 3+0 4.0

Tender methods and tender documents; Contract development; Tender calculations; Project initiation stages; Construction contract documents; Types of construction contracts: Unit price contracts, Lump sum contracts, Partial lump sum contracts, Contracts prepared based on cost plus profit; Delay penalties; Early completion bonuses; Preparation of progress payments; Provisional and final acceptance; Final design and final accounts; Performance bonds; Construction insurance.

EMİM457 Modern and Postmodern Approaches in Architecture 4+0 4.0

Elements That Prepare Modernity: Relations between industrialisation and architecture; Dynamics of Modernism: Basic concepts; Modernism Dynamics and Interdisciplinary relations; Basic Characteristics of Modern Age and Architecture; Analysing the basic features of postmodernism with the discipline of architecture and architectural products; Problems And Criticism Of Contemporary Architecture.

- ENT110 Introduction to Industrial Design 2+0 4.0**
 What is Design; Definitions of Product, Mass Production and Industrial Products; What Is Industrial Design?; A Brief History of Industrial Design; Relationship between Design and Product: Relationship between product and user; Relationship between product and society; Relationship between product and Culture; Design Process.
- ENT118 History of Industrial Design I 2+0 3.0**
 Crafts and Gothic Production; Division of Labour and Its Effects; Industrial Revolution and Its Effects on Labour; Effects of Industrial Revolution on Production, Consumption and Daily Life; Mass Production and Aesthetic Degeneration; 1851 Great Exhibition; Responses to Industrial Production: Arts&Crafts in Great Britain; Art and Design in the Beginning of the 20th Century in France: Art Nouveau; Vienna Secession; Deutscher Werkbund; Adolf Loos and Ornament; Avantgardes and Machine Aesthetics; Bauhaus and the Idea of Modernist Design.
- ENT129 Design Drawing I 2+1 5.0**
 Linear Definition of Basic Forms: Various object drawings; Composition: Composition elements, Measurements and scale; Placements; Perspective: One vanishing point perspective, Two vanishing point perspective; Light and Shadow: Black and white works, Monochromatic works; Color: Color pencils, Markers, Pastels; Materials and Material Renderings: Basic materials: Wood, Plastics, Glass, Metals.
- ENT130 Design Drawing II 2+1 3.0**
 Generative Drawing: Object and volume relationship; Design Drawing: Form and design relationship; Geometric Expression; Abstraction and Deformation; Live Model Drawing: Short time drawings; Linear Abstraction; Detailed Drawings; Contrast and Balance; Detail Studies: Details in industrial design, Exploded drawings, Sectioning, Ghosted drawings; Personal Style Works; Experimenting with New Materials.
- ENT131 Technical Drawing of Industrial Product I 2+1 4.0**
 Technical Drawing of Industrial Products with the Cooperation of Designer and Producer; Making Three Dimensional Drawings of Industrial Products by Using Technical Drawing Rules and Standards; Line Types and Use of Lines in Technical Drawing; Simple Industrial Product Drawings; Types of Perspective; Visualization of Technical Drawing Drafts.
- ENT132 Technical Drawing of Industrial Product II 2+1 3.0**
 Technical Drawing of Industrial Products with the Cooperation of Designer and Producer; Using Various Techniques for Drawing Three- or Two-Dimensional Industrial Products; Drawing the Details of an Industrial Product; Section: Section types, Sectioning, Defining section lines; Drawing Techniques for Materials; Basic Drawing Techniques Convenient for Basic Production Methods; Sectioning from Perspective; Technical Analysis of A Product, Mock-up Practices with Detail Drawings.
- ENT133 Basic Design Studio I 5+4 12.0**
 Introduction to Basic Design: Description of design elements and design principles; Concept; Harmony; Contrast; Balance; Figure and Ground Relationship; Composition; Texture; Movement; Human Figure and Scale; Visual Perception and Illusion: Gestalt, Visual design; Abstraction; Metamorphosis; Deduction and Conceptualization; Two-Dimensional Visual Works: Compositions with black and white visual elements, Compositions with basic geometrical elements, Shallow relief; Introduction to Three Dimensional Compositions.
- ENT134 Basic Design Studio II 5+4 11.0**
 Creative Thinking Techniques: Brainstorming, Visual storming, Brain mapping, Visual archive; Structure: Space and Form, Structure-composition relationship, Design with linear elements; Three Dimensional Form; Geometrical Analysis; System: Basic system design; Space and Form Relationship: Cubic works: Generative thinking on a notion or a concept; Installation Projects: Generative thinking on a chosen concept; Material and Form Relationship; Human Dimensions and Form Relationship; Object Design.
- ENT206 Manufacturing Methods 3+0 4.0**
 Concept of Manufacturing Techniques; Rise and Development of Manufacturing Processes: Casting, Soldering, Welding, Forging, Rolling, Pulling, Powder metallurgy, Panel materials; Shaping Techniques and Testing; Choice Criteria of Shaping Techniques; Effects of Manufacturing Techniques on Design and Cost; Selection of Manufacturing Techniques Based on the Product; Manufacturing Techniques and Design.
- ENT221 History of Industrial Design II 2+0 4.0**
 Introduction; Summary and Overview of History of Industrial Design I; Rationalism and Universalism: Le Corbusier; Degenerated Moderns: Art Deco; Speed and Development: Streamlining; Body and Design: Rise of Ergonomics; Consumerism and Affluence Society; Late Capitalism, Pop-art and Pop-design; Postmodernism and Design; Ergonomics of Emotions: Design and emotions; A Summary of History of Industrial Design: Tendencies, Ruptures.

ENT222 Design and Communication 2+0 4.0
Communication: Definition of Communication, Elements of Communication; Design Context Before and After the Industrial Revolution and 'Need?' in Industrial Design; Human-Product Communication Analysis; Human-Product Interface and Ergonomics; Ergonomic Elements in Human- Product Interface; Communicational Criteria in Industrial Design; Perceptual and Expressive Criteria in Industrial Design; Socio-Cultural Criteria in Industrial Design; Product Design and Semiotics by Means of Meaning and Expression.

ENT223 Methods of Maquette Making 2+2 3.5
Basic 3D Maquette Production Methods: Materials used in maquette making, Maquette production methods and techniques, Maquette construction processes, Geometric/amorphous form applications with simple materials, Wooden mould preparation and moulding, Polyester/silicone mould preparation and moulding, Model surface/texture operations.

ENT224 Ergonomics and Accessibility 2+0 4.0
Basic Concepts: Ergonomics, Anatomy, Physiology, Anthropometry; Using Dimensions and Data Concerning Human; The Relationship Between Human and Environment; Analyzing Physical Human Activities; Human Needs According to the Environment; Analyzing the Physical Activities Driven by Need; Needs of Children, the Elderly and the Disabled: Dimensional and measurement requirements of environment and environmental supplies; Accessibility: Accessible transportation, City implementations, Campus, Classes.

ENT226 Visual Thinking and Sketching 4+0 4.0
Visual Thinking: Methods of visual thinking, Sources of inspiration, Story boards, Mood boards, Visual storming, Thumbnail sketches; Basic Drawing Theory: Form, Volume, Shade and Shadow, Colour; What is Sketching: Types of sketches, Idea sketches, Explanatory sketches, Explorative sketches, Persuasive sketches, Coded sketches, Layouts, Prescriptive sketches, Mechanism sketches, Assembly sketches, Mock-ups; Computer Aided Sketching: Tools, Software, 3-D sketches; Sketching and Design Process; Sketching and Visual Research: Sketchbook, Designers Journal; Sketching as an Exploration Tool; Sketching as a Communication Tool.

ENT228 Visualization in Digital Environment I 2+1 4.0
Basic Concepts: Interface; Basic Tools: Curve, 2D drawings; Line: Creating lines, Lines on surfaces; Surfaces: Creating surfaces, Painting surfaces, Gradient fill; Transactions in 2 Dimensional Models: Two dimensional model for consolidation and deformation of 2D models; Surface Modeling; Dimensioning; Using Layer; Visualization and Light; Material Formation and Surface Mapping; Visualization and Presentation Techniques; 3D Solid Modeling; Mesh Modeling

ENT230 Interactive Prototyping 2+1 3.0
Interaction design; Interactive prototyping; Basic electrical and electronic concepts; Analog and digital signal; Input-output concepts; Circuit elements and functions; Arduino development platform introduction, board and components and installation; Programming applications in Arduino; Variables; Defining a function; Circuit setup with breadboard; Electronic circuit drawing applications; Simulation in Tinkercad and Fritzing; User experience design with interactive systems; Project development with Arduino; Wearable technologies; Natural user interfaces; Internet of things

ENT235 Product Design I 6+6 12.0
Practicing Basic Design Principles and Concepts by Project Extension: Balance, Color, Volume, Full Empty, Surface; Studying Usability Concepts; Easily Used Objects; Examining Products: Forming a Concept; Sketch, Presentation, Teaching Manufacturing Techniques by the Project Extension; Introduction to Small Scale Product Design; Practicing Project: Determining design criteria, Evaluation and Critique in the studio environment , Evaluation in the seminars and by juries.

ENT236 Product Design II 6+6 12.0
User Product Relation in Product Design; User Criteria: Ergonomic data, Cost; Client?s Taste; Customer Profile; Target Market; Material Use; Material Product Harmony; Material User Relation; Practicing Projects: Determining design criteria, Evaluation and Critique in the studio environment , Evaluation in the seminars and by juries.

ENT314 Brand in Product Design 2+0 3.0
Corporate Identity; Product Identity; Concept of Brand; Brand in Local and Globan Concept; Market Research; Local and Global Marketing Conditions; Recollection of Brand; Perception of Brand; Product and Marketing Strategies; Product and Advertising; Perception of Product.

ENT318 Metals in Industrial Manufacturing 2+0 4.0
Types of Metals in Industrial Manufacturing; Ferrous Metals, Alloys, Aluminum and its alloys; Surface Hardening; Metal Processing Methods: Forging, Casting, Pressing, Plastering; Assembling Methods: Welding, Riveting, Curling; Types of Welding: Electrode welding, Argon welding, Tack welding; Types of Riveting; Finishing Process; Recycling of Metals.

- ENT319 Color 2+1 4.5**
 Definition of Color And Its Features; Kinds of Color And Strength of Color; Light and Material Relations of Color; Color Combinations; Basic Colors; Theoretical and Practical Expressions of Secondary Colors; Harmony of Color and its Psychological Affects; Characteristics of Color; Light-Shadow, Color-Light Relations; Practising Effects of Color in Design; Color Analyses and Importance of Product-Color Relation in Industrial Design; Color from Designer's and User's Point of View.
- ENT320 Furniture Design 2+1 4.0**
 Concepts of Furniture Design: Design process, Determining design requirements, Psychological factors, Cultural factors; Approaches; Product Design: Existing Models, Criticism; Introduction to Design, Feedback, Modeling, Model criticism, Prototype, Relation to vision, color and shape, Developing a Model; Production methods; Probabilities; System analysis; Technical problems; Problem solving; Marketing.
- ENT322 Packaging Design 2+1 4.0**
 Simple Packaging Practices: Label, Form, Material selection and relations; Material Introductions; Ergonomics in Package Design; Industrial Packaging Techniques; Functional Packaging Techniques; Alternative Material Selection: Glass, Plastic, Wooden boxes; Sector Factors; Package and Color; Psychology and Color Relation; Color and Target Market Relation.
- ENT324 Space Design 2+1 4.0**
 Introduction to Space Design; Space Concept; Discussion of Elements that Create Space; Creating Space: Analyzing; Programming; Making Decisions About Design; Evaluation of Concepts; Preliminary Steps in Planning; 2D and 3D Sketches; Designing Space; Research of Materials and Elements in Space; Color; Lighting; Textile; Furniture and Accessories in Designed Space; Technical Matters in Designed Space and Specifications.
- ENT325 Mechanisms and Machine Dynamics 2+1 4.5**
 The Concept of Mechanism and Machine; Transmission of Motion, Degree of Freedom; Four-Bar Linkages; Position Analysis; Slider-Crank Mechanism; Balance of Rotors and Mechanical Vibrations; Cams, Internal Combustion Engines; Gear Mechanisms; Constant-Velocity Universal Joints and Application.
- ENT327 Plastics in Production 2+1 4.5**
 General Properties; Macromolecular Structure of Polymers; Thermoplastics; Thermo sets; Mechanical Behavior of Polymers; Extrusion; Mixing; Injection Molding; Secondary Shaping, Blow Molding, Film and Fiber Production.
- ENT328 Industrial Ceramic Design 2+1 4.0**
 Industrial Designs: Purpose of design and the fundamentals; Form; Function; Ergonomics; Reducibility; Preparing Plaster Model; Mold shaping ; Plaster and Molding Materials; Preparing a Model; Patterning in Lathe; Hand-made Molds; One-piece Molds; Multiple Piece Molds and Double Sided Molds; Industrial Ceramic Design; Sketching; Technical Drawing of a Model in Proportion; Plaster Model and Mold Preparation; Clay Casting; Detailing, Biscuit, Glaze and Decorative Firing; Photography; Portfolio and Presentation; Evaluation; Model Presentation and Evaluation; Cleaning and Polishing.
- ENT330 Game and Toy Design 2+1 4.0**
 Game - toy Relationship; Basic Principles of Toy Design; Effects of Toys on Children; Design Applications.
- ENT331 Detail Analyses 2+0 3.0**
 Analyzing System Approaches in Industrial Products and Resolving Technicality Problems in Design Process: Mechanical, Hydraulic, Pneumatic, Magnetic, Electric / Electronics etc. Systems; Recognizing these Systems; Explaining Systematic Properties of Structures; Identifying Technical Details of the System; Interpreting the Structure of the System of Industrial Products in General; Making Technical Comments on the Systematic Review of the Structure; Preparing Technical Detailed Draft Drawings; Analyzing Details of Complex Systems; Distinguishing Implemented Systems in a Product; Criticizing Implemented Systems in a Product; Comparison of the Features of Similar Products; Questioning the Technicalities of the System.
- ENT332 Experimental Design Approaches 2+1 4.0**
 Innovation and Experimental Design; Unique, Intuition Design Projects Free of Market and Shopping Concerns Seeking Solutions to Daily Problems; Objects Continuously Changing Shape or Form; Motion; Concepts without Reference to any Object; Metamorphose; Body Extension Tools; Associating between Tool and External Environment; Indefinite Imaginary Constructions and Scenarios.
- ENT333 Design Management 3+0 4.0**

Design as a Managed Process; Design Concept and Design Strategy; What is Creativity; Design and Innovation? What is the Relationship between them? Design Management and its Effects to Business Strategy; Design and Marketing and their Relationship; Design to Manufacture and the Evaluation of Product Development Process; The Effects of Culture to Design; Design Tools and Creating Design Futures.

ENT334 Visualization in Virtual Medium 2+1 4.0

Transferring 3D Models to Other Programs; Formats of 3D Models: 3ds; dxf; iges; lwo; obj; Light and Shadow in Virtual Medium; Types of Light: Key light; Fill-in light; Backlight; Types of Lightening Elements in Virtual Medium: Point light, Spotlight, Linear light; Area light; Depth of Field: Lens angle, Aperture value; Principles of Basic Animation and Applications.

ENT336 Product Design for Disabled 2+0 4.0

Design and Accessibility for All; Built Environments and Benefactors ; Disabled Persons Law in Terms of Accessibility and Design; Accessibility and Usability in Built Environments; International and National Norms and Standards for the Accessibility; Anthropometrics; Housing; Heights of Fixtures and Fittings; Horizontal and Vertical Circulation; Sanitary Facilities; Accessibility of Outdoor Spaces: Roads, Pavements, Car parks, Urban furniture; Application and Problems in Universal Design; Disabled and Legal Conditions.

ENT337 Product Design III 6+6 12.0

Relationship between Product and Manufacturing Techniques; Cost; Material Selection; Relationship between Material and Manufacturing Techniques; Manufacturing Techniques: Mould, Injection, Cast, Shaving Production; Selection of Materials: Plastic, Metal, Timber etc; Project Applications: Determining design criteria; Evaluation in Studio; Evaluation by Seminars and Juries.

ENT338 Product Design IV 6+6 12.0

Product Identity in Design; Corporate Identity; Concept of System Design; Improving Individual Design Methods; Designing Consumption Objects; Improving Manufacturing Techniques; Project Applications: Determining design criteria; Evaluation in Studio; Evaluation by Seminars and Juries.

ENT340 Design Research 3+0 4.0

New Product Development; Decision Processes; Demand Analysis; Product and Manufacturability Concept: Design; Production and Management Relations: Real Time; Simultaneous Design; Reverse Engineering: Product Oriented Research and Product Development Strategies; User Oriented Research and Product Development Strategies; Company Oriented Research and Product Development Strategies; Observation and Assessment Methods.

ENT342 Wood Materials at Industrial Product 2+0 4.0

Wood Materials Production Technologies: History of Wood Production; Wood Materials; Semi-finished Wood Materials; Wood Production Machines (NC-CNC); Wood Production Process: Solid wood production, Panel production ; Wood Product Design; Factors Effecting Wood Production Design; Company Policies; Marketing Opportunities; Product Properties and Production Possibilities; Ergonomics in Wood Materials; Quality and Control Techniques for Wood Products.

ENT343 Visualization in Digital Environment II 2+1 4.0

Concept of Computer-Aided Design and Production; Process of Computer-Aided Design and Software; Interfaces of Software; Infrastructure; Sketcher and Sketch modeling: Dimensional and geometrical bases; Introduction to Part Design; Basics of Solid Modeling; Wire Frame and Surface; Hybrid Modeling; 3D-2D Technical Drawing; Cross-sectional and Auxiliary View; Interactive Drawing; Technical Presentations; Photorealistic Visualization.

ENT345 Product Experience 2+2 4.0

Ürün Tasarımında Biçim; Biçimin İşlevi; Ürün Semantiği; Göstergibilim; Metafor; Analoji; Malzemenin Anlamı; Malzeme Deneyimi; Ürün-Kullanıcı Etkileşimi; Duyulama; Algılama; Duyusal Deneyim; Anlamsal Deneyim; Duygusal Deneyim; Görme Deneyimi; Dokunma Deneyimi; İşitme Deneyimi; Tatma Deneyimi; Koklama Deneyimi; Çokluduyusal Yaklaşımlar; Duyular Arası Haberleşme; Sinestezi; Deneyim Tasarımı

ENT348 Visualization in Digital Environment III 2+1 4.0

Advanced Digital Modelling; From 2D to 3D; Sections: Modelling with sections; 3D Lines: Modelling with lines; Advanced 3 Dimensional Modeling Techniques in CAD Environment: NURBs, Subdivision surfaces, Wire frame; From 2D to 3D; Professional Render Techniques; Light: Light sources; Materials: Material libraries; Texture: Texture libraries; Special Graphics on Products; Animation Techniques in Product Presentation; Computer-Aided Production Integration.

ENT352 Critical Making Studio 2+1 4.0

Pre-industrial forms of design, industrial design, post-industrial design; digital production technologies, digital open sources; open design, critical making, speculative design; learning by doing, learning together, experiential learning; Arduino, 3DPrinter, laser printer, sensor, robotic, coding; human-technology interaction, creation of thing and meaning with digital technologies

ENT353 Interactive Multimedia Design 2+1 4.0

ENT354 Industry Oriented Design Studio 3+1 6.0

Design as a Creativity Process; The concept of design and production processes; Invention, Discovery, Design process; University-Industry Collaboration Models: Collaborative Design, Triple Helix Model; Multidisciplinary Design Processes, Cross Disciplinary Design Processes, Transdisciplinary Design Processes, Collaborative Design Processes; Industrial Product Design Process with Collaborative Industry; New Product Design in Business and Design Studio, Criticism, Product Development, Jury Evaluation

ENT355 Entrepreneurship and Technology Development 2+2 4.0

Fundamental Concepts of Entrepreneurship; Problem Definition, Value Proposition, Business Idea Development, Team Building; Market Research; Creativity, Creativity and Design Thinking in Entrepreneurship; Entrepreneurship Supports/Funds; Technology Readiness Levels; Intellectual Property: Patent, Utility Model; Business Plan; Financial Plan; Business Model Canvas; Investor's Expectation; Investment Presentation Techniques

ENT356 Digital Production Technologies 2+2 4.0

Digital Manufacturing Technologies: Advantages and Limits, Logistics Strengths and Weaknesses, Workflow, Application Areas (Aviation, Automotive, Robotics, Industry, Health, Design, Education etc.); Additive Manufacturing Technologies: Solid Based Additive Manufacturing Technologies, Powder Based Additive Manufacturing Technologies, Liquid Based Additive Manufacturing Technologies; Design for Additive Manufacturing (DfAM): Solid Modeling, FDM Technologies and Modeling Constraints, Application (Sample Modeling), Optimization and Part Quality; Scanning: 3D Scanning Technologies, Application; Production: Slicing, FDM Printing Application, Post-processing

ENT357 Child Centered Design 2+1 4.0

Child: Society and Child, Culture and Child; Childhood in the Historical Process; United Nations Convention on the Rights of the Child; Child Development Features: Motor Development, Cognitive Development, Language Development, Social Development, Self-care Skills Development; Sensory Perception in Children: Touch-Hearing-Taste-Smell-Visual System, Vestibular System, Proprioceptive System, Universal Design Criteria; Child-Technology-Product Design: Generations and Technology Relations,; Designing for Children: Child-oriented Product Design Processes and Methods; Designing with the Child: The Child's Role in Design, Child as a Stakeholder Designer.

ENT359 Game Design Studio I 3+3 5.0

Game Design: History of Game Design, Types and Genres; Game Engines: Unity and Unreal Engine; Introduction to Game Design: Pipeline, Character design, Environment design, Asset Design; Level Design: Game Engine Tools, Design a Game Level in a Game Engine; Interface Design: Title Screen, Interface and Interaction.

ENT360 Game Design Studio II 3+3 5.0

ENT415 Advanced Model Making Techniques 2+2 4.5

Three Dimensional Measuring and Measurement; Testing Measures; Product Form and Model Material Relations; Model Material Limits; Modeling Moving Details; Advanced Processing of Model Materials: Welding, Lathe, Band, Saw; Practicing Learned Model Making Techniques in Advanced Level.

ENT417 City Furniture Design 2+2 4.5

Urban Places: Open Place, Street, Main Road, Open Market Places, Auto park, Bus stop; Outdoor Human Actions: Human actions and equipment used in these actions; Equipment Examples: Seating units, Benches, Wastebaskets, WC, ATM cabinets, Bus-tramway stops; Determining Traditional, Functional, Aesthetical Problems of Products; Analyzing; Getting Information to Facilitate Product Design; Improving Information to be Used in Design and Synthesis.

ENT418 Cost Conception Product Design 3+0 4.5

Cost Concept : Description, Types; Relations of Between Short and Long Term Cost Concept; Total, Average and Marginal Cost; Cost Analyse of New Designed Products, Demand, Supply, Pricing, Income and Return Concepts.

ENT420 Quality Control in Production 3+0 4.5

Evolution of Quality Design And Control; Conceptual Framework of Quality Design And Control; Quality And Philosophy of Deming; Process Management; Statistical Process Control; Control Charts And Types; Explanation of Control Charts; Robust Design.

ENT421 Development of New Product 2+1 4.0
Identification of User Demands; Research Methods; Evaluation of Collected Data; Definition of User Needs; Identification of New Products According to Acquired Data; Evaluation of New Products and Manufacturing Conditions; Modification of New Products.

ENT424 System Design 3+0 4.5
System Concept; Input, Output, Control Variables, Interrupting Variables, Open And Closed Control Cycles, Basic System Elements, Electrical System Elements, Mechanical System Elements, Basic Hydraulic Elements, Basic Thermal Elements, Control Element Types.

ENT427 Virtual Medium Design 2+1 4.5
Basic Principles of Virtual Medium Design; Communication in Virtual Medium; Web Site Concept: Web page design, HTML editor; Examples of Design in Virtual Medium; Future of Virtual Medium and Legal Applications; Multimedia and Various Interactive Designs.

ENT429 Design and Application Criteria in Kitchens 2+1 4.5
Definition of Residence: Features; Kitchen in a Residence: Design Criteria for Criteria for Choosing Materials; Ergonomic Evaluation of a Kitchen; Use and Aesthetic Point of View; Productivity; Safety and Sanitary Features.

ENT433 Design Theory 2+1 4.5
The Concept of Object from Plato to Baudrillard; Subject and Epistemological Relationship between the two; Change in Importance and Meaning Attributed to the Object and to its Predicates; Effects of Economic and Social Structure; Influence of above Theories in Design Practice; Theory of Platonic Forms; Aristotelian Concept 'Techne?'; Emergence of Cartesian Subject; Empiricism and Doubt; Marx and Alienation; Ideology and Power; Heidegger on 'Techne?'; Semiotics; Postmodern Discourse on Object and Subject; Theory of Simulations.

ENT434 Media and Design 2+2 4.0
Social History of Media: Introduction to media, New technologies and processes, Digital era; The Modern Magazine as a Designed Object: Interaction of design and journalism in social, economic and cultural contexts; Evolution of Design Journalism; Analysis of Current Design Journals; Organisation and Strategies in Design Media: Establishing the mission and content in design journalism; Target Reader; Types and Techniques of Feature and Magazine Writing; News Value; Expression and Language; Typography: Visual texture of language; Developing Hierarchy and Clarifying the Content; Design Criticism; Future of Design Media; Newswriting and Layout Design.

ENT435 Design Law 3+0 4.0
Industrial Property Rights: Patent; Trademark; Industrial Design; Efficient Model; Geographical Marks; Industrial Property Rights in Turkey and The World; Rules, Regulations, Decrees and Laws; International Agreements and International Relations; Sanctions; Establishment and Functions of the Patent Institute and Patent Offices.

ENT436 Design and Science 2+1 3.0
Overview of the Concept of Scientific; Overview of Scientific Developments in the Last Century: Assessment under the present conditions of concepts such as science fiction, futurism and positivism, Examination of interpretation and utilization of scientific data in fields out of science, Effects of aforementioned issues on today's concept of design, Examination of the aesthetic and analytical existence of these concepts in today's product design processes; Exercises.

ENT437 Professional Relations and Project Management 3+0 4.0
Real Time Design; Design; Infrastructure; Manufacturing Systems Network: Product; User; Design Perceptions of Firms: Market Analysis; Market Place and Value of Firms in Relation to Competitors: Market and Product Segmentation of Firms; Corporate Identity.

ENT439 Product Design V 6+6 12.0
Culture in Design; Life Style; Design Criteria for Children; Senior Citizens and Disabled People; Effects of Ecology and Globalization; Green Design; Design for Consumer Society; Effects of Market Economy to Markets; Project Applications: Determining design criteria; Evaluation in Studio; Evaluation by Seminars and Juries.

ENT441 Portfolio Design I 2+2 4.0

Preparation of a Portfolio Design; Research and Data Gathering; Mock up Design; Shooting the Prototypes and Projects; Preparing the Projects for Digital Medium; Personalize the Project; Designing the Sign and Logos for the Project.

ENT442 Portfolio Design II 2+2 4.0

Introduction to Presentation Materials; Studying Various Presentation Techniques; Effective Presentation of Completed Projects; Personal Style in Portfolio Presentation; Decision of Portfolio Presentation According to the Target Group; Types and Preparation Techniques for Portfolios; Providing the Materials; Decisions on Printing Style to Reflect Personalities in Portfolio Presentation.

ENT443 Visual Communication 2+1 4.0

Introduction to Graphic Design; Relationship between Graphic and Industrial Design; Language of Graphic Description; Symbolic Description and its Types; Conceptual Thinking; Importance of Concepts in Design and their Visualization; Forms Converted to Language of Graphics Description; Symbols; Corporate Identity; Brands; Emblems; Pictograms; Semantics; Designing Visual Identity.

ENT445 Culture and Design 2+1 4.5

The Transformation of Definitions 'Object' and 'Subject' in Modern and Postmodern Structure; Development of Technology and Capitalist Mode of Production and Distribution; Perception of Time and Space; Consumption; Dynamics of Consumer Society; Mass Culture; Visual Culture.

ENT452 Product Design VI 5+4 14.0

Dealing with a Producible and Applicable Products; Intellectual Dimension; Concept; Sketch; Mock-up; Model; Practicing Step; Prototype; Process Planning; Project Designs Applicable to Industry; Graduation Project: Determining design criteria; Evaluation in Studio; Evaluation by Seminars and Juries. ?

ENT455 Data Analysis in Design Process 2+1 3.0

"What is knowledge?", "What is Information?", "What is Knowledge Management?": How these are related to design processes; Qualitative Analyses of a Product to Be Designed; Carrying Out Related Analyses; Identifying Product-Specific Outcomes That Are Sustainable, Monitorable and Applicable.

ENT457 Sustainable Design Studio 3+0 4.0

Historical Development of Sustainability: Stockholm conference, Brundtland commission, Our common future report, Rio conference; Papanek and Criticism of Industrial Design; Sustainable Design Approaches: Green design, Ecodesign, Sustainable design; Sustainable Design Checklist; Life Cycle of Products: Raw material extraction, Production, Transportation and packaging, Use, End of life stage; Recycling Scenarios; Reuse Scenarios.

ENTSJ301 Factory Internship 0+2 4.0

On-site observation of production processes: Production-design relations, production processes-form relations, preparation of product for production, planning of production procedures, product tests, revisions for production processes, quality control, stock management; Raw material supply processes; On-site observation of production methods; Materialproduction methods relations: Wood, plastics, metals, composite materials Documentation of production processes; Labor safety.

ENTSJ401 Office Internship 0+2 4.0

On-site observation of design processes: Customer relations, customer meetings, preparation of design brief, user research, evaluation of product alternatives, project revisions, project presentation, design-production relations; Sketching methods; Model making: Model making processes, hand sketching, 3D sketching; Office communication; Preparation of the preliminary project; Model making: Model making processes, tools for model making, modeling with 3D printers; Documentation of design processes; Cost calculation; Preparing the product for production; Finalizing the product.

EST203 Aesthetics 2+0 2.0

General Overview to Concept of Aesthetics: Beauty, Ugliness, Aesthetic value, Aesthetic analysis; Types of Beauty: Beauty in nature, Beauty in art; Various Understandings of Aesthetic: Understanding of aesthetics in Ancient Greece, Understanding of aesthetics in the Middle Ages, Islamic aesthetic, Aesthetics in far east; Aesthetic Theories: Plato, Aesthetics in scholastic philosophy, New Platonism, Kant, Hegel, Marxist aesthetics; Aesthetics in Modernism and Afterwards: Avant-garde, Post-modern aesthetics, Neo-avant-garde.

ESTÜ101 Introduction to University Life 0+1 2.0

Orientation: Concept of university and understanding of university, General information about Eskisehir, Education and student discipline regulations, Ethics at the university, National and international exchange programs, General services of university, Faculty/department orientations; Self-improvement seminars: Research projects, Entrepreneurship, Respect to diversity, Social gender, Leisure philosophy, Zero waste and sustainability, Career planning and mind mapping, Scientific thinking and observation, Barrier - free living, Carbon footprint, Start-up practices, Project based internship.

ESTÜ102 Negotiation Techniques Class 2+0 3.0

Basic Concepts: Communication, Communication Process, Individual Communication, Corporate Communication, Communication Conflicts, Communication Tools, Communication Problems, Negotiation Process, Definition of Negotiation, Stages of Negotiation, Negotiation Process, Negotiation Problems; Conflict Management: Communication and Conflict, Types of Conflict, Conflict Management; Crisis Management: Crisis in Communication, Crisis Assessment, Types of Crisis, Crisis Management Plan, Examples of Successful Crisis Management; Negotiation, Social Media and Communication, Negotiation and Social Media, Communication Techniques in Social Media; Effective Communication and Negotiation

ESTÜ102 Negotiation Techniques Class 2+0 3.0
(Eng)

Basic Concepts: Communication, Communication Process, Individual Communication, Corporate Communication, Communication Conflicts, Communication Tools, Communication Problems, Negotiation Process, Definition of Negotiation, Stages of Negotiation, Negotiation Process, Negotiation Problems; Conflict Management: Communication and Conflict, Types of Conflict, Conflict Management; Crisis Management: Crisis in Communication, Crisis Assessment, Types of Crisis, Crisis Management Plan, Examples of Successful Crisis Management; Negotiation, Social Media and Communication, Negotiation and Social Media, Communication Techniques in Social Media; Effective Communication and Negotiation

ESTÜ103 Ceramic Design Processes 2+1 3.0

Ceramic Design: Definition, Uses, Functions; Principles of Ceramic Design: Line, Color, Texture, Form, Scale, Direction; Analyzing of Design Methods Related to Ceramic; Prepare a Draft Study on the Subject; Prepare a Project With Designs; Determination and Preparation of Ceramic Sludge Types Used in Forming; Defined Production Methods and Knowledge Series Production Methods; Drying; Bisque Firing; Glazing and Glazed Firing.

ESTÜ104 Academic and Life Skills 2+1 3.0

Self-Awareness: Development of self, Early adulthood and self-concept; Values and Goals: Goal setting, Concrete goals and priorities. Considering resources; Effective time Management: Management and planning Definition of Stress; Psychological and Physiological Aspects of Stress; Emotions, Cognitive processes; Coping with Stress. Definition of Stress; Psychological and Physiological Aspects of Stress; Emotions, Cognitive processes; Coping with Stress.

ESTÜ105 Big Data Analysis with SQL 2+2 4.5

ESTÜ106 Proje Yönetimi 2+1 3.0

Project Management Fundamentals: Definition of project; Human Resources and Communication Management; Quality Management in Projects; Procurement Planning in Projects; Stakeholders Management; Gantt Chart; Causality Relationship Between Activities; SWOT Analysis; Planning of Risk Management in Projects; Project Compression Analysis and Cost Management; Project Resources and Resource Scheduling; Project Monitoring with Earned Value Management; Control and Progress in Line with the Objective of the Projects; R&D Sample Projects; Project Practices.

ESTÜ111 Volunteering Works 1+2 4.0

Management and Organization Concepts; The Concept of Volunteering and Volunteer Management; Fundamental Volunteering Areas (Disaster and Emergency, Environment, Education and Culture, Sports, Health and Social Services etc.); Project Development Related to Volunteer Work and Participation in Volunteer Work in the Field; Ethics, Moral, Religious, Traditional Values and Principles in Volunteer Work; Participation in Voluntary Work in Public Institutions, Local Governments and Non Government Organizations (NGOs); Risk Groups in Society and Volunteering; Immigrants and Volunteering.

ESTÜ112 Cyber Security for Everyone 2+0 2.0

Basic Concepts: Computer components and definitions; Software: System software, Application software; Computer Networks: Concept of Network and Internet; Malware and Network Attacks: Viruses, Attacks; Computer and Access Security: Password selection, File sharing, Backup; Internet security: SSL, Fake websites; Security on Social Platforms: Fake news and people; Security Analysis: System analysis, Network traffic analysis; System and Network Security: Network security, System security, Mobile device security; Information Security Management System: ISO 27001; Personal Data Protection Law: PDL procedures; Information Technology Law: Information crimes and punishments.

ESTÜ113 Design Thinking 3+0 3.0

Design Thinking Concepts: Design thinking, Human-centered design, User research, Problem identification, Problem definition, Empathy, Idea development, Creativity, Idea elimination and selection, Low-precision prototyping, High-

precision prototyping, User tests, Usage tests, Usability, Revision and iteration, Visual thinking, User-centered design, Design processes and innovation, applications, Presentation techniques.

ESTÜ114 Visual Thinking 3+0 3.0

Visual Thinking Concepts: Concepts of abstract and concrete, Point, Line, Surface, Volume, Composition, Repetition, Rhythm, Hierarchy, Harmony, Contrast, Measuring and scale; Presentation Techniques: Sketch, Color, Tone, Order; Visual Perception and Gestalt Theory: Figure-ground relationship, Proximity principle, Similarity principle, Completion principle, Continuity principle, Simplicity principle, Depth perception, Psychological effect; Visual Communication: Image reading, Image interpretation, Pictogram, Ideogram, Logotype.

ESTÜ115 Photographic Viewpoint 2+1 3.0

Course Introduction: Project work; Research and Discussion of the Project Subject: Evaluation of research results, Successful examples from photography and graphic art, Examination of examples of selected works, Determination of application subjects, Discussion of application possibilities, Basic design elements and principles in photography and graphic design process, Trial shooting and evaluation; Light and Lighting: Color and functions of color; Photography Techniques: Visual editing, Reading photographs; Methods and Techniques in Applied Photography: Technical evaluation of photographs and development stages of the photographs; Basic Rules of Composition in Photography: Perspective, Balance, Proportion, Texture, Shape, Perspective, Lens selection and application; Shooting Process and Graphic Interventions on Photographs; Photographic View Methods: Evaluation of shooting results; Preparation of Portfolio: Portfolio evaluation, Presentation methods and techniques, Exhibition preparation methods.

ESTÜ116 Computer Aided Design I 3+0 3.0

Concepts of Computer Aided Design: Introducing to fusion360, Introducing interface, Surface modeling, Solid modeling; Basic Commands: Sketching, Editing, Constraints, Timeline, Parameter modification, Technical drawing; Construction Commands: Create, Inspect, Insert; Surface Modeling Tools: Creating and editing surfaces; Assembly: Adjusting, Arranging, Joint, Additional options; Freeform Modeling: T-Splines, Surface creation, Surface editing, Symmetry and tools; Visualization: Assigning material, Scene settings, Rendering methods; Various Applications.

ESTÜ117 Computer Aided Design II 3+0 3.0

Concepts of Computer Aided Design: Surface and solid modeling, Differences between surface and solid modeling, Surface creation, Arrangement; Sheet Metal Processing: Sheet metal processing creation and editing; Advanced Modeling Tools: Product part modeling; Introduction to Simulation: FEA simulation, Analyzing and interpreting simulation results; Generative Design: Generative design concept, Generative design tools, Simulating and evaluating generative design results; Manufacturing Tools: 3D printing, Introduction to CAM, Introduction to electronics.

ESTÜ118 Visual Thinking with Concepts 3+0 3.0

Visual Thinking with Concepts: Perception as ability to know, Change of senses; Seeing and time, Seeing depth, Understanding shapes; Visual Perception: Abstraction; Static and dynamic concepts of abstraction, Context, Comparison of perception, Similarities; Image and thought: Mental images; Particular and spiritual images, Abstraction of the image, Perceived quantities, Geometry and meaning; Writing and speech: Words as images, Intuition and cognition, Perception of words, Verbal concepts and pictorial concepts; Vision in Education: Images and art, Looking and understanding, Visual education tools.

ESTÜ119 Flute 3+1 3.0

Breath Work: Breathing exercises the diaphragm and correctly use various activation studies; Technical Studies: Stance, Grip, Position, Fingering and embouchure work; Learning the Notes on the Flute: Learning the notes on the flute with octaves, The octave positions of the lip according to the study, A long blowing sound with learned notes; Technical Development; Proper Studies to be Determined by Instructor According to Student's Performance on the Scales: With learned notes, Sharp, Flat, Major and Minor, According to the ranking exercises scales; Flute Repertoire in the Context of Period, Style and interpretation: Selected works according to student performance from periods in music history.

ESTÜ120 Solfege 3+1 3.0

Octave of the Tone to be Specified According to The Groups; The Signs Used in Writing Music; Signs Spelling Rules; Staff and Additional Lines; Arrays and Intervals; Major and Minor Scales, Interests, and Varieties: Natural, Harmonic, Melodic; Measure and Time; The Terms of the Transaction; Marks of Dynamics; The Expression of Terms; According to Student Level and Profile to be Created Reading Pieces by the Teacher; Reading with Piano Accompaniment; Rhythmic Perception and Rhythmic Reading, and Only Two Voice Dictation Skills; to be Able to Read on Different Keys, to be Able to Read Complex Rhythmic Pieces with Piano Accompaniment Two, Three, Four-Voices Dictation Skills; Ability to Read Ceremonial Solfege, Atonal Solfege.

ESTÜ121 Piano 3+1 3.0

Starting Position on the Piano: By taking into consideration to correct position of hands, Arms, Fingers, And feet; Technical Development Exercises: Etudes, Scales, Chords and arpeggios studies; Techniques of Touching Piano Keyboard, Staccato, Legato, Non Legato; Information About Dynamics; Working with Learning Notes and Octaves: One hand and double hand into small pieces-small parts; Style and in the Context of Your Comment Piano Repertoire: Baroque, Classical, Romantic, And modern Turkish composers will be given according to the performance of student works.

ESTÜ122	Guitar	3+1 3.0
Theoretical studies: Writings symbols used in music; Basic information About Solfege; The Structural Characteristics of the Guitar; Guitar History; Introduction to Guitar: Learning the notes on guitar; Learning the Names of the Right Hand and The Left Hand; Technical Exercises on the Guitar; Scales; Arpeggios; Slurs; Barres; Repertoire: Proper studies to be determined by instructor according to student's performance on the scales; To Recognition of the Different Disciplines During The Phase of Prima Vista; To Make Conscious About Playing Together; Improving to Stage Performance.		
ESTÜ123	Gender Equality in Work Life	2+0 3.0
ESTÜ125	Philosophy of Science	3+0 3.0
ESTÜ127	Diction	1+2 3.0
ESTÜ129	Turkish as a Foreign Language I	2+0 2.0
ESTÜ130	Turkish as a Foreign Language II	2+0 2.0
ESTÜ132	History of Political Thought	3+0 3.0
Society, Thought and Fiction: Primitive societies and the beginning of thought, The emergence of political fiction; From Organic Evolution to Social-Cultural Evolution: Man's life in the stone ages, Primitive society's way of thinking; Transition from Primitive Community to Civilized Society and Spread of Civilization: Birth of the first civilized society and social division of labor, Spread of civilizations; Political Thinking in Pre-Greek Civilizations: Political Thought in Mesopotamia, Egypt and Anatolia; Political Thinking in Contemporary Greek Civilizations: Political Thinking in Persia, India, China, and the Hebrews; Society and political thought in ancient Greece; Society and Political Thinking in Rome: Economic and socio-political developments in Rome, political thinking in Rome; Society and Political Thinking in the Medieval Latin World: Economic, social and political developments in the Latin world; political thought in the Latin world; Society and Political Thinking in the Modern Age: Economic, social and political developments in Western societies, transition from feudal order to capitalist system; Political Thinking in Modern Western Societies: Religious Reform, Absolute Monarchy and Enlightenment.		
ESTÜ133	Disability and Awareness	3+0 3.0
Basic Concepts and Definitions in Special Education, History of Special Education Legal Basis of Special Education, Disabled Individuals and Their Characteristics, Disability and Discrimination, Accessibility is a Human Right! Universal Design, Disability Friendly Approach, Social and Adaptation Skills of Individuals with Disabilities, Business and Vocational Skills and Employment in Individuals with Disabilities, Social Contact in Individuals with Disabilities.		
ESTÜ201	Turkish Sign Language	3+0 3.0
ESTÜ203	Introduction to Sociology	3+0 3.0
ESTÜ204	Effective Reading and Writing Skills	3+0 4.0
ESTÜ210	Culture of Museum	2+0 2.0

Definition of Museum, its origin and Types of Museums, the story of Archaeological Excavations in Turkey, Ottoman Museology and Antiquities Laws; The Establishment of Museology in Turkey and the works of Osman Hamdi Bey; The importance of Archeology and Archaeological Museums in Turkey; Ruins (Open-Air Museums) in Turkey; Turkish and Islamic Arts Museums in Turkey, Methods of preserving and exhibiting works in museums; Ethnography Museums, methods of preservation of artifacts; Painting and Sculpture Museums, methods of preserving and exhibiting works; Museums of Urban History; Modern Museums; General evaluation of the course

ESTÜ301 Science Communication 2+0 3.0

ESTÜ307 Children Rights and Family Education 2+0 2.0

Children, Rights and Legal Arrangements Related to Children, Children's Rights and Laws for the Protection of Rights, Children's Rights Convention, Children in Need of Protection, Child Family Relationship I, Child Family Relationship II, Child Neglect and Abuse, Child and Crime Relationship, Family Education and Principles, Family Education and Family Communication, Family Problems and Services for Children, Turkish Family Structure and Family Services.

ESTÜ401 Introduction to Professional Life 1+1 2.0

Information about PL, What is needed for PL?, Sector Meetings, 21. Century Competencies: Improving self-awareness, Basic communication skills, Problem solving, Decision making and leadership, Teamwork; Effective Interview Techniques and Interview Simulation; Career Planning; Resume Preparation Techniques, Networking: Social networks for professional life; Project Management; Job Search Strategies.

ESTÜ402 Coaching and Leadership 3+0 3.0

ESTÜ403 Basic Computer Utilization 3+0 4.0

ESTÜ405 Computer Programming 3+0 5.0

FOT219 Basic Photography 2+2 4.0

The Short History of Photography: Cameras; 35 mm, Medium and large format cameras; Lenses: Normal focus, Wide angle, Narrow angle (Tele) and Zoom lenses; Exposure Control Mechanisms: Diaphragm, Shutter; Stop Motion; Depth of Field; Film: Film types according to formats, Film types according to light-power sensitivity, Film types according to color sensitivity, Contrast, Clearness and grain structure; Light: Light measuring, The different ways of light measuring, Exposure modes; Filters and Asset Accessories; Image Design; Developing and Printing Black and White Films.

FRA175 (Fra) French I 3+0 3.0

Greeting and Introducing yourself; Saying the day and hour; Presenting somebody; Talking about occupations; Discovering the environment; Talking about the weather report; Informing oneself about health issues; Locating and Settling; Expressing ones opinion; Suggesting an activity; Expressing one's feelings; Reserving a train ticket; Communicating on the telephone; Talking about work; Expressing ones interest; The progress of an Action; Obtaining information about the press.

FRA176 (Fra) French II 3+0 3.0

Greeting and Introducing yourself; Saying the day and hour; Presenting somebody; Talking about occupations; Discovering the environment; Talking about the weather report; Informing oneself about health issues; Locating and Settling; Expressing one's opinion; Suggesting an activity; Expressing one's feelings; Reserving a train ticket; Communicating on the telephone; Talking about work; Expressing one's interest; The progress of an Action; Obtaining information about the press.

GRA314 Graphic Design 2+2 4.0

Introduction to Graphic Design; Relationship between Graphic Design and Industrial Design; Materials of Graphic Design and Their Use; Paining; Concept of Paint; Painting Techniques; Graphic Expression and Its Features; Language as Graphic Expression; Types of Graphic Expression; Visual Thinking; Visual Communication and Visual Learning; Elements of Visual Communication; Language of Symbols; Visual Culture; Usage of Visual Culture's Elements in Graphic Design; Culture and Design.

içT105 Sketching in Design 1+2 5.0

Design Sketching: Why we draw, Importance of sketching, Basic concepts; Contemporary Techniques in Sketching: Pencil, Colored pencils, Watercolor, Markers, Examples and practice; Exploratory Drawings; Visual analysis, Field studies for developing visual culture and reading the environment; Developing the Concept; Creative thought and sketching, Examples; Detailed Thinking; Sketching in detailed thinking, Examples; Sketching by Computer: Transforming hand drawings into digital drawings, Computer sketching; Different and Mixed Techniques; Sketching and Visual Communication; Presentation of Sketches.

içT106 Visual Communication Techniques 2+1 3.0

The 3D Visual animation of design: Principles of perspective, Color, Light, Shadow, Reflection, Dimension, Scale, Lettering, Symbols; Introduction to Materials: Harmony of materials and colors, Texture, Quantity, presentation of materials; Rendering of reflective, unreflective, tough and smooth surfaces of materials in different drawing scales, Rendering texture on different scales, Reflection, Shining, Light and Shadow; principles of rendering: Watercolor, Guage, Pastel, Marker, Charcoal; Rendering on section and elevations.

içT109 Introduction to Interior Design 2+0 4.0

Introduction To Interior Design Profession: Who Is An Interior Designer?; Application Fields; Relations to Other Professions; Interior Design Projects As Communication; Design-Technical Drawing-Application; Examples; Interior Design: Interior Space, Design Process, Perception; Examples And Studies On Topics.

içT110 Introduction to Design of Space 2+3 5.0

Space: Definitions of space, Interior-exterior space, Elements of space, Examples and applications, Organizing the space; Analyzing the space, Environmental perception, Transitions of space, Relationship between spaces; Introduction to Design Process: Different space problems, Function and space, User; Object-space relationships, Examples, Applications, Design problems on basic user needs and functions, Problem solving, Sketches, Models and drawings.

içT113 Basic Design I 4+4 10.0

Basic design elements, Principles and light: Light and shade on natural objects, light and shade on artificial objects, Pencil drawing Excersises, Model with charcoal; Dot: Definition of Dot, Potential of Dot, Characters of Dot, Arranging dot, Regular rhythm, irregular rhythm; Stripe: Definition of Stripe, Potential of Stripe, Natural stripe varieties, Artificial stripe varieties, Stripe Exercises with pencil, ink and Paint; Textures: Definition of Textures, Contemporary textures, Textures on surface, Texture in three dimensions, Texture practises and exercises, Exercises on improving visual memory; New form generating techniques: Additive, Resemblitive, Metamorphosis, Transformation, Making Geometric.

içT114 Basic Design II 4+4 10.0

Principles of Design: Composition, Similarity, Balance, Directions, Dense-Sparse, Light-Dark, BigSmall, Empty-Full, Contrast, Organic- İnorganic, Repetition, Harmony, Symmetry, Hierarchy; Color: Definition of color, Types of Color; Color Spectrum; Color Psychology; Color and Form; Color and Function, Color Contrasts, Complementary contrast, Simultaneous contrast, Simple contrast, Hot-Cold contrast, Quantity contrast; Dark-light contrast, Quality contrast; New Form Generating and Visualisation Techniques: Visualization Exercises using Watercolor, Gouache, Marker and Soft Pastels; Structure: Definition, Mobile element, Form repetition; Superficial Structure; Three Dimensional Structure; Form Production; Creative Data Using: Seeing Habits, Memory Exercises, Extent-Intention Exercises.

içT122 Ergonomics in Interior 2+0 3.0

Principles of Design: Composition, Similarity, Balance, Directions, Dense-Sparse, Light-Dark, BigSmall, Empty-Full, Contrast, Organic- İnorganic, Repetition, Harmony, Symmetry, Hierarchy; Color: Definition of color, Types of Color; Color Spectrum; Color Psychology; Color and Form; Color and Function, Color Contrasts, Complementary contrast, Simultaneous contrast, Simple contrast, Hot-Cold contrast, Quantity contrast; Dark-light contrast, Quality contrast; New Form Generating and Visualisation Techniques: Visualization Exercises using Watercolor, Gouache, Marker and Soft Pastels; Structure: Definition, Mobile element, Form repetition; Superficial Structure; Three Dimensional Structure; Form Production; Creative Data Using: Seeing Habits, Memory Exercises, Extent-Intention Exercises.

içT201 Interior Design Project I 4+4 10.0

Developing an approach of design, for different social, cultural and economic needs of users, involving quality, health and comfort conditions: Design of space for living, working, cooking and washing in optimum dimensions; Defining the conditions, Individual and group interview, Seminars and juries.

içT202 Interior Design Project II 4+4 10.0

Considering the design principles, designing the customer's requirements in displaying and selling different kinds of goods made from traditional and contemporary materials, Designing the basic space requirements like heating, ventilation and lighting of spaces; Definition of design criteria, Individual and group interview, Seminars and juries.

içT214 Introduction to Furniture Design 2+0 4.0

topological forms and examination through sample space / product design; Evaluating the results obtained from the analysis and making sample application studies.

İÇT229 Design Geometry and Form Analysis in Interior Architecture 2+1 5.0

Design geometry definition and importance; Brief history of mathematics and geometry; Projective geometry; Relationship between geometry and digital design; Geometry types; Euclidean geometry and affine plane-space; Derivative and integral geometry; Definition and types of projection; Conjugate orthogonal projections; Basic projection drawings; Studying the concept of space geometry; Definition, properties and calculations of the concepts of point, line and plane; General definition and types of surfaces; Objects of surfaces; Definitions, types, basic elements, values, reduction to plane and intersection combinations of objects and projection studies.

İÇT231 20th Century Art Movements and Interior Design 2+1 5.0

Explaining of the 20th Century Art Movements; The Characteristics and Pacesetters of the Art Movements; Underground and Avant-garde Movements; The Examination of the Movements are Used in Interior Design; To Make Analysis of the Form- Function- Content of the Movements From the Point of View Of Interior Design; The Determination of the Similarity and the Differentness of the Movements; The Examining the Concepts of the Form and Function; The Examination of the Examples of the Interior Design; To Make the Application Studies on the Analysis Results that is Obtained.

İÇT234 Psychology of Place 2+0 4.0

Basic Concepts: Place and Space, Mobility (Urbanization, Migration, Travel), Place and Social Behavior (Privacy, Personalization, Distance, Comfort, Boundaries, Crowd vs. Loneliness), Attachment to Place and Spatial Identity (Belonging), Types of Place (Public vs. Individual, Sacred, Therapeutic, Environment & Crime, Education, Entertainment, Prison, etc.), Gestalt Psychology, Relationality of Place, Interior vs. Exterior Space, Rural-Urban Distinction

İÇT240 20th Century Art Movements and Interior Design 2+0 4.0

Explaining of the 20th Century Art Movements; The Characteristics and Pacesetters of the Art Movements; Underground and Avant-garde Movements; The Examination of the Movements are Used in Interior Design; To Make Analysis of the Form-Function-Content of the Movements From the Point of View of Interior Design; The Determination of the Similarity and the Differentness of the Movements; The Examining the Concepts of the Form and Function; The Examination of the Examples of the Interior Design; To Make the Application Studies on the Analysis Results that is Obtained.

İÇT303 Interior Design Project III 4+4 10.0

Designing Office Spaces and Furniture with Various Functions for Different Kinds of Professional Groups: Defining the functional requirements and the user needs according to the aim of the space in interior design, Organization of the functions and the space, Choosing the materials, Individual and group interview, Seminars and juries.

İÇT304 Interior Design Project IV 4+4 10.0

Design of General Public-use Interiors Involving Different Requirements of Social and Economic Groups: Individual activity, Group interaction, Cultural relationships Needs and requirements of the handicapped, Health, Safety, Comfort and technological factors for space design, Relations between interior space and physical environment, Individual and group interview, Seminars and juries.

İÇT307 Furniture Construction 2+1 5.0

Joint Techniques of Wood, Side joints, Groove joints, Wood spline joints, Tongue-groove joints, Dowel joints, Mortise and tenon joint, Mortise joint; Massive Construction: Wooden construction, Frame corner joint, framed construction, Finger joint, Construction of equipment made of wood.

İÇT315 Colors and Textile in Interiors 2+0 4.0

Interiors: Designing Colors in Interiors, Harmony in Using Colors; Psychological Effects of Color, Choosing and Application of Colors According to The Customer's Profile, Color in Different Types of Function at Interiors; Textile: Kinds of Textiles, Designing Textiles in Interior, Choosing and Application of Textiles According to The Customer's Profile, Textile in Different Type of Function at Interiors; Using Color and Textile as Daily Tastes, Effect on Interiors, Fashion.

İÇT317 Furniture I 2+1 5.0

In this furniture discipline, concepts, methods and principles based on relations between user-place-furniture in the interior place are discussed. In this sense, within student's insights from other disciplines, students are asked to practice on how new furniture design use systematic design methods.

İÇT318 Furniture II 2+1 5.0

Furniture Design: Research and inquiry, Definitions of objects, Full range of human activities, Expansion on Definition of Furniture; Conceptual, Ergonomic, Historical and Theoretical Methods Used In the Study of Human Form; Activity And

Interactivity With Scaled Forms, Everyday Environment; Concept Development And Material Explorations; Traditional and Contemporary Issues; Process Investigations; Materials And Construction Techniques; Introduction To Available Shops; Fabric Industries; Designers; Developing Designs for Individual Pieces; Fabrics; In Depth Critique of Cultural Content; Material Selection; Details; Finishing; Some Classes Are Held In Shops.

içT319 Model Building Techniques 2+1 5.0

Model Building: Combining skills from a range of studies, Designing and producing objects, Working with a variety of tools, Learning how to design, Finishing presentation models, Use of simple hand tools in conjunction with wood shop machinery, Painting equipment, Learning techniques commonly employed in accurate scale-model fabrication, Assembly, Finishing, Advanced study, Practice with hand tools, Techniques, Materials, Equipment used to construct professional-quality models, Prototypes related to interior and furniture design; The Emphasis: Producing useful process models, Presentation of models, Workshop practice and safety.

içT320 Mythology And Space 2+0 4.0

Mythology and Space: What is mythology?, Legends, Epics, Tales, Proverbs; Space: Dimensions, Area, Cont, Entropy, Anti-entropy, Closing of space, Defined space, Natural space, Artificial space; The Significance of Space in Mythology; Surrealism, Fiction; Metaphors; Adaptation; Imagination; Mystery; Action Space; Position Space; Space of Gods; Creature Space; Turkish Mythology; Turkish Gods, Cults; Sky Space and Ground Space; Symbols; Using Element of Space for Creativity.

içT326 Physical Environment Control I 2+0 3.0

Climate and Elements of Climate; Climatic Comfort Conditions; Climate and Energy Efficient Design Criteria in Physical Environment; Heating and Ventilation Systems, Concepts of Designing Air Conditioning System in Interiors; Sanitary Fittings in Buildings: Design of cold water supply systems and design of drains; Design of functional areas related with sanitary fittings; Safety Systems: Fire control and protection from fire; Technical Matters, Standards and Regulations About Buildings in Turkey.

içT327 Design Principles of the Kitchen 2+0 4.0

Ergonomics and Kitchen Design; Dimensions about Kitchens: Anthropometry, Equipment used in kitchens; Design Principles: Kitchen types, Materials used in kitchens, Programming kitchen, Planning kitchen, Primary work centers in kitchens, kitchen layouts, Storages in kitchens, Wall surfaces in kitchens, Ceiling materials in kitchens, Miscellaneous items, Performance criterions in kitchens.

içT332 Exhibition and Exhibition Space Design 2+0 4.0

Approaches For Exhibition Design: Behavioral approach, Constructivist approach; Examinations for datas: Exhibition context, Exhibition space, Human factor; Approaches for the exhibition context: Positivist approach, Critical approach; Approaches for accessing to the context, Communication methods: Communication as transmission, Cultural communication: Approaches for evaluating data related to exhibition space.

içT333 The Image of Concept in Interior Design 2+0 4.0

The Defiinition of Concept in the Interior Desgin; A General Outlook on the Movements are Used in Interior Design; The Explanation of the Visualization and It's Techniques; The Definition of the Communications Concept; The Explanation of the Methods of Communication; The Definition of Visual Communication and Identity; The Methods of the Identity Formation; The Definition of the Semiotics; The Definition of the Deconstruction; The Examination of the Abstract-Concrete Relationship Between the Form and Function, and the Visual Communication and Identity; To Make the Application Studies on the Analysis Results that is Obtained.

içT336 Lighting Design 2+0 4.0

Light: Descriptions and Relations of Light, Optical and perception, Analysig with examples lighting effects on users; Lighting Types: Description of lighting and lighting working principle, Analyzing lighting units designed for different purpose; Desing Lighting Unit and Making Maket of Lightining Unit for Specific Purpose.

içT338 Stage and Set Design 2+1 5.0

Stage and Set Design Definition: Scope and concepts; Historical Development of Stage and Set design; Basic Principles and Components of Stage and Set Design: Light, Costume, Makeup, Decor; Definition and Scope of Production Design and Art Direction; Development of a Stage and Set Design Project for a Specified Scenario: Scenario and character analysis, Determination of spatial design criteria based on scenario and character analysis data, 2 and 3 Dimensional visualizations.

içT339 Structural Analysis in Interior Architecture 2+1 5.0

Structure Concepts and General Load Bearing Principles in Interior Architecture and Architecture: Relationship between structure and material: History of architectural structure and construction methods: Carved structures; Masonry Structures; Column-Lento Systems: Suspended tension systems: Folded plate structures: Space frame systems: Pneumatic structures:

Model making explaining structure building technology: Earthquake and structure concepts: Bridge systems and structure concept: Relations of structure and technology.

İÇT341 Wood Protection Methods and Surface Treatments 2+0 4.0

Definition and Purposes of Surface Treatments in the Furniture Industry; Effect of Wood Material on Surface Treatments and Its Preparation; Concept of Protective Layer, Principles of Film Formation; Natural and Artificial Resins, Solvents and Plasticizers Used in Varnish Production; Varnish Systems and Application, Wood Oil Applications; Sustainability in Surface Treatments, Wood Colorants and Application Methods; Fire Resistance and Top Surface Applications, Wood Sanding Types and Application Areas, Workshop Applications, HOMEWORK (Top surface applications based on different techniques)

İÇT343 Non-Euclid Approaches in Interior Architecture 2+1 5.0

Basic Concepts: Scenario, editing, Euclidean and non-Euclidean; Euclidean and non-Euclidean logic; New technologies and materials; Designs with Euclidean approach; Designs with non-Euclidean approach; Spatial elements and non-Euclidean scenario; Spatial elements and non-Euclidean editing; Lighting, furniture, color-texture, textiles and non-Euclidean design interpretations; Non-Euclidean applications in space design; Evaluation of application results.

İÇT344 Research-Based Design 2+1 5.0

Design Education and Basic Concepts: Design, User, Design process, Design product; Creative Problem Solving; Design Thinking: Components of design thinking; Product design; Service Design; User experience; Interaction Design; User Interface Design; User Research in User Experience: User research approaches: Methods, Ethical codes; Interview Technique: Analysis of interview data, Reporting of data; Storytelling in User Experience and Design Thinking Processes; Good Design Criteria and Principles: Design organizations in the world, Design competitions, A design work within the scope of selected theme and topic.

İÇT345 The Effect of Natural Disasters on Interior Architecture Practices 2+0 4.0

Natural Disaster Definition and Types, Preparation for Natural Disasters in Interior Design and Applications, Effect of Natural Disasters on Wood Applications in Interior Architecture, Effect of Natural Disasters on Mortar and Concrete Applications in Interior Architecture, Effect of Natural Disasters on Steel Applications in Interior Architecture, Effect of Natural Disasters on Natural Stone and Ceramic Applications in Interior Architecture, Effect of Natural Disasters on Glass and Glazing Applications in Interior Architecture, Effect of Natural Disasters on Plastic and Bitumen Applications in Interior Architecture, Turkish Building Earthquake Regulation for Interior Architecture Applications - AFAD, Regulation on Fire Protection of Buildings for Interior Architecture Applications, Flood and Sediment Control Regulation for Interior Architecture Applications - DSI, Damage and Evidence Detection in Interior Architecture Applications After Natural Disasters, HOMEWORK, (Project Proposal on Any Natural Disaster Precautions for Selected Interior Architecture Practice - Evaluation)

İÇT346 History of Turkish Art and Space 3+0 3.0

Pre-Islamic Turkish Culture, Art and Space: Hun, Gokturk and Uyghur Society and Their Case Examples, The Effects of Great Seljuk, Mamluk and Zengi Art Ornamental Examples in Anatolia; Masterpeace of Anatolian Seljuk: Stone, Wooden, Tile, Brick Decorations,Principality Period and First Period Ottoman Artifacts: Ottoman Architecture in Classical Period: Turkish Baroque, Ampir Style, Turkish Crafts: Carpet, Rug, Tile, Ceramic, Metal, Wood and Fabric Patterns and Techniques; Evolution of Turkish Painting: Western and Turkish Artists, Turkish Architecture in the Republican Period, I. and II. National architectural examples, Sculpture and other arts.

İÇT347 Effects of Technology in Kitchen Design 2+1 5.0

Kitchen Design; Kitchen design principles, Kitchen types and features.Kitchen Ergonomics; Activities in the kitchen, Kitchen work centers. Tools and Equipment Used in the Kitchen; Kitchen equipment elements, Kitchen fasteners. Effects of Technology on Design; Types and historical development of materials used in kitchens, Technological development of materials, The birth and characteristics of the concept of micro kitchen. Practice; Giving a kitchen project and discussing the subject, Project development and sketch stages

İÇT403 Interior Design Project V 4+4 12.0

Designing Spaces with Complicated Functions with a specific emphasis on the Corporate Identity: Adaptation of existing spaces by new functions, Space organizations for the complicated functions on large scale projects, Establishment the relations with Interior Space-Environment-Urban, Adding technology and material to design related to economic and aesthetic value, Individual and group interview, Seminars and juries.

İÇT404 Interior Design Project VI 4+4 12.0

Research on Programming and Designing Large Complex Public Use Interiors, Service and Care Facilities: Developing design requirements and programs for public spaces, Research on the relations of Building, Environment and Urban.

Creating solutions for aesthetic, physiologic, technological requirements, Individual and group interview, Seminars and juries.

İÇT406 Space Analyzing in Interior Design 2+0 4.0

Space: Definition of space, Concepts of Space in interior design, Elements of interior design, Principles of design in interior space; Design: Definition, Design elements, Design methods; Perception: Definition of perception, Perception process, Perception psychology, Gestalt theories, Perception of interior spaces; Analysis: Definition of analysis, Goal of analyzing, Methods of analyzing, Space analyzing, Physical and psychological analysis in interiors.

İÇT409 Illustration of Interiors 2+0 4.0

What's Illustration? Illustration and elements of interiors: Crayon, Aqua colored pencils, Watercolor, glimmer, reflection, visual relief; Rendering of Furniture: Section rendering, Plan rendering, Perspective rendering; Fantasy and Illustration: Texture rendering, Techniques of shadowing, Fantastical illustration, Mythological illustration, Rendering interiors.

İÇT413 Principles of Lighting Design in Different Spaces 2+0 4.0

Lighting Design: General principles of lighting design, Day lighting, Artificial lighting; Principles of Lighting Design in Different Spaces; Home Lighting: Lighting design problems of entrance, living room, bedroom, bath and stairs of the house; Office Lighting: Lighting design problems of general and private offices; Hotels and Restaurants Lighting: Lighting design problems of dining rooms, bars and guest rooms.

İÇT419 Space in Traditional Turkish House 2+0 4.0

Elements of Traditional Turkish City: Creating conditions, Street pattern, Public buildings, Blocks of houses, Traditional Turkish House as the most important element of the city, Elements of house and creating, developing, changing conditions; Sofa, Rooms, Courtyard, Relation between street and house, Room as the most important element of the traditional Turkish house; Elements of the room; Walls, Cupboards, Door, Fireplace, Ceiling, Evaluation on the typology of traditional Turkish house in history, Case study.

İÇT424 Methods of Portfolio Presentation 2+0 4.0

Application of job: presentation varieties, quality, features. Curriculum vitae: definition of curriculum vitae, features, varieties and its writing. Application. Portfolio; definition of portfolio, features, varieties and its design. Application. Environments of Job: Definition, Feature, Methods of searching job, talking with employer. Talking: Presentation; Definition of presentation, varieties, features, methods. Dimension of behavior.

İÇT427 Physical Environment Control II 2+0 3.0

Physical Properties of Light and Photometric Quantities: Luminous flux, Luminous intensity, Illumination, Luminance; Visual Comfort Conditions; Physical Environment Factors in Lighting Control; Lighting and Human; Light Sources: Concepts of Day Lighting Design, Artificial Lighting Design and Mixed Lighting Design; Sound and Properties of Sound; Relation Between Sound and Human Health; Acoustical Phenomena in Enclosed Spaces; Sound Absorbing Materials and Constructions; Acoustical Requirements in Auditorium Design

İÇT428 Space-Boundary Relations 2+0 4.0

Boundary Concept: Philosophy of boundaries, Boundaries as social, politic and economic Tools; Boundary and Human Beings: Theory of environmental perception, Privacy, Territory, Public- private space, Personal space and personal distance; Boundary- Space: Concepts of space, Dwelling, Interior-exterior, Closure and the openings, Transition-direction; A Historical View on Boundary-Space Relationships.

İÇT431 Professional Practice 2+1 3.0

Interior Architecture/Interior Design: Definitions, Fields of study, Formation Period in the 20th Century, Design process; Interior Architect and Interior Designer: Definition, Features, Duties, Responsibilities, Conditions of occupation; Areas of Occupation; Associations in Profession: Associations found abroad, Foundation period, Definitions, Fields of study; Chamber of Interior Architects of Turkey: Definition, Rules and regulations, Goals of foundation, Marketing control and checking; Interior: Definition of interior, Concepts of interior design, Formation of elements in Interior Design, Materials, Principles of materials in Interiors; Drawing Standards; Presentation; Goals and Methods of Presentation; Application Methods; Measuring and Units of Using Materials; Cost: Definition, Elements of cost, Calculating the first offer, Calculating the area, unit of prices, Calculating the cost; Agreement; Types of Firms: Definition, Features; Relation of Employer-Designer; Relation between

İÇT441 Contemporary Approaches on Museum Design 2+0 4.0

Museum Concept's Past, and Today: Changing museum concept; Art museums, Social history museums, archeology museums, science museums, and etc. , Changing museum design approaches: Changing requirement programs, and the elements effecting design, Museum renovations, Contemporary additions to existing museum, New museum buildings, Evaluating potential city spaces, Museum blocks and museums relations with each other, Interior space and displaying;

Museum's changing function: Social-cultural changing, Changings on communication sciences and technology; Museum as a cultural structure: Social function of the museum, Museum as a means of understanding, and explaining yourself, Museum and children; Musem Making Meaning and Expansion to Future: Lecture is supported by visual materials prepared via different scale and approaches from different countries.

içT442 Space Analyzing in Interior Design 2+1 5.0

Space: Definition of space, Concepts of Space in interior design, Elements of interior design, Principles of design in interior space; Design: Definition, Design elements, Design methods; Perception: Definition of perception, Perception process, Perception psychology, Gestalt theories, Perception of interior spaces; Analysis: Definition of analysis, Goal of analyzing, Methods of analyzing, Space analyzing, Physical and psychological analysis in interiors.

içT443 Experimental Space Design 2+0 4.0

Concept of Experience; Factors Affecting Experience: Factors on human, Factors on space; Types of Space-Related Experience: Object-oriented experiences, Cognitive experiences, Introspective experiences, Social experiences; Experiential Spaces and Design Inputs.

içT449 The Theory of Preservation 2+0 3.0

The Development of Preservation Idea: Romantic approach, Historical restoration, Contemporary restoration; Values to Preserve and Criteria of Preservation: Mobile cultural properties, Immobile cultural properties and natural properties, Criteria of preservation; The Facts About the Deterioration of Monuments, Interior facts, Exterior facts: Techniques of restoration; Strengthening, Unifying, Renewing, Contemporary addition, Reproduction, Cleaning, Transporting, Archeological restoration; Preservation of the Historical Environments.

içT455 COPYRIGHTS IN INTERIOR ARCHITECTURE 2+0 3.0

Subject of Intellectual Property Law; Classification of Intellectual Property Rights: Copy rights, Industrial property rights; Basic Principles of Intellectual Property Rights; Copyright Law: Concept of work, Types of work, Rights of author, Limits of rights, Related rights, Infringement of rights, Suits for damages and criminal suits; Patent and Utility Model: Concepts, Legal Protection; Trademark Law: Concept of trademark, Functions and types of trademarks, Trademark registration, Trademark infringement, Termination of trademark rights; Design Law: Concepts, Legal protection

içT460 Cost Analysis 2+1 5.0

Cost Concepts and Terms: Cost types and classification of expenses: Furniture cost methods; Panel Furniture Costing methods, Massive Furniture Costing Methods; Workmanship Costs and Progression Calculations: On-site techniques and costs: Project and contract concepts: Wall paneling and parquet cost calculations: Profit and loss concept; Cost flow tables: Cost of sales table and applications; Building Cost Techniques: Preparation methods of cost analysis file.

içTJSJ301 Intership 0+2 4.0

içTJSJ401 intership 0+2 4.0

iKT151 Economics 3+0 3.0

Basic Economic Concepts; Production Process; Optimal Consumer Behavior; Demand; Supply; Equilibrium Price; Market Types; Determination of Factor Prices; National Product; Nominal and Real National Income; Introduction to Monetary Theory; Factors Determining Fluctuation and National Income: Consumption expenditures, Investment expenditures, Employment; International Economic Relations: International mobility of goods and services, International mobility of factors of production; Economic Growth and Development. Basic Economic Concepts; Production Process; Optimal Consumer Behavior; Demand; Supply; Equilibrium Price; Market Types; Determination of Factor Prices; National Product; Nominal and Real National Income; Introduction to Monetary Theory; Factors Determining Fluctuation and National Income: Consumption expenditures, Investment expenditures, Employment; International Economic Relations: International mobility of goods and services, International mobility of factors of production; Economic Growth and Development.

iKT151 (Eng) Economics 3+0 3.0

Basic Economic Concepts; Production Process; Optimal Consumer Behavior; Demand; Supply; Equilibrium Price; Market Types; Determination of Factor Prices; National Product; Nominal and Real National Income; Introduction to Monetary Theory; Factors Determining Fluctuation and National Income: Consumption expenditures, Investment expenditures, Employment; International Economic Relations: International mobility of goods and services, International mobility of factors of production; Economic Growth and Development. Basic Economic Concepts; Production Process; Optimal Consumer Behavior; Demand; Supply; Equilibrium Price; Market Types; Determination of Factor Prices; National Product;

Nominal and Real National Income; Introduction to Monetary Theory; Factors Determining Fluctuation and National Income: Consumption expenditures, Investment expenditures, Employment; International Economic Relations: International mobility of goods and services, International mobility of factors of production; Economic Growth and Development.

iLT201 Interpersonal Communication 3+0 4.5

Verbal Communication; Speaking Skills As Dimension of Interpersonal Communication; Listening Capabilities As Dimension of Interpersonal Communication; Non-Verbal Communication; Signs And Meanings; Stress And Stress Management; Group; Group Dynamics; Small Group Characteristics; Persuasion; Speaking And Listening; Time And Time Management; Interpersonal Communication; History of Communication Research. Verbal Communication; Speaking Skills As Dimension of Interpersonal Communication; Listening Capabilities As Dimension of Interpersonal Communication; Non-Verbal Communication; Signs And Meanings; Stress And Stress Management; Group; Group Dynamics; Small Group Characteristics; Persuasion; Speaking And Listening; Time And Time Management; Interpersonal Communication; History of Communication Research.

iLT419 Body Language and Diction 2+0 5.0

Research on Body Language and Concepts of Body Language; Face-to-Face Relations; Relation between Human and Society; Relation between Body and Objects; Relation between Body and Space; Orientation Exercises; Diction Exercises: Intonation, Stress, Articulation; Use of Voice: Control of sound volume, tone color and breath; Speech Control; Movements of Head and Eyes; Facial Expressions; Use of Hands and Arms; Use of Feet and Legs; Harmony in Body Use; Relation between Speech and Body Use; Harmonious Use of Body, Space and Objects.

iNG187 English I 3+0 3.0

Using Personal Pronouns and Possessive Adjectives; Using to be in Present Tense; Using Singular and Plural Nouns; Using Basic Language Related to Food and Drink; Using "There is-there are" in sentences; Using "have got"; Asking "yes-no" Questions and Giving Short Answers to Them; Talking about Daily and Weekly Routines; Talking about Likes and Dislikes; Talking about Sports and Hobbies; Talking about Abilities by Using "can", "can't"; Using Adjectives that Describe People; Talking about Appearance, Personality and Feelings of People; Talking about Clothes and Colours; Talking about Shopping and Prices; Using Present Continuous Tense.

iNG187 (Eng) English I 3+0 3.0

Using Personal Pronouns and Possessive Adjectives; Using to be in Present Tense; Using Singular and Plural Nouns; Using Basic Language Related to Food and Drink; Using "There is-there are" in sentences; Using "have got"; Asking "yes-no" Questions and Giving Short Answers to Them; Talking about Daily and Weekly Routines; Talking about Likes and Dislikes; Talking about Sports and Hobbies; Talking about Abilities by Using "can", "can't"; Using Adjectives that Describe People; Talking about Appearance, Personality and Feelings of People; Talking about Clothes and Colours; Talking about Shopping and Prices; Using Present Continuous Tense.

iNG188 (Eng) English II 3+0 3.0

Using Simple Present Tense; Comparing Simple Present and Present Continuous Tenses; Using Prepositions of Time and Place; Giving Directions, Making Reservations; Using "to be" in Past Tense; Using Regular and Irregular Verbs in Simple Past Tense; Using Comparative and Superlative Form of Adjectives; Using Modals to Give Advice; Suggestions and Obligations; Using Future Tense: Making Sentences Using "going to" and "will"; Using If Clauses Type 0 and 1.

iNG225 (Eng) Academic English I 3+0 3.0

Reading Skills for Academic Study: Understanding key vocabulary, Getting the gist of the text, Skimming and scanning, Understanding text organization, Developing basic vocabulary knowledge; Listening Skills for Academic Study: Listening for main idea, Listening for detailed information, Listening to short daily conversations, Listening for key ideas; Speaking Skills for Academic Study: Introducing oneself, Maintaining everyday conversations, Giving descriptions of events, Asking and answering questions; Writing Skills for Academic Study: Writing simple sentences, Writing notes, Writing basic descriptions of events, Writing informal letters.

iNG226 (Eng) Academic English II 3+0 3.0

Reading Skills for Academic Study: Exposure to simple academic texts, Developing reading fluency, Identifying text type, Improving academic vocabulary knowledge, Distinguishing key ideas from supporting details; Listening Skills for Academic Study: Distinguishing main idea from the detailed information, Listening to short texts on different topics, Noticing intonation; Speaking Skills for Academic Study: Asking for information, Giving detailed information on relevant topics, Asking for and giving directions; Writing Skills for Academic Study: Writing simple and compound sentences, Writing simple biographies, Writing brief reports, Writing short paragraphs.

iNG325 (Eng) Academic English III 3+0 3.0

Reading Skills for Academic Study: Developing reading fluency, Adapting reading style to different text types, Practicing critical reading skills; Listening Skills for Academic Study: Listening to longer texts, Listening to short authentic texts, Recognizing stress and intonation; Speaking Skills for Academic Study: Asking for clarification, Asking for confirmation, Giving reasons and explanations, Giving short presentations on familiar topics; Writing Skills for Academic Study: Identifying different styles of paragraphs, Paraphrasing ideas in short texts, writing academic paragraphs, Writing formal and informal academic texts, Writing summaries.

iNG326 (Eng) Academic English IV 3+0 3.0

Reading Skills for Academic Study: Adjusting speed and reading style to different genres and tasks, Reviewing and analyzing material, Focusing on critical reading skills, Recognizing biases in written works; Listening skills for academic study: Listening to longer authentic texts, Taking notes, Distinguishing facts from opinions, Drawing inferences; Speaking Skills for Academic Study: Participating in group discussions, Expanding opinions, Giving longer presentations on familiar topics; Writing skills for academic study: Expressing opinions in well-organized academic essays, paraphrasing ideas in texts, writing summaries of longer texts.

iNG455 (Eng) Text Analysis in English 2+0 3.0

Methods for Examining and Analyzing Novels and Texts: Finding main ideas, Character-Main character analysis of the events chronologically, Summarizing, Establishing Cause-effect relationship between events; Analysis of Novels and Texts from American and English Literature.

iSG401 Occupational Health and Safety I 2+0 2.0

Overview of Occupational Health and Safety: Scope, Importance, Related concepts; Workplace Accidents and Occupational Diseases: Reasons, Precautions, Costs; Occupational Health and Safety: Responsible institutions, Problems in applications, Legal basis for occupational safety, Legislation, Regulations for employers; Legal Responsibility of Employers for Workplace Accidents and Occupational Diseases: Liability concept, Regulations for employer responsibility.

iSG402 Occupational Health and Safety II 2+0 2.0

Compensation Claims for Occupational Health and Safety: Compensation types; Legislation for Employers not Abide by Occupational Health and Safety Instructions: Administrative sanctions, Criminal sanctions, Investigations for workplace accidents; Organization in Workplace for Occupational Health and Safety: Employee representative, Obligation for constituting board for occupational health and safety, Workplace health and safety board; International Legislation for Occupational Health and Safety: International legislation, European legislation, Comparison of national and international legislation.

iSN409 Organizational Communication 3+0 4.5

Communication and Models; The Functions of Communication; Perception and Persuasive Communication; Conformity and Obedience; The Goals and Functions of Communication in Organizations; Communication Forms in Organization; The Importance of Communication in Organization; Preventative Factors Related to Effective Communications in Organization and Conflict; Effective Speaking and Listening; Public Relations as a Form of Organizational Communication; The Techniques of Writing Reports.

iSP151 (Spa) Spanish I 4+0 4.0

Introduction: Greeting, Giving information; Gender in Nouns and Adjectives; Verbs in the Present Tense; Demonstrative Adjectives and Pronouns; Plural Forms of Nouns and Adjectives; Description: House, Objects, Numbers; Asking Questions; Asking for Directions and the Time; Verbs in the Present Progressive Tense; At a Restaurant: Ordering, Asking for the Bill, Talking about Preferences; Describing People; Reflexive Verbs; Shopping: Cost, Likes and Dislikes, Quantity; Invitation: Accepting, Refusing; Gerunds; Seasons.

iSP152 (Spa) Spanish II 4+0 4.0

The Past: Near and remote past, Prepositions, Indefinite pronouns; The Future: Future plans, Making a phone call, Comparison; The Future Perfect Tense; Habits in the Past; Regular and Irregular Verbs; Senses; Some Grammar Rules: Obligation, Personal pronouns, Passive construction, conjunctions; Reading Texts: Biography, Narration, Picture stories.

iSL101 Introduction to Business 3+0 4.5

Concept of business: Economic systems, Production factors, Needs and wants, Demand, Goods and services, Consumption and consumer; Success criterion: Efficiency and related concepts; Characteristics of Businesses: Goals and functions of businesses, Relationships with the environment and responsibilities of businesses, Grouping of businesses; Foundation of businesses: Foundation decision, Determining plant location; Extending Businesses; Business ethics and social responsibility (Ethical and moral rules); Concept of management; Functions of management; Human resources management; Functions of human resources management; Principles of marketing. Concept of business: Economic systems, Production factors, Needs and wants, Demand, Goods and services, Consumption and consumer; Success criterion: Efficiency and related concepts; Characteristics of Businesses: Goals and functions of businesses, Relationships with the

environment and responsibilities of businesses, Grouping of businesses; Foundation of businesses: Foundation decision, Determining plant location; Extending Businesses; Business ethics and social responsibility (Ethical and moral rules); Concept of management; Functions of management; Human resources management; Functions of human resources management; Principles of marketing.

işL101 (Eng) Introduction to Business 3+0 4.5

Concept of business: Economic systems, Production factors, Needs and wants, Demand, Goods and services, Consumption and consumer; Success criterion: Efficiency and related concepts; Characteristics of Businesses: Goals and functions of businesses, Relationships with the environment and responsibilities of businesses, Grouping of businesses; Foundation of businesses: Foundation decision, Determining plant location; Extending Businesses; Business ethics and social responsibility (Ethical and moral rules); Concept of management; Functions of management; Human resources management; Functions of human resources management; Principles of marketing. Concept of business: Economic systems, Production factors, Needs and wants, Demand, Goods and services, Consumption and consumer; Success criterion: Efficiency and related concepts; Characteristics of Businesses: Goals and functions of businesses, Relationships with the environment and responsibilities of businesses, Grouping of businesses; Foundation of businesses: Foundation decision, Determining plant location; Extending Businesses; Business ethics and social responsibility (Ethical and moral rules); Concept of management; Functions of management; Human resources management; Functions of human resources management; Principles of marketing.

işL102 Management and Organization 3+0 4.0

Management: Definition, Significance of Management for Business Enterprises; Development of Management Science: Classical, Behavioral and Modern Theories; Management Systems; Decision Making and Planning; Concepts of Authority and Power: Characteristics of Authority and Power, Delegation of Authority; Organization: Characteristics and Principles; Comparison of Organization and Planning Processes; Departmentalization; Staffing: Fundamentals, Staffing Process; Leading: Fundamentals, Leading Process; Organizational Structures: Development and Varieties of Organizational Structures; Controlling: Fundamentals and Controlling Process.

işL209 Business Management 2+0 2.0

Business and Basic Concepts, Aims and Relationship with Environment of Management: Basic concepts, Business' aims, Importance in economical structure, Difference between manager and entrepreneur; Classification of Businesses: Dimension, Property, Legal structure etc.; Establishment Studies, Dimension and Capacity: Foundation stages, Location, Dimension definition, Capacity; Functions of Business: Management, Organization, Control, Planning; Organization Operation Process: Leadership and management, Strategic management, Change, Groups, Motivation.

işL301 Human Resources Management 3+0 4.0

Human Resources Management: Development, Goals and Principles; Functions of Human Resources Management: Human resources planning; Recruitment, Performance Appraisal, Training, Orientation and Development; Wage and Salary Administration; Career Management; International Human Resources Management; Technology in Human Resources Management. Human Resources Management: Development, Goals and Principles; Functions of Human Resources Management: Human resources planning; Recruitment, Performance Appraisal, Training, Orientation and Development; Wage and Salary Administration; Career Management; International Human Resources Management; Technology in Human Resources Management.

işL406 Strategic Management 3+0 4.5

Fundamental Principles of Strategic Management: Vision, Mission Strategy, Politics; Strategic Management in Corporations: Definition of strategic management, Principles of Strategic Management, Nature of Strategic Management; Fundamental Principles of Strategic Management; Strategic Management Processes; Strategic Management: Developments from 1960 to 1990; Process of Development in Strategy; Purposes of Strategy; Analysis of External Environment; Analysis of Corporate.

işL421 Entrepreneurship 2+0 3.0

Importance and Evolution of Entrepreneurship: Entrepreneurship within the framework of Manager, Concepts of Entrepreneur, Employer, Boss and Investor; Leadership in Entrepreneurship and Importance of Management Characteristics; Characteristics of Entrepreneurship; Changing Views of Entrepreneurship; General Evaluation of Entrepreneurship in Turkey: Change and Entrepreneurship; Entrepreneurship before and after the Republic; Female Entrepreneurs.

işL471 Applied Management By Real Life Experiences 2+0 5.0

Management as an Interdisciplinary Concept; General Management Applications; Human Resources: Guest speaker and case analyses; Marketing: Guest speaker and case study; Communication and Reporting: Guest speaker and case study; Company Culture and Perception: Guest speaker and case study; Adaption and Innovation: Guest speaker and case study; Auditing as a Managerial Tool; International Management Experiences; Job Interview Cases; General Management Game. Management as an Interdisciplinary Concept; General Management Applications; Human Resources: Guest speaker

and case analyses; Marketing: Guest speaker and case study; Communication and Reporting: Guest speaker and case study; Company Culture and Perception: Guest speaker and case study; Adaption and Innovation: Guest speaker and case study; Auditing as a Managerial Tool; International Management Experiences; Job Interview Cases; General Management Game.

işL475 Techno-Entrepreneurship 3+0 4.0

Techno-Entrepreneurship: Definitions, Concepts, History; Creativity and Innovation: Concepts, Innovation types, Situation in Turkey and world; Idea to Market: Emergence and commercialization process of business idea, road maps; Entrepreneurial Marketing: Concepts, strategy and implementation; Managerial Issues: Performance, Team work, Strategic orientations; Legal Issues: Patents, Copyrights, Law and regulations; Financial Issues: Sources of funding, Sponsorships; Characteristics of Techno-Entrepreneur: Background, Education, Personality; Sustainability and Innovator's Dilemma: Concepts, Reasons of failure; Future of Techno-Entrepreneurship: Trends.

iTA255 (ita) Italian I 3+0 4.0

Sounds in Italian; Masculine and Feminine Definite Articles; Personal and Demonstrative Pronouns; Use and Conjugation of Verbs 'Essere?' and 'Avere?'; Introducing Oneself; Improving Reading Comprehension by means of Dialogs ; Describing People ; Days ; Months ; Years ; Asking the Time ; Ordinal and Cardinal Numbers.

iTA256 (ita) Italian II 3+0 4.0

Simple and Compound Prepositions; Past Tense and Conjugation of Verbs in this Tense; Transitive and Intransitive Verbs in Past Tense; Improving Reading Skills; Analyzing Paragraphs and Texts; Interrogatives: Asking Questions; Introduction to Italian Culture and Daily Language.

MAT195 Calculus 3+0 3.0

Algebraic Numbers; Correlation; Functions and Their Types; Definition Set; Limit and Continuity; Right and Left Side Limits and Continuity; Special Limits; Indefinite Forms; Derivative - Derivable Functions; Derivatives of Invert and Parametric Functions; Tangent; Normal; Sub tangent; Subnormal Lengths; Mean Value Theorem; Graphic Drawing; Parametric; Polar Equations-Their Drawings; Definite and Indefinite Integrals; Mean Value; First and Second Basis of Integral Calculus; Volumes and Areas of Solids of Revolution; Length of Curve; Moments-Mass Center; Pappus Theorems; Moment of Inertia.

MEK104 Statics Strength of Materials 3+0 4.5

Introduction to Mechanics; Static of Rigid Materials; Truss Systems; Distributed Forces; Center of Gravity; Analysis of Structures; Forces in Beams and Cables; Method of Virtual Work; Friction; Mechanical Properties of Materials; Linear Elasticity; Hooke's law; Moments of Inertia; Bending Moment.

MiM104 Construction Elements 2+2 4.0

Concepts Related to Construction; Foundations: Function and Types; Floors: Function and Types; Walls: Function and Types, Openings in the walls; Windows: Function and Types; Doors: Function and Types; Roofs: Function and Types, Roof constructions, Roof covering materials, Gutters and rainwater pipes; Chimneys: Function and Types; Stairs, Ramps and Lifts: Function and Types.

MiM110 Introduction to Architecture 2+0 3.0

What Is Architecture? Who Is an Architect?; Thought of Architecture and Its Territory; Specialization in Architecture; Non-solid Elements of Architecture; Culture and Architecture; Art and Architecture; History and Architecture; Economy and Architecture; Technology and Architecture; Relationship between Architecture and Engineering; Furniture and Architecture.

MiM122 Computer Applications in Architecture 1+1 3.0

Introduction to Information Technologies; Information Age and Information Society; Concept of Algorithm: Definition, Principles of algorithm; Basic Elements of Computers; Hardware and Software; Software Hierarchy, Operating system; Presentation Programs; Internet Usage; Office Applications; Computer Graphics and Presentation Techniques.

MiM214 Structural Analysis I 3+0 3.0

Description of Mechanics; Statics of Particles; Planar Equilibrium of Particles; Rigid Bodies, Equivalent Force Systems; Equilibrium of Rigid Bodies; Load Types and Support Responses; Analysis of Structures; Structural Trusses; Internal Forces; Weight Centers; Moment of Inertia; Stress Analysis; Mohr Circle Method in Uniaxial Tension; Biaxial Strain; Plane Strain.

MiM220 Modern Architectural History 2+0 3.0

Rebirth: Renaissance and its architecture; Baroque Architecture; 18th Century: Search for style; 19th Century: Industrialization and eclecticism; Formation of Modern Architecture in the 20th Century; Pioneers of Modern Architecture and their Works: Walter Gropius; Frank Lloyd Wright; Mies Van der Rohe; Le Corbusier.

MiM224 Architecture and Philosophy 3+0 4.0

The Concept of Object from Plato to Baudrillard; Epistemological Relations between Subject and Object; Historical Evolution of Importance and Meaning Attributed to Object and its Predicates; Effects of Economic and Social Structure; Influence of Theories in Design Practice; Theory of Platonic Forms; Aristotle's Concept of 'Techne?'; Emergence of the Cartesian Subject; Empiricism and Doubt; Marx and Alienation; Ideology and Power; Heidegger and 'Techne?'; Semiotics; Postmodern Discourse on Object and Subject; Simulation Theory.

MiM243 Building and Construction Methods I 2+2 5.0

Evolution of Concrete and Concrete Buildings; Structural Behavior of Concrete Elements; Structure and Building Loads; Design Criteria for Concrete Framed Structures; Elements of Concrete Framed Structures: Foundation, Floors, Stairs; Wall Design; Exterior Wall Design: Wall types and Assemblies; Drawing a Wall Section: Points to consider, Drafting guidelines; Reinforced Prefabricated Buildings; Application Systems; Assembling Techniques of Panel Facade Elements and Joint Analysis.

MiM244 Building and Construction Methods II 2+2 5.0

Steel in Architecture; Evolution of Steel Structures; Steel-Framed Structures: Developments and Achievements; Example of Steel-Framed Buildings; Principles of Design and Construction: Fundamentals of planning, Load bearing systems, Columns, Bracing, Flooring systems; Steel Stairs; External Walls: Curtain walls, Facade claddings; Internal Walls: Glass walls, Suspended ceilings, Raised floors; Roofs: Glass roofs; Corrosion and Protection, Fire Protection; Wood in Architecture: Wood Construction Components; Principles of Design and Construction: Fundamentals of planning, Load bearing systems, Bracing, Floor structures, Construction of floors, Integration of building structure with building insulation, Wooden stairs; External Walls and Facade Claddings; Internal Walls Construction; Roofs.

MiM249 History of Architecture 2+0 3.0

Concepts and Theoretical Framework; Role of Architectural History in Architectural Education; Pre-historic Period; Architecture in the Neolithic Period, First high civilizations, Architecture of Mesopotamian civilizations, Architecture of Ancient Egypt, Architecture of Crete, Anatolian Civilizations and Their Architecture: Hittites, Urartian, Phrygian, Western and Mediterranean Civilizations, Greek architecture, Roman architecture, Byzantine architecture, European Medieval architecture: Romanesque and Gothic.

MiM253 Building Materials I 3+0 4.0

Natural Stone Materials: Classification, General features, Usage places in the building, Wooden materials: Classification, General features, Usage places in the building, Mud brick, Brick and ceramic materials: Classification, General features, Usage places in the building, Briquette, Pumice and aerated concrete materials: Classification, General features, Usage places in the building, Aggregate and lime, Gypsum, Cement materials: Classification, General features, Usage places in the building, Mortars and concretes: Classification, General features, Usage places in the building, Glass and metal materials: Classification, General features, Usage places in the building.

MiM254 Building Materials II 3+0 4.0

Interior and Exterior Cladding Materials in Walls: Classification, General features, Usage places in the building, Floor covering materials: Classification, General features, Usage places in the building, Ceiling and suspended ceiling materials: Classification, General features, Usage places in the building, Roofing materials: Classification, General features, Usage places in the building, Moisture and waterproofing materials: Classification, General features, Usage places in the building, Thermal insulation materials: Classification, General features, Usage places in the building, Sound insulation Materials: Classification, General features, Usage places in the building.

MiM270 Portfolio Design 3+0 4.0

Personal Presentation: Efficient presentation of portfolio, Personal style of portfolio presentation, Digital or conventional portfolio; Portfolio Preparation: Decision about portfolio target market, Decision about presentation style, Final decision of portfolio pieces, Preparation about material and technique, Providing the materials, Decision about printing style of portfolio pieces, Applying portfolio to digital environment; Presentation: CV design and printing, presentation of portfolio in a professional way.

MiM272 Presentation Design 3+0 4.0

Basic Concepts: Design, Presentation, Graphic design, Communication design, Visual perception, Attitudes; Theory: Expression, Analysis of the problem, Producing solutions for the problem, Creating meaningful whole, Establishing a causal link, Persuasion; Practice: PDF preparation, Planning design, Using of presentation software, Presentation design for graphics, Preparing a presentation to fit for the purpose, Preparing an effective presentation; Design Techniques and Skills.

- MİM308 Turkish Architecture History 2+0 3.0**
 Turkish Architecture: Terminology, Concepts and theoretical framework; Architecture of Saltuks, Architecture of Danishmends, Architecture of Mengujeks, Architecture of Artukids, Architecture of Anatolian Seljuks, Architecture of Anatolian States, Early Ottoman Architecture, Classical Ottoman Architecture, Late Ottoman Architecture.
- MİM321 Structural Analysis II 3+0 3.0**
 Introduction to Structural Systems and Categories; Carrier Internal Forces of Structural Elements (Cross-Sectional Effects) and Signal Assumptions; The Plane Equilibrium Differential Equations of Bar Elements; Simple Beam and Beams in the Console, Console Loads of Beams and Determination of Internal Forces; Specified Beams; Concrete and Steel Materials; Floor Slabs, Load Analysis of Floor Slabs; Beams, Load Analysis of Beams; Columns; Mats; Determination of Earthquake Loads; Reinforced Computing after Determination of Earthquake Loads.
- MİM343 Building Application Project 2+2 5.0**
 A Project Whose Structural System is Reinforced Concrete, Wood or Steel Frame System; Analysis of the Structural System (Reinforced Concrete, Wood or Steel Frame System); Dimensioning Building Elements; Analysis and Details of Material Properties; Drawing the Project Drafting Rules.
- MİM357 The Structuring of the Housing Depending on the Paradigms 3+0 4.0**
 The Concepts of Sheltering and Housing: The traditional housing structures before the social production; The Structuring of the Social Production in the Housing - Industrial Revolution; The Structures of Housing in the Utopias; The Modern Paradigms of Architecture and the Formation of Housing: Paradigms based on technology, Paradigms based on environment, Capitalism and the habits of consumption, The habits of consumption- the structuring of housing- consuming the housing unit.
- MİM361 Physical Environment Control I 3+0 3.0**
 Concept of Physical Environment and Elements of Building Physics; Basic Principles of Solar Control; Heat and Temperature; Thermal Comfort; Heat and Humidity; Climate and Its Elements; Heat Transfer from Building Envelope; Thermal Design in Building; Architectural Acoustics (Building and Room Acoustics), Sound and Noise, Physical Events of Sound; Noise, Indoor and Outdoor Noise Sources; Basic Principles of Noise Control.
- MİM362 Physical Environment Control II 3+0 3.0**
 Room Acoustics; Sound Absorption and Reflection; Sound in the Open and Closed Area; Acoustical Design in Architecture; Reverberation Time; Lighting; Visual Perception; Vision and Light; Object and Light; Illuminance Concept; Quantity and Quality of Lighting; Daylighting; Natural and Artificial Lighting; Relationship Between Lighting System and Architectural Design; Color Design; Using Color in Architecture.
- MİM395 Design Process in Architecture 2+1 4.0**
 Design Philosophy; Visual Thinking; Visual Harmony; Creating the Concept Idea in Architectural Design; Using Diagrams as Architectural Design Method; Geometrical Compositions in Architecture; Proportions and Design; Compositions of Spaces; Perception of Spaces; Form and Function; Sens of Scale in Architecture; Organization of Spaces; Organization of Plans; Organization of Sections; Connections Between Spaces; Structural Aesthetics; Structural Grid and Repetitive Units; Textures and Material in Architecture; Color and Space; Light and Space; Nature and Architecture.
- MİM399 Interior Design in the House 2+1 4.0**
 The Units of the House and Their Relationship with Each Other; Interior Design Principles and Criterias in the House; General Human Actions in the House Interiors; Users Requirements in the House; Ergonomics and Anthropometric Dimensions in the House; World Standards, Modules and Joins in the House Furnitures; Materials in House Furnitures; Details in House Furnitures; Development of Design of a House Interior Project.
- MİM406 Construction Management and Cost Analysis 3+0 3.0**
 Introduction to Construction Management; Jobsite Organization; Project Planning Techniques and Jobsite Applications; Construction Contracts, Management Techniques, Construction Safety and Jobsite Safety Management, Risk Management; Web-based Project Management and e-Construction Management; Subcontractor Management; Construction Equipment Management; Introduction to Construction Cost; Basic Definition of Cost Analysis Terms; Blue-Print Reading; Quantity Takeoff; Bidding Law-Procurement and Applications; Optimum Proposal Preparation; Bonds, Final Cost Analysis, Project Acceptance, Feasibility Studies.
- MİM424 Representation in Architecture 2+0 4.0**
 Object, Subject, Symbol, Image, Icon and Identity Phenomena, A short history of representation in architecture, Discourses on architectural representation, Iconic and symbolic representation, The relations of the architect with representation,

Architectural representation as a design tool, Architectural representation as a political expression, Representation in space, Lived space, Perceived space, Designed space and represented space.

MİM431 Restoration Applications and Case Studies 3+0 4.0

The Principles of Restoration; International Regulations; Definition of the Characters of the Historical Buildings and Historical Environments; The Principles and Methods of Architectural Survey and Analysis; Construction System and Material in Historical Buildings; Conservation Problems of Construction Systems and Materials in Historical Buildings; Identification of Different Phases of the Buildings; The Principles of Restitution Project; The Methods of Restoration; Review of Restoration Applications and Case Studies.

MİM433 The Turkish Architecture in the Republican Period 2+0 4.0

Pre-Republic Period Turkish Architecture Influenced by Western Architecture; The First Nationalistic Architecture Period; The First Period of Modern Architecture I - Period of Foreign Architects; The First Period of Modern Architecture II - Period of Turkish Architects; The Second Nationalistic Architecture Period; Architecture of Sedad Hakkı Eldem; 1950-1980 Period I - the Second Period of Modern Architecture; 1950-1980 Period II - Importance of 1960s and its Reflections on the Architecture; 1950-1980 Period III - Architecture of 1970s; Architecture After 1980 I; Architecture After 1980 II; Architecture Today.

MİM437 Manifestos in the 20th Century Architecture 3+0 4.0

Late 19th Century, Industrial Revolution and Introduction to Modernity: Conditions pertain to modernity; Characteristics of Modernity and Cases of Modernity; Modernism and Art (I); Modernism and Art (II); Relationship Between Modernity and Architecture; Modern Architecture: Investigation of modern architects and their works (I), Modern architecture: Investigation of modern architects and their works (II); Modern Architecture: Investigation of modern architects and their works (III); Modern Manifesto (I); Modern Manifesto (II), Modern manifesto (III); Modern Manifesto (IV).

MİM471 Urban Landscape 3+0 4.0

What is urban landscape?; Emphasizing the historical developments in urban landscape; The spatial quality; Scale and texture of cities; Urban form as a composite of building typologies; Public domain; Infrastructure; Assessment of the measure of the design's impact on landscape, building and garden; Plan configuration, spatial form, appearance, route; Program and Meaning; Synthesis; Assessment tasks as international case studies, seminar and major research paper.

MİMSJ301 INTERNSHIP 0+2 4.0

Recognizing the Organization of the Construction Site; Experiencing Construction Site Process and Planning; Observing On-Site Implementation and Inspection of a Projected Building; Recognizing Construction and Construction Methods and Production and Application Process of Materials; Understanding the Application Project, Projects Required for On-site Production and Assembly; Rough Construction, Insulation Systems and Monitoring of Fine Construction Processes; Progress of Payment, Quantity Preparation, Cost Analysis and Exploration; Recognizing Current Regulations and Practices; Reporting of the Whole Process.

MİMSJ401 internship 0+2 4.0

Recognizing Office Organization; Observing the Design and Drawing Processes of Architectural Preliminary or Application Projects; Learning the Relationship of Design and Implementation Processes with the Customer, Other Disciplines and Project Approval Agencies; Recognition of the Relationship between the Related Regulations and Design; Expressing Ideas with Representation Tools; Visualization of the Project with Graphical Methods; Drawing Architectural Projects for Different Purposes; Generating Detail Solutions; Team work; Visual and Written Presentation of Architectural Project; Reporting of the Whole Process.

MLZ219 Material Science 2+0 4.0

Physical and Chemical Properties of Materials; Processing Options; Introduction of Materials; Technical Properties of Materials; Detailed Physical Properties of Materials; Production, Shaping, Conservation of Materials and Consuming Fields; Essential Materials: Wood, Glass, Stone, Earthenware, Metals, Plastics, Weavings, Ceramics, Organic and inorganic materials.

MOD118 Technical Drawing in Clothing Design 2+2 4.0

Importance of Technical Drawing in Clothing Design; Materials Used in Technical Drawing; Technical Drawing Practices: Types of skirts and their technical drawing, Technical drawing of tops such as blouse, shirt, coat, etc., Types of trousers and their technical drawings, Technical drawing of underwear, Drawing of details such as arm, sleeve cuff, fly, zipper, hook and eye etc.; Measurement and Technical Drawing Plans Ready for Production.

MOD203 Pattern Application I 2+2 4.0

Basic Pattern of Female Body; Body Pattern, Arm Pattern, Application of Collar Pattern; Pleats and Position of Pleats; Removing and Getting Rid of Pleats on Basic Body Pattern: Blouse- Shirt Patterns and Their Model Applications; Basic Drawing of Trousers Pattern and Model Applications.

MOD204 Pattern Application II 2+2 4.0

Women's Top Clothing: Jacket, Coat; Basic Patterns; Preparing Arm and Collar Patterns and Their Model Applications; Using Models in Jacket and Coat Basic Patterns.

MOD219 Fashion Illustration I 2+2 4.0

Definition of fashion drawing: Basic principles and methods in fashion drawing, related documents, equipment, main principles of silhouette drawing: male, female and child silhouette drawings, etude studies from silhouettes of fashion designers, silhouette works from fashion magazines, original silhouette works, main principles in cloth drawing: sketching on ready made silhouettes, fabric-cloth relations: fabric etudes, texture of fabrics, appropriate design for a specific type of fabric, selection of appropriate fabric for a design.

MOD220 Fashion Illustration II 2+2 5.0

Technical drawings in clothing; Working on the details of clothes: collar, pocket, sleeve, skirt, trouser, blouse types and their technical properties, dressing by different age groups and sex, coloring of cloth designs, design and drawing of underwears, design and drawings of outer clothes, Creation of appropriate designs for a selected subject, Creation of a collection.

MOD305 Pattern Application III 2+2 4.0

Patterns for Men's Clothing: Jackets, Pants, Coats, Overcoats; Use of Arm and Collar Patterns; Patterns for Children's Clothing: Patterns for girls, Patterns for boys, Practices with patterns.

MOD306 Pattern Application IV 2+2 4.0

Clothing Types and Their Properties: Properties of patterns for clothes; Relationship of Patterns and Models; Rating in Patterns; Body Marking Applications; Preparation of a Cutting Plan; Exercises.

MOD307 Fashion History I 2+0 3.0

Introduction to Fashion History: Ancient history, Mesopotamia; Egypt, Grece and Rome; Middle Ages: Romanesque period, Gothic period; New Age: Renaissance, Baroque, Rococo period; Present Age: 15th Century; Age of Industrialization: Popularity of Fashion in Society: Fashion in aristocracy and palaces, Monotonous clothing style, Bourgeois clothing style, Traditional-local clothing styles.

MOD310 Fashion Photography 2+2 4.0

Studio Photography: Photo studio, Shooting equipment, Arrangement of a studio for specific purposes; Artificial Light Sources: Tungsten-halogen illuminators, Cameras flash, Exposure metering; Color Negative Films and Printing Procedures: Negative processing, Processing of transparency films; Image Editing; Shooting for a Magazine and Catalogue; Model Selection; Basic Makeup Information; Marketing of Fashion Photography.

MOD312 Ready to Wear Production Methods 2+2 4.0

Definition of Ready-to-Wear Clothing; Production Process of; Methods Used in Ready-to-Wear Clothing Production; Preparations for Sewing: Research, Design, Sample product preparation, Cost calculations; Exhibition Halls and Exhibition; Sewing Procedures: Marking the body, Cut grading plan, Control of the fabric, Cutting, Sewing plan, Merging; Procedures after Sewing: Quality control, Storage, Packaging, Sales processes.

MOD314 Made to Order Clothing Production Methods 2+2 4.0

Definition of Custom Clothing; Production Process of Ready-to-Wear Clothing; Methods Used in Ready-to-Wear Clothing Production; Preparations for Sewing: Customer selection, Choice of appropriate models, Time and cost calculations, Size measuring; Sewing Procedures: Pattern making and control, Model application, Merging; Procedures after Sewing: General controls, Presentation and Sales.

MOD331 Pattern Development 2+2 4.0

Selection resources to suitable for pattern, Natural resources object drawings, Planning drawing in pattern, Complement of objects drawings, Texture studies from natural objects, Archival studies, toning in drawings, Coloring methods studies, Pattern planning process, Proportioning between shapes drawings, Pattern in separate planning drawings, Planning color process, Pattern of color tone studies, The color balance set according in Pattern, Composition studies.

MOD341 3D Textile and Clothing Simulation 2+2 4.0

Introduction to Three Dimensional Textiles and Clothing Design: Understanding the working principles of three dimensional clothing design programs; Simulation Applications: Criticizing virtual fabric and real fabric; Observation of Fabric Reactions in Three Dimensional Environment; Introduction to Virtual Sewing Applications and Simulation; The Appearance and General Properties of Virtual Textile Materials and Clothing; Changing the Look of the Avatar; Revision of the Appearance of the Avatar on the Desired Style; Virtual Sewing Process: Stitching of patterns imported to the program; Pattern Modifications on Two-Dimensional and Three-Dimensional Screen; Virtual Printing Applications; Compatible Software with Three-Dimensional Textile and Garment Design Programs.

MOD402 Portfolio Design 2+2 4.0

Preparations for Personal Presentation: Research and preparation for presentation, Studying about the target that the portfolio will be presented to; Presentation Techniques: Electronic portfolio, Bag portfolio; Presentation Preparations; Preparing the Portfolio: Determining the content, Form and technical preparations; Presentation: CV design and duplication, Presentation of works.

MOD403 Accessory Design 2+2 4.0

Definition of Accessory Design: Its place and importance in fashion design, Sources; Design Methods; Color Relations; Choosing; Materials; Formal Convenience in Accessory Design; Material Knowledge: Choosing the correct material for design, Design and applications suitable for material.

MOD441 Artistic Illustration 2+2 4.0

Illustration: Overall Vision and Fast Transfer, Imagery Methods, Inspiration; What is Fashion Illustration?: The Relationship between Illustrations and Fabrics, The Relationship between Contemporary Art and Fashion Illustrations; Examples From Art History: Modern Interpretation, Original Use of Materials, Different Interpretations, Discoveries; Illustration During Production Process: Workshops and Free Digital Techniques, Personal Illustration Style Attempts, Fashion Illustration Design on Computer.

MOD453 Style Consultancy 2+0 3.0

Methods and techniques for creating personal style; Meaning and the effects of colors; Determining personal color tones; Harmony of skin, eye and hair color, Seasonal color analysis; Basic shapes of faces; Body types; ;Vertical and horizontal body types, Appropriate clothing techniques; Styles of clothing according to personal life styles, character and professional identity.

MTT101 Basic Design I 3+3 8.0

Introduction to Basic Design; Design as a Concept and Design Processes: Identification of Problem, Collecting information about problem, Creativity, Invention stage, Solution finding process, Application; Visual Expression of Form in Design: Basic concepts, elements and principles of art, Elements and principles of composition, their functions and their relations with each other; Looking, Seeing, Perceiving, Analysis: Introduction to composition (Emptiness-fullness, Balance, Contrast-convenience), Movement in composition, Description of size and proportion elements, Practices with composition principles and elements by collage techniques.

MTT102 Basic Design II 3+3 8.0

Expression Tools of Plastic Arts: Use of colour with other elements such as line, point and stain; Colour and Colour Scale; Relation between Colour and Form; Colour Psychology; Relation between Colour and Function; Colour Contrasts; Colour and Space Relations on a Two-Dimensional Plane: Structure, Analysis of geometric basis of organic objects and their three-dimensional applications; Three-Dimensional Form Practices by Using Waste Materials: organic and inorganic approaches.

MTT103 Drawing I 2+2 4.0

Linear Definition of Basic Forms: Various object drawings; Measurement, Horizontal and vertical measurement, Ratio-Proportion, Definition of composition: Elements of Composition, Measurements and scale; Placements; Perspective: One-point perspective, Two-point perspective; Light and Shadow: Black and white works, Monochromatic works; Color: Color pencils, Markers, Pastels; Materials and Material Renderings: Basic materials: Wood, Plastics, Glass, Metals; Fashion Materials: Fabrics: Leather, Silk, Cotton, Patent Leather, Velvet.

MTT104 Drawing II 2+2 4.0

Generative Drawing: Object and volume relationship; Design Drawing: Form and design relationship; Geometric Expression; Abstraction and Deformation; Live Model Drawing: Short time drawings; Linear Abstraction; Detailed Drawings; Contrast and Balance; Detail Studies: Details in clothing design, Exploded drawings, Sectioning, Ghosted drawings; Personal Style Works; Experimenting with New Materials.

MTT105 Basic Sewing Techniques I 2+2 4.0

Introduction to Basic Materials Used in Hand Stitches and Their Usage Areas: Needles, Sewing yarns, Tape measure, Cutting scissors, Rigas, Overcast, Scissors, Drawing soap, Sign roulette; Backstitches and Applications: Straight backstitch,

Long and short backstitch, Bias backstitch, Spacing backstitch, Jumping backstitch, Chain backstitch; Basic Hand Stitches and Practices: Straight stitch, Needleback stitch, Overcast stitch, Herringbone stitch, Press stitches, Clean stitches, Buttonhole knitting and button sewing, Simple ornament sewing, Practice with American cloth.

MTT106 Basic Sewing Techniques II 2+2 4.0

Introduction of Usage Materials and Their Usage Areas on Straight Sewing Machine: Needles, Sewing yarns, Machine feet, Shuttle and bobbin; Introduction of Straight Sewing Machine and Sewing Practice: Opening and closing machine, Insertion and removal of machine needle, Machine threading, Bobbin thread winding, Placement of bobbin in shuttle and machine positioning, Adjust stitch length, Stitch reinforcement and practice with American cloth; Introduction of Overlock Machine and Practice: Three, four and five threading on machine, Insertion and removal of machine needles, Practice with American cloth.

MTT107 Textile Fibres I 2+0 2.0

Introduction; Brief History of Textile Materials; Overview of Turkish Textile and Apparel Sectors; General Properties of Textile Fibres: Classification of textile fibres, Basic terminology of textile fibres, Chemical properties and abbreviations; Natural Fibres: Classification of natural fibres, Physical and chemical properties of natural fibres; Plant Fibres: Seed fibres, Bast fibres, Leaf fibres, End-uses of natural fibres; Animal Fibres: Wool, silk and other luxurious animal fibres, Properties of animal fibres and end uses; The latest innovations in natural fibres.

MTT108 Textile Fibres II 2+0 2.0

Classification and Basic Properties of Chemical Fibres: Production methods, Chemical and physical properties of chemical fibres; Synthetic Fibres: Classification of chemical fibres, end-uses of synthetic fibres; Regenerated Fibre: Regenerated cellulose fibres, Regenerated protein fibres, Properties and end-uses of regenerated fibres; Inorganic fibres: Classification and use of inorganic fibres; Basic Physical Properties of Textile Fibres; Identification of Textile Fibres; Functional and Advanced Fibres; Recent Innovations in Chemical Fibres.

MTT110 Basic Pattern Making 2+1 3.0

Basic Garments: Basic information for preparing garment patterns, Methods for obtaining patterns; Fitting Systems for Each Type of Garment: Primary and secondary measurements, Measurement calculations, Standard measurements, Residual measurements, Wideness additives; Special Signs Used in the Mold System; Basic Skirt Pattern Drawing; Basic Skirt Template Drawing; Basic Skirt Undercoat and Stiffening Cloth Drawing; Model Applications.

MTT113 Fashion, Brand and Mythology 2+0 3.0

Introduction to Fashion Mythology: Attribution in mythology; Communication and Symbols in Fashion Design: Meaningful reflections of communication and symbols in textile and fashion space; Brand Logos, Mythological Figures, Stories and Meanings: Nike, Hermes, Versace, Starbucks, NBC, Hydra Markets, Pandora Jewellery, Maserati, Dove, Goodyear; Greek Mythological Elements in Fashion Design: Alexander McQueen, Karl Lagerfeld, Dolce & Gabbana, Versace, Donna Karan, Zuhair Murad, Alberta Ferretti, Valentino, Madeleine Vionnet, Alix Gres; Dance, Costume and Mythology: Ballet Russes; Camp Aesthetics; Camp and Mythology on the Modern Podium.

MTT201 Dyeing Techniques 2+2 4.0

Concept of Color in Textiles, Color Measurements and Color Vision Phenomena; Basic Concepts of Textile Dyeing; Fundamental Principles of Textile Dyeing; Application Methods; Dyeing Machinery; Dye Classes and Structural Properties; Dyeing Properties of Cellulose, Protein, Synthetic Fibers and Textile Materials; Dyeing Properties of Fiber Mixtures; Defects in Textile Dyeing; Natural Dyeing; New Developments and Technologies in Textile Dyeing.

MTT202 Printing Techniques 2+2 5.0

Basic Concepts of Textile Printing; Fundamental Principles of Textile Printing; Dyes, Auxiliaries and Thickeners in Textile Printing; Printing Machinery; Printing Methods: Direct, Abrasive, Reserved, Transfer printing; Printing of Cellulose, Protein, Synthetic Fibers and Their Mixtures; Special Printing Methods; Fixing Methods and Post Treatments; Defects in Textile Printing; New Developments and Techniques in Textile Printing.

MTT203 Fabric Construction I 3+1 4.0

Classification of Textile Fabrics; Introduction to Woven Technology and Woven Fabric Structures; History of Weaving; Weaving Preparation Processes; Weaving Process: Introduction to Weaving Loom, Basic motions of a weaving loom, Auxiliary motions of a weaving loom, Fabric formation and formation of weave structure on the loom, Shedding systems and dobby shedding motion; Basic Weaves: Plain weaves, Twill weaves, Sateen weaves, Representation of weaves on point paper; Derivatives of Plain and Twill Weaves; Derivatives of Sateen Weaves; Woven Fabric Design: Colour weaving, Colour and weave effects, Practical demonstrations; Introduction to Jacquard Loom; Basic Properties of Woven Fabrics; Fabric Quality; Overview of End-uses.

MTT204 Fabric Construction II 3+1 4.0

Introduction; History of Knitted Fabrics; Basic Principles of Weft Knitting: General terms, Comparison of weft knitting and warp knitting; Comparison of Woven Fabrics and Knitted Fabrics; Circular Knitting and Flat Knitting Machines; Basic Weft Knitting Structures and Properties: Plain knitting, ribs, interlock and purl knit structures; Patterning Techniques in Weft Knitting; Uses of Weft Knitted Fabrics; Warp Knitting Techniques and Basic Constructions: Raschel, Tricot and Crochet machines; Uses of Warp Knitted Fabrics; Nonwoven Types and Production Methods; Speciality Fabric Constructions; Case Studies Toward End Use of Knitted Fabrics.

MTT205 Textile Design Introduction I 2+2 5.0

Basic Concepts of Textile Design: Textile design elements and principles, Textile design, Techniques and materials; Equipment Definition, Design methods; The Application of Design Elements: Technical applications, Surface composition; Surface Editing Elements: Motifs, Original creative motif, Pattern, Color, Texture, Geometric editing, Composition with natural and artificial objects; Free Editing Surfaces: Motif and pattern studies, Natural state of the object, Stylizing, Simplification, Development of the specific pattern of the composition.

MTT206 Textile Design Introduction II 2+2 5.0

Design Combination; Texture Studies; Fabric Texture; Fabric Design Plan; Object Stylization; Object Deformation: Content metamorphose, Fabric aesthetic design elements; Colour studies: Colour analyzing, Colour-motif relationship, Colour studies with different texture fabrics, Shape; Fabric Structure: Structure and texture studies, New fabric configuration; Technical Design: Function, Fabric structure; Pattern and Technic Relationship on Textile Design: Fabric types and pattern relationship, Pattern interpreting, Design information chart, Creative original functional product designing.

MTT207 Computer Aided Design I 3+2 5.0

Basic Principles of Computer Aided Design and Application Methods: Adobe Illustrator and Photoshop, Design elements and their analyses in digital environments; Digitalizing Designs: Creating vector drawings with basic clothing methods; Drawing Sketches and Composition: Relationship between design and color, design and pattern and design and texture; Preparation of Thematic Collages.

MTT208 Computer Aided Design II 3+2 5.0

What is Fashion-CAD: Image basics and tools, Icons, Palettes, Color modes; Creating a Pattern; Model Drawing; Fabric Selection; Color Inspection; Re-Coloring; Details: Processing, Printing, Pattern, Label; Three Dimensional Visualization of Clothes and Fabrics; Project Applications: Determining the design criteria, Design, Assessment with critiques and juries in studio format.

MTT209 Environmental Sociology and Design 3+0 4.0

Environmental sociology: Nature and natural assets, ecology-environment, ecological problems, society, population, industry, design, energy, water and society, energy resources, energy, society and ecology, production-consumptionenvironment relationship, components of environmental pollution, environmental justice, environmental justice and design, design economics, sustainability, design for sustainability, waste management in design processes, environmental heritage.

MTT210 Introduction to Fashion Clothes Design 2+2 5.0

Basic Concepts in Fashion Cloth Design: Trend, Season, Target group, Theme, Collection; Elements in Clothing Design: Silhouette, Colour, Texture, Details and decorations; Principles of Clothing Design: Rhythm, Emphasis, Proportion, Balance, Unity, Harmony; Developing a Basic Garment Collection for Selected Design Principles: Creating a storyboard, Drawing of design sketches, Selection of collections for design criteria, Decision to design product, Production.

MTT213 Clothing Production Techniques I 1+2 4.0

Model Application Sewing Used in Garment Production: Darts, Cups, Pleats, Gatherings, Frills; Slashes: Open slash, Closed slash; Placket: Facings: Facing of collar, Facing of sleeves; Upper Body Closures, Closing with stitching, Fly, Closure with button hole-button, Zip closure; Collar: Shirt collar, Judge collar, Ata collar, Baby collar, Men collar, Shawl collar; Application Studies With American Cloth.

MTT214 Clothing Production Techniques II 1+2 4.0

Sleeves: Attachable sleeve, Two piece sleeve, Japone sleeve, Bat sleeve, Watermelon sleeve, Reglan sleeve; Sleeve Hem Cleaning and Sleeve Hem Slash: Facing slash, Binding slash, Flying slash, Cuffs; Pockets and Pocket Flaps: Appliqué pocket, Bendy pocket, Kangaroo pocket, Flap pocket, Binding pocket, Pocket bag; Interfacing and Lining; Application Studies With American Cloth.

MTT217 Fashion Design Process and Presentation 2+2 4.0

Fashion Design: Fashion, Design, Fashion designer, Collection, Theme, Trend analysis; Fashion Collection: Visual research, Sketching, Visual diary, Concept map, Storyboard, Silhouette creation, Form production, Material research; Creating a

Collection: Creating look, Creating collection, Creating a collection language; Collection Development: Design development, Presentation techniques.

MTT301 Fashion Clothing Design I 2+3 6.0

Developing a Clothing Collection in Searching of Form: Researching trend and season and determination of target audience, Creating a storyboard, Drawing of design sketches, Selection of collections for design criteria, Decision to design product, Production; Developing Clothing Collection in the Direction of Art and Design Relation: Analysis of selected artwork or design product, Creating a storyboard, Drawing of design sketches, Selection of collections for design criteria, Decision to design product, Production.

MTT302 Fashion Clothing Design II 2+3 6.0

Developing of Men's Clothing Collection: Researching trend and season and determination of target audience, Creating a storyboard, Drawing of design sketches, Selection of collections for design criteria, Decision to design product, Production; Development of Children's Clothing Collection: Researching trend and season and determination of target audience, Creating a storyboard, Drawing of design sketches, Selection of collections for design criteria, Decision to design product, Production.

MTT303 Woven Design 2+3 6.0

Basic Woven Types: Warp preparation process; Transfer to Weaving Loom of Warp; Yarn Number Systems; Yarn Preference by Fabric Frequency; Knitting Types: Plain weave, Twill weave, Satin weave; Warp and Weft Colour Reports; Fabric Design with Combined Knits; Eight, Sixteen, Twenty four Warp Preparations; Woven Fabric Design with Eight, Sixteen, Twenty four Framed Looms; Home Textile Fabric Design; Cloth Fabric Design Applications.

MTT304 Printing Design 2+3 6.0

Textile Printing Design: Textile printing techniques; Printing Design for Industrial Textile Products; Pattern Drawings Applicable to Textile Printing From Natural Objects; Making Design in Relative to Semi and Full Raport Orders in Repetitive Print; Multi-coloured Applications; Colour Separation Processes; Print Preparing According to the Technique Repetitive Printing Applications on the Fabric.

MTT305 Design Research 2+0 3.0

Basic Concepts: Data, Information, Knowledge, Science, Physical sciences, Social Sciences and humanities; Research Paradigms: Positivism, Interpretative paradigm, Social constructionism, Post-positivism, Critical paradigm; Research Methods: Quantitative methods, Qualitative methods, Mixed methods; Process of Scientific Research: Subject, Purpose, Literature review, Population and sample; Data Collection Tools: Survey, Interview, Observation; Data Analysis: Data analysis in quantitative research, Data analysis in qualitative research; Reliability and Validity in Scientific Research: Reliability and validity in quantitative research and qualitative research; Ethics of Science.

MTT306 Fashion and Textile History 2+0 2.0

Introduction to Fashion and Textile History: Ancient history, Mesopotamia, Egypt, Grece and Rome; Middle Ages: Romanesque period, Gothic period; New Age: Renaissance, Baroque, Rococo period; Present Age: 19th Century age of industrialization, Historical development of fashion and textile in Europe; 20th Century Art Movements; Fashion and Textile: Development of design concept, Fashion and clothing history, Textile, Culture, Art interactions; Art Movements and Effects on Fashion and Textile Design; Fashion Theories; Pioneers of Fashion and Textile Designer and Their Works; Development of Fashion and Textile Design Concept in Turkey; Turkish Fashion Designers.

MTT307 Spinning Technology 2+1 4.0

Introduction to Yarn Production Technologies; History of Spinning; Classification of Yarns; Yarn Numbering Systems; Yarn Twist and its Preference; Staple Yarn Technologies; Ring Spinning Technologies: Ring spinning, Open end spinning, Air jet spinning, Vortex spinning; Staple Fibre Spinning Machines; Comparison of Combed, Carded and open-end yarns; Compact Spinning; Production of Core Yarns; Comparison of Cotton and Wool Spinning Systems; Fancy Yarns; Sewing Threads: Characteristics and end-uses of sewing threads; Basic Quality Criteria of Yarns.

MTT308 Draping 2+2 4.0

The Concept of Drapping; Draping Method: Research and application studies about the usage Of draping method; Visual Expressions of Design: Creating design on a manikin, Fixing details, Storing and duplication methods; Use of Different Materials and Draping Works: Basic pattern of body, Drapping model; Applying Design to Draping Method: Symetric and asymmetric model applications.

MTT309 Computer Aided Design III 3+2 5.0

Preparation of Patterns to Design Clothes Via Computer Programs; Modeling and Realization of New Ideas and Visions on Cloth Design; Examination and Resizing of Clothes on Two Dimensional Plane on Mannequins and Preparation of New Clothing Designs and Re-interpretation; Modeling Clothing Design: Making printed and woven fabric designs on pattern

on designed cloth; Reporting; Relationship Between Color and Function, Variant, Preparing screen, Basics of weaving and applications on weaving; Creating the Relation of Surface, Texture, Form between Cloth and Textile Design.

MTT310 Textile Hand Dyeing-Printing Techniques 2+2 4.0

Shibori as a Textile Dyeing and Printing Application: What is shibori art, History of shibori art, Usage area of shibori art in fashion design; The Materials and Tools of Shibori Art: Fabrics, Colorants; Techniques of Shibori Art: Clamping shibori techniques, Binding shibori techniques, Stitching shibori techniques, Pole wrapping techniques; Free Applications: Shibori workshops, Artistic works and functional design.

MTT311 Natural Dyeing 2+2 4.0

Definition, History and Importance of Natural Dyeing; Basic Concepts of Natural Dyeing; Fundamental Principles of Natural Dyeing; Natural Dye Sources; Use of Waste Materials as Natural Dyes; Extraction of Natural Dyes; Materials Used in Natural Dyeing; Definition, Classification, Properties and Use of Mordants in Natural Dyeing; Mordanting Methods; Dyeing Methods with Natural Dyes; Dyeing of Cellulose, Protein and Synthetic Fibers with Natural Dyes; Fastness Properties of Natural Dyes.

MTT312 Finishing Processes 2+2 4.0

Classification of Finishings, Their Aims and Importance; Evaluation of Performance, Quality, Use and Care Properties of Textiles; The Relationship Between Fashion, Design, Quality, Ecology and Finishing; Special Finishings Giving Surface Effects; Finishings Enhancing Handle; Water, Oil and Soil Repellent Finishings; Concept of Wrinkle for Textiles and Anti-Wrinkle Finishings; Anti-Bacterial and Antimicrobial Finishings; Flame Retardant Finishings; Mechanical Finishings: Calendaring, Sanforizing, Sanding, Raising; Finishings for Wool; Special Finishings; New Developments and Techniques in Textile Finishing.

MTT313 Design Culture 2+0 2.0

Definition of Design; Design Before the Industrial Revolution; Industrial Revolution; Development of the Concept Industrial Design; Industrialization and Search for Accordance; Shift from Handcraft Production to Mass Production; Movement Against the Industrial Production; Arts and Crafts Movement: Philosophers and designers included in Arts and Crafts movement, New designs; Analysis of Art Nouveau and Succeeding Movements and Their Influences on Today's Concept of Design; The Transformation of Definitions of Object and Subject in Modern and Post-modern Structure; Development of Technology and Capitalist Mode of Production and Distribution.

MTT314 Computer Aided Pattern Design 2+2 4.0

Computer-Aided Programs Used in the Garment Industry: Introduction to computer aided pattern systems such as Assist, Gerber, Inventex, etc.; Programs: Keyboard shortcut keys, Digit operation panel auxiliary functions, Main function of creation, Sub-functions such as line, Circle, Circle arc, Main Functions of delete, Fastener, Clamp, Copy, Move, Symmetry, Dial and Switch; Design File Creation: Divide and offset main functions, Main functions of extraction and correction, Main functions of seam allowance and interlinings, Sub-functions of line, corner; Main Function of Pattern; Main Function of Grading: Creation of style files; Cloth Spreading.

MTT316 Interactive Motif Design 1+2 3.0

Basic Concepts: Fabric, Pattern; Historical Development: Fabric, Pattern; Pattern Drawing Types: Hatâyi, Peñç, Rûmi; Abstraction; Modern Interpretation of Pattern Drawing Types; Composition: Line, Color, Shape, Grid System; Plane Geometry; Space Geometry; Identification of the Relationship Between Pattern and Modular Design; Transformations of the Plane: Reflection, Rotation, Translation, Dilatation; Case Studies for Dilatation Transformation; Planar and Volumetric Composition Design Methods; Pattern and Transformation Mechanisms; Reporting of Pattern; The Sample Apply of Pattern Design.

MTT317 Motif Design 1+2 3.0

Basic Concepts: Fabric, Pattern; Historical Development: Fabric, Pattern; Pattern Drawing Types: Hatâyi, Peñç, Rûmi; Composition: Line, Color, Shape, Grid System; Plane Geometry; Identification of the Relationship Between Pattern and Modular Design; Isometric Transformations of the Plane: Reflection, Translation, Rotation; Pattern and Transformation Mechanisms; Reporting of Pattern; The Sample Apply of Pattern Design.

MTT318 Creative Approaches in Clothing Design 2+2 4.0

Clothing Design and Fashion: Basic concepts; Relationship between Clothing Fashion and Art: Definition of art and basic concepts, Relationship between Contemporary textile art, clothing and fashion; Contemporary and Current Examples in Clothing Design: Wearable art, Leading designers and artists in wearable art, Creative applications; Research in Creative Processes: Concept research, Visual research, Material research; Form Research: Contemporary trends, Form/A-form, Applications based on experimental methods.

MTT319 Interior Textiles 2+0 3.0

Historical Development of Interior Textiles: Ancient times, Middle ages, New Age. The effect of the industrial revolution on interior textiles; The Use of Art Movements and Styles in Interior Textiles: Arts and Crafts, École des Beaux-Arts, Victorian style, Art Nouveau, Jugendstil, Vienna Secession Wiener Werkstätte, Edwardian style, Liberty Style, Atelier Martin, Omega Workshop, De stijl, Bauhaus, Art Deco, Marimekko, Boro; Interior Textiles Product Types: Upholstery, Furnishings, Floor textiles, Bedroom group, Decorative use.

MTT320 Performing Arts and Costume Design 2+2 4.0

A View of Performing Arts: Theatre, Opera, Ballet, Film, TV Series; Dramaturg; Scenario Selection: Time and space research in the scenario, Character analysis of the selected play, Sketch studies for stage costume design, Technical drawings of sketch drawings, Material research, Dimension, Pattern preparation and model application, Cutting, Production; Accessory Design Suitable for the Scenario: Selection of accessories suitable for the character, Material research, Technical research, Application; Practical Costume Application Methods.

MTT321 Digital Fashion Illustration 2+2 4.0

Digital Narration Tools: Graphic Drawings, Layers, Metamorphosis, Color combinations, Collage; Textile Surfaces Practices: Natural surfaces practices, Synthetic surfaces practices, Non-woven surfaces practices; Application Studies With Various Surfaces: Metal, Glass, Sand, Ceramic; Shadowing and Texture; Narration Types: Collages, Realistic approaches, Surrealistic approaches.

MTT322 Art and Visual Culture 2+2 4.0

Concept of Art: Art, Craft, Design, Aesthetics, Beauty, Idea, Imitation, Originality, Creativity; Visual Culture: Visual, Expression, Perceptibility, Abstract, Visual culture elements, Media, Visibility, Visual arts; Visual Thinking: Abstraction, Embodiment, Meaning, Perception; Artwork: Interpretation, Art medium, Art world, Relationship between art and agenda.

MTT323 Ready to Wear Management 3+0 4.0

Basic Concepts of Ready to Wear Management; Establishment and Management of Fashion and Ready to Wear Firms; Information on the Types and Functions of Fashion and Ready to Wear Firms; Basics Informations and Concepts of Management; Functions in Ready to Wear Firms: Production, finance, planning, public relations, human resources management; Stress and Career Management; Creating a Prototype Firm.

MTT324 Weaving Practices 2+2 4.0

Introduction; Weaving definition, types of techniques and history. Weaving applications from past to present. Weavings as handicrafts. Weaving and contemporary art Works. Weaving techniques as a form of expression in contemporary textile art. Workshop applications; Experiencing weaving techniques using handloom, Design practices with the use of alternative materials and various weaving techniques, Designing and developing products with weaving practices, Interpreting woven textiles as an art object.

MTT325 Textile Dyeing and Printing Process 2+2 4.0

Introduction to textile dyeing and finishing. Importance of textile finishing. Classification of finishing methods: Mechanical and chemical textile finishing methods. Pretreatment of fabrics: scouring, bleaching, mercerising and washing. Dyeing methods: exhaust and pad dyeing. Classification of textile dyes. Wool dyeing, cotton dyeing and PES dyeing. Printing methods and machines: Roller printing, screen printing, rotary screen printing, digital printing and transfer printing. Functional finishing of textile materials. Coating and laminating of textile materials. Mechanical finishing of textiles.

MTT401 Fashion and Textile Design Studio 2+3 8.0

Design Studio Studies: Determine theme, Theme discussions, Identification of original sub-themes; Design Research: Library research, Workshop research, Determination of the project technique, Identification of original sub-themes, Determination of textile design and fashion design projects, Determination of the project technique; Application Studies Design for Sub-theme: Combination of different techniques, Different textures and form possibilities.

MTT402 Diploma Project 2+3 12.0

Design Process: Design studies in accordance with the determined main theme and sub theme, Texture research, Surface research, Colour combination research, Form research; Design Sketch: Two-dimensional and three-dimensional design sketches, Prototype application; Workshop Studies: Woven design, Printing design, Painting studies, Clothing design, Collection development studies for the determined theme, Report preparation and presentation.

MTT403 Experimental Design 2+2 4.0

Definition of experimental design: Technical and material information, Searching unusual materials and texture for cloth production; Preliminary Studies in Experimental Design: Try of used materials and textures, Sketch and detail studies, Decision of appropriate models, textures and materials; Practice in Experimental Design: Illustration studies, Preparation of patterns with 1/1 ratio, Cutting and combining operations; Project Implementations: Determination of design criteria, Critics in studio arrangement, Evaluation by seminars.

MTT404 Textile Sustainability 2+2 4.0
The Concept of Sustainability in Terms of Design, Production, Use and Post-use Processes for Textile Products; Principles and Procedures in Assessing Textile Sustainability Across the Lifecycle of Products; Survey of Sustainability Indices and Eco Labels; Sustainable Practices in the Textile Industry; Discussions on Sustainable Design Proposals Through Case Studies.

MTT405 Textile Handcrafts 1+3 4.0
Definition Textile Handcrafts: Contents and classification; Weaving; Shuttle Weaving: Cotton, Wool, Silk, Linen, Kirkit weaving; Çarpana, Kilim, Halı, Sumak, Zili, Cicim, Nonwoven Spaces; Felting, Textile hand printing and hand dyeing; Traditional dyeing for fabric and thread, Printing process; Embroidering: Embroidery techniques, Knitting; Fog Knitting, Crochet and needlework; Sewing and Application Techniques: Patchwork, Benaluka, Product production.

MTT406 Brand Management 2+0 3.0
Basic Concepts: Brand, Brand identity, Brand equity, Brand image, Brand awareness, Brand loyalty; Elements of Brand: Name, Symbol, Slogan; Types of Brands; Brand Positioning: Target group, Values, Markets, Brand communication; Strategies of Brand Developing: Brand extension, New brand strategy, Multi-branding; Brand Management Process: Market analysis, Situation analysis, Aiming, Testing, Evaluation.

MTT407 Fashion Marketing 2+0 3.0
Basic Concepts in Marketing: The subject of marketing, Modern marketing; Defining Fashion in Marketing: Fashion, Fashion system, Fashion trends; Luxury Fashion Consumption: Product, Business culture, Consumer; Fashion Market: Textile industry, Business models, Fashion groups; Fashion Communication: Basic concepts of communication, Fashion press, Fashion journalism, Fashion communication in digital environment; Fashion Distribution: Distribution channels, Retail management, E-commerce.

MTT408 Natural Printing Techniques 2+2 4.0
Ecological Printing: Definition of Eco printing, History of eco-printing; Methods of Used in Eco-Printing Technique; Eco Dyeing and Eco Printing Works of Textile Artists; Materials of Application of Eco Dyeing and Eco Printing: Fabrics, Colorants; Applications of Ecological Dyeing and Printing: Application of dyeing on silk, Application of dyeing on cotton, Application of dyeing on wool; Free Applications: Experimental dyeing workshops.

MTT409 Fashion and Art 2+0 3.0
Modernity: Scientific revolution, Political revolution, Cultural revolution, Industrial Revolution; Modern Art: Autonomy of art, Avantgardizm; Modern Art Movements: Empressionism, Expressionism, Cubism, Dada, Constructivism, Surrealism; Modern Inceptions of Fashion and Art: First fashion designers, Bourdieu and star fashion designers of modern period; Postmodernity: Dilemmas of modernity, Basics of postmodernity; Arts in Post-modern Period: Performance art, Land art, Conceptual art; Fashion in Post-modern Period: Structural transformation of Western fashion system, Postmodern fashion, Avantgarde fashion; Fashion Designers in Post-modern Period: Alexander McQueen, Hussein Chalayan, Anti-fashion; Exhibition of Fashion in Postmodern Period: Fashion museums, Consumption sites as museums.

MTT410 Sustainable Fashion 2+2 4.0
Sustainability: The concept of sustainability, Sustainable development, History of the concept of sustainability; Textile and Fashion Industry: Raw material, Material, Design, Scale, Production, Consumption, Logistics, Marketing, Sales; Sustainable Fashion: Sustainable fashion, Fast fashion, Slow fashion, Ethical fashion, Circular fashion; Sustainable Design: Sustainable design methods, Life cycle analysis, Biological cycle, Industrial cycle; Sustainable Fashion Design: Art, Craft, Local wisdom, Role of fashion designer, Sustainability in fashion design, Sustainable fashion parameters, Project production, Business plan production.

MTT412 Artistic Textiles 2+2 4.0
Textile Art and Its Development: Basic concepts of art, Basic concepts of textile art, Relationship between art and craft, Contemporary textile art in 1960 and later; National and International Contemporary Textile Art: National and international contemporary textile artists and art events, Artistic Textiles: Fiber art, The relationship of textile-fashion-art, Wearable art; Interpretation of Technique and Material: Contemporary applications in artistic textiles; Conceptual and Aesthetic Values in Textile: Conceptual expression, Presentation and exhibition styles, Researching subjects and concepts, Artistic textile applications.

MTTSJ301 Internship I 0+2 4.0
Observation of the Use of Knowledge and Skills Learned in the Theoretical and Practical Courses of the Department of Textile and Fashion Design in Real Working Environments: Design process, Production process. Drawing in the design process: Computer aided drawing, Hand drawing. Production: Cutting, Printing, Sewing, Ironing, Quality control,

Packaging, Preparing for sale. Presentation: Marketing area arrangement, Showcase and presentation area planning and implementation.

MTTSJ401 Internship 0+2 4.0

Recognizing the Environments Operating in the Field of Textile and Fashion Design: Weaving, Knitting, Printing, Sewing. Weaving: Weaving plan preparation, Drawing-in drawing, Weft and warp, Weaving process. Knitting: Recognizing knitting types, Knitting process. Printing: Printing design, Printing template preparation, Printing applications. Sewing: Model design, Pattern preparation, Cutting, Sewing. Quality Control: Size control, Yarn cleaning, Ironing, Packing. Presentation Preparation: Arranging the products according to the presentation. Presentation File: File control.

MUH151 Introduction to Accounting 3+0 4.5

Concepts of Business and Accounting; Financial Transactions; Balance of Assets-Liabilities; Balance Sheet and Income Statement; Accounts: Concept of account, Types of accounts, Account chart; Document and Books; Accounting Process; Follow up Goods Transactions: Inventories and transactions of the purchase and sale of goods, Periodic inventory system, Perpetual inventory system; Liquid Assets: Cash, Banks, Checkups; Marketable Securities: Share certificates, Bonds; Receivables: Trade receivable, Other receivable; Long Term Assets; Liabilities; Shareholders Equity; Transactions of Income and Expenses; End of Period Transactions; Preparing Financial Statements and Closing Transactions. Concepts of Business and Accounting; Financial Transactions; Balance of Assets-Liabilities; Balance Sheet and Income Statement; Accounts: Concept of account, Types of accounts, Account chart; Document and Books; Accounting Process; Follow up Goods Transactions: Inventories and transactions of the purchase and sale of goods, Periodic inventory system, Perpetual inventory system; Liquid Assets: Cash, Banks, Checkups; Marketable Securities: Share certificates, Bonds; Receivables: Trade receivable, Other receivable; Long Term Assets; Liabilities; Shareholders Equity; Transactions of Income and Expenses; End of Period Transactions; Preparing Financial Statements and Closing Transactions.

MÜZ151 Short History of Music 2+0 3.0

Mile Stones in the History of Music; Music of the Antique Period; Music of Far East; Music of Anatolia; Music of the Middle Ages: Gregorian Chants; Music of Renaissance: Bach and Handel; Music of the Classical Age; Pianoforte in the Classical Age; Romantic Age; Nationalist Movement; Contemporary Music; Nationalism and Universality.

MÜZ155 Turkish Folk Music 2+0 2.0

Folk songs from different Regions of Turkey are Taught; Aegean Region Zeybek Folk Songs: Eklemidir koca konak, Ah bir ateş ver, Çökertme, Kütahya'nın pınarları, Çemberinde gül oya; Kars Region Azerbaijani Folk Songs: Bu gala daşlı gala, Yollarına baka baka, Dağlar gızı Reyhan, Ayrılık, Dut ağacı boyunca; Central Anatolian Region Folk Songs: Seherde bir bağa girdim, Uzun ince bir yoldayım, Güzelliğin on para etmez, Mihriban ve Acem kızı; Southeastern Anatolian Region; Urfa and Diyarbakır Folk Songs: Allı turnam, Urfanın etrafı, Mardin kapısından atlayamadım, Fırat türküsü, Evlerinin önü kuyu; Blacksea Region; Trabzon, Rize, Artvin Folk Songs: Maçka yolları taşlı, Ben giderim Batuma, Dere geliyor dere.

MÜZ157 Traditional Turkish Art Music 2+0 2.0

Description of Traditional Art Music: Basic concepts, Characteristics, Types, Notes, Instruments; The Mode System of Traditional Turkish Art Music; The Rhythmic Pattern of Traditional Turkish Art Music; Samples from Different Modes; Samples from Different Rhythmic Patterns.

ÖMB322 Ethics of Science and Research 2+0 3.0

Science, the nature of science, its development and scientific research; the concept of ethics and ethical theories; research and publication ethics; unethical behavior and ethical violations in the research process; ethical issues related to writing and copyright; biased publication, editor, refereeing and ethics; unethical behavior in broadcast ethics and broadcasting; legal regulations and boards on research and publication ethics; Ways to be followed in detecting ethical violations; common research, publication ethics violations and methods to prevent them.

PPT112 Perspective 1+2 4.0

The method of transferring a three dimensional image person can see to a two dimensional paper. Transferring the designed three dimensional objects with scaled and strong explanation drawing method (color, texture, collage etc.) to the spectators. General Perspective Principles: Schema, Visual scala; Axonometric Perspective: Three dimensional animation; Elements: Point, Line, Surface, Texture, Color etc; Expressions: Picture plane, Position point, View angle, Horizon line, Perspective point; Simple Perspective Rules: Measurement, Proportion and perspective types and application; Single Perspective Point: Application; Double perspective point: Application, Object drawings, Different interior residences perspectives, External residences perspectives; Color Perspective: Line, Texture, Color, Surface and far-near expression; Reflection: Reflection on mirror and reflection angles; Shadow: Finding out the shadows formed by the light that comes from different angles at the objects; Free

PZL302 Marketing Management 3+0 4.5

Concept of Marketing; Evolution of Marketing; Functions of Marketing; Environmental Conditions of Marketing; Marketing Information Systems and Marketing Research; Market Concept; Market Segmentation and Target Market Selection; Customer Behavior in Industrial Markets; Product; Price; Distribution Channels and Physical Distribution; Sales Promotions; International Marketing. Concept of Marketing; Evolution of Marketing; Functions of Marketing; Environmental Conditions of Marketing; Marketing Information Systems and Marketing Research; Market Concept; Market Segmentation and Target Market Selection; Customer Behavior in Industrial Markets; Product; Price; Distribution Channels and Physical Distribution; Sales Promotions; International Marketing.

REK242 Sports Aviation 1+2 3.0

Introduction to Air Sports: History of aviation; Air Sports Institutions and Organizations; Air Sports: General aviation, Acrobatics, Ultralight planes, Microlight planes, Gyrocopters, Gliders, Sky diving, Hang gliders, Hot air balloons, Paragliders, Aeromodelling; Paragliding: Paragliding history, Paraglider supplies, Paraglider aerodynamics, Paraglider controls and management, Meteorology, Paraglider safety, Paragliding air traffic rules, Paragliding emergency, First aid, Paraglider folding, Maintenance and protecting, Paragliding ground practicing.

RSM152 Painting 2+0 4.0

Painting Techniques: Pastel, Watercolor, Collage, Wash and brush, Mixed media, Oil, Acrylic; Basics of painting; Materials: Paper, Brush, Paint, Usage; Elements of Design: Composition, Rhythm, Color, Form, Movement, Line, Perspective; Color Theory: Balance, Unity, Studies; Study of Classic and Contemporary Works of Art; Contemporary and Original Work by Individuals and Groups.

RTV281 Digital Literacy 2+2 4.0

Internet Technology and Uses; Abbreviations on Internet Addresses; Accessing Information over the Internet; Effective Participation on the Web; Web Literacy Reading Skills and Competencies; Terms and Concepts in New Media; Social media: Social Media Literacy Components; Social Media Security Threats and Precautions: Malware on the Web, Access to Reliable, Accurate and Updated Information in the Web Environment; Misinformation and Disinfection Concepts; Information Usage and Sharing in the Web Environment; Web Ethics: Privacy and Privacy in Social Media Use.

SAĞ102 First Aid 2+0 2.5

Social Importance of First Aid; Aims of First Aid; Precautions To Be Considered by The One Who Will Apply First Aid; Human Body; First Aid Materials; Strangulations and Supplying Respiration; Stopping Bleedings and Supplying The Blood Circulation: External and internal bleeding signs and first aid, Recognition of blackout of consciousness and first aid, Shock causes and recognition of shock related to bleeding and first aid, Coma degrees and first aid, First aid in heartbeat stopping, Applying cardiopulmonary resuscitation (CPR) and artificial respiration together; Injury Types and First Aid; Burn and Boils; Fractures, Dislocations and Spraining; Poisonings, Freezing, Hot and Electric Shocks; Communication; Preparation of Injured Person for Carrying and Carrying Types.

SAN113 Art Concepts 2+0 4.0

Art and Concepts related to art. Art, Artist, Spectator, Art Work; Art: Definition of art, Classification, Looking at art in historical process, Examining theory and concepts related to art. Artist: Artist's place in society, connection with society, Creative activity and creative process. Spectator: Connection with artwork, social and psychological factors which influence this relation; Art Work: Necessary qualifications for a product to be an artwork, the items which compose of the artwork.

SAN155 Hall Dances 0+2 2.0

Basic concepts. The ethics of dance, Dance Nights, Dance Costumes, National International Competitions and rules/grading, Basic Definitions, Classifications of Dances: Social Dances; Salsa, Cha Cha, Samba, Mambo, Jive, Rock'n Roll, Jazz, Merenge; Flamenko, Rumba, Passa -Doble, Argentina tango, Vals, Disco, Quickstep, Foxtrot, Bolero, European Tango: Ballroom Dances; Sportive Dances; Latin American Dances; Samba, Rumba, Jive, Passa-Doble, Cha Cha, Standart Dances; European Tango, Slow vals (English), Viyana vals, Slow foxtrot, Quickstep.

SAN221 Contemporary Art and Its Interpretation 2+0 2.0

Artistic Movements, Artistic manners and approaches emerging in the context of the appearance of socio-cultural and aesthetic changes in western art with the influence of french revolution and industrial revolution; The Influence of Bourgeoisie Which is Settled in the Beginning of 20th Century on the Artist's Situation in Society; Study of Artistic Trends, Which were appeared, With the influences of first and second world wars; The Meaning and Significance of Avant-Garde in the Transition Period of Modernism to Post-Modernism; Globalization and Post-Modernism; Current Art Issues; Contemporary Techniques: Happening, Performance, Installation, Video art.

SNT155 History of Art 2+0 2.0

History of Civilization and Evolution of Art: Prehistory to Present; Concepts and Terminology in Art with Samples; Interrelation among Art-Religion and Society; Effects of Religion on Artistic Development; Reflections and Interpretations of Judaism, Christianity and Islam on Art; Renaissance: Emergence, Effects, Artists, Works of Art; Architecture and Plastic Arts; Art in the 19th and 20th Centuries: Relevance of the main historical events of the period.

SOS155 Folkdance 2+0 2.0
Dance in Primitive Cultures; Dance in Earlier Civilizations; Dance in the Middle Age and Renaissance; Dance in the 18th and 19th Centuries; Dances of the 20th Century; Ballet; Turkish Dances; Emergence of Folkdance; Anatolian Folkdance: Classification, Accompanying instruments; Methods and Techniques of Collecting Folkdance; Problems in Collecting Folkdance; Teaching of Folkdance; Adapting Folkdance for Stage: Stage, Stage aesthetics and Choreography, Orientation and choreography.

ŞPL304 Environmental Aesthetics 3+0 4.0
The Concept of Aesthetics from Past to Present in Architecture; Aesthetics in Culture, Religion, Arts and Philosophy; Environment, Architecture and Aesthetics; Aesthetics in Architectural Formation; Daily Life and the Concept of Aesthetics; Aesthetics as a Value and Evaluation Criteria in Architecture; Architectural Aesthetics and Environmental Stress; Experimental Analysis of the Concept of Aesthetics in Architecture.

ŞPL409 Contemporary Approaches to Urban Design 3+0 3.0
Evaluation of Contemporary Urban Design Theories, Approaches in 1950s and 1960s; New Urbanism Movement, Modern, Late Modern And Post Modern Approaches to Urban Space; Complexity and Diversity: Morphological approaches, Metabolists approaches, Debate on methodological approaches, Participatory approaches; Sense of Space and its Meaning: Relph, Norberg- Schults Lowenthal.

ŞPL411 Urban Conservation and Renewal 3+0 3.0
Introduction: Definition, Scope and Aim; Urban Sustainability; Urban Conservation; Principles of Urban Conservation; Urban Renewal; Development and Change in Urban Patterns; Types of Urban Renewal; Patterns of Urban Renewal; Problems of Application in Urban Renewal Areas; Example of Urban Renewal in Historical Sites; Rehabilitation in Historic Sites.

TAR105 History of Civilization 2+0 2.0
Basic Concepts: Culture, Society, Civilization; Prehistoric Ages: Appearance of Homo sapiens, Palaeolithic, Mesolithic, Neolithic; Ancient Civilizations: Middle Eastern and Mediterranean civilizations, Egypt civilization; Far Eastern Civilizations; Hellenic Period: The birth of Ancient Greece, Period of Alexander the Great; Roman Civilization: Roman Republic, Roman Empire, The fall of Rome; Early Middle Ages: Christianity, Byzantine culture, Islam civilization; High Middle Ages: Feudalism, Gothic art and architecture, The Crusades; Enlightenment: Renaissance, Reformation, Humanism; The Double Revolution Period: French Revolution, Industrial Revolution; The 20th Century: Modernism, Post-modernism, Globalization, Post-colonialism.

TAR165 Atatürk's Principles and History of Turkish Revolution I 2+0 2.0
Reform efforts of Ottoman State, General glance to the stagnation period, Reform searching in Turkey, Tanzimat Ferman and its bringing, The Era of Constitutional Monarchy in Turkey, Policy making during the era of first Constitutional Monarchy, Europe and Turkey, 1838-1914, Europe from imperialism to World War I, Turkey from Mudros to Lausanne, Carrying out of Eastern Question, Turkish Grand National Assembly and Political construction 1920-1923, Economic developments from Ottomans to Republic, The Proclamation of New Turkish State, from Lausanne to Republic.

TAR166 Atatürk's Principles and History of Turkish Revolution II 2+0 2.0
The Restructuring Period; The Emergence of the fundamental policies in the Republic of Turkey (1923-1938 Period); Atatürk's Principles, and Studies on Language, History and Culture in the period of Atatürk; Turkish Foreign Policy and Application Principles in the period of Atatürk; Economic Developments from 1938 to 2002; 1938-2002 Period in Turkish Foreign Policy; Turkey after Atatürk's period; Social, Cultural and Artistic Changes and Developments from 1938 to Present.

TEB111 Design and Form 2+1 4.0
Definition of model and form, proportion, geometric forms, light-shadow, scanning and gradient works, proportions in the human body, geometrics forms and light-shadows. Object studies: Cube, prism, Sphere, cylinder. Light-shadow in object works. Shading methods in object studies. Natural-artificial object drawings: light, shadow. Mannequin drawing and lightshadow. Ratio-proportion in live model drawing. Geometric analysis in live model drawing. Live model drawings.

TEB112 Figure Drawing 2+1 4.0
Model drawing studies; Plaster bust, torso, live model drawings; Theoretical drawing knowledge; Drawings of torso; Cubic form of torso; Geometric, Simplified, Moving and functional figures; Portrait Drawings; Characterization of Figure; Characterization of Figure; Giving motion to a figure; Sketching techniques; Wear techniques; Compositing figure and cloth; Evaluation.

Painting Techniques: Point, line studies, natural-artificial objects, light-shadow studies, balance, rhythm, contrast, texture studies, collage technique, three-dimensional studies; Explanations on various material applications; Basic Art Information: Tools (Paper, Brush, Paint types); Design Elements: Composition, Rhythm, Color, Form, color and movement, Line, Perspective; Contemporary and Original Practices as Individuals and Groups; Color Knowledge: Balance, Unity, Studies and applications.

TEB123 Anthropology 2+0 4.0

Definition of Anthropology; Sub Branches of Anthropology; Methods of Physical Anthropology and Paleoanthropology; Evolution of Man: Darwin's theory of evolution, Stages of human evolution, The effect of the environment on biological evolution and cultural evolution; Social Anthropology Theories: Evolutionary school, Pervasive school, Functional school, Structural school; The Concept and Theory of Culture: Cultural processes; Production Relations; Lineage, Family and Kinship Systems; Religion: Worship, Magic, Taboo, Rituals, Mythology, Totem.

TEB211 Art History I 2+0 4.0

Basic Concepts: Beginning of humanity, Concepts of art; Prehistoric Period; Egyptian Civilization: Architecture, Plastic arts; Ancient Greek Civilization: Architecture, Plastic arts; Roman Civilization: Architecture, Plastic arts; Christianity: Beginning, Diffusion; Byzantine Empire: Architecture, Plastic arts; Medieval Art: Romanesque architecture, Gothic architecture; Medieval Plastic Arts, European Renaissance: Architecture, Plastic arts; Mannerism: Architecture, Plastic arts; European Baroque: Architecture, Plastic arts.

TEB212 Art History II 2+0 4.0

Mesopotamian Civilizations: Architecture, Plastic arts; Civilizations of the Near East: Iranian architecture and art, Indian architecture and art; Civilizations of the Far East: Chinese architecture and art, Japanese architecture and art; Anatolian Civilizations: Hittite art, Phrygian art, Urartian art; Islamic Civilizations: Islamic architecture and art, Seljuk Empire; Anatolian Seljuks: Seljuk architecture and art; Periods of Beyliks: Architecture and art of the 1. Beyliks, Architecture and art of the 2. Beyliks; Ottoman Empire: Early Ottoman architecture, Classical Ottoman architecture, Late Ottoman architecture, Ottoman painting; Republican Period: Architecture, Plastic arts.

TEB213 Product Photography 2+1 4.0

TEB214 Colour Theory 2+1 4.0

Light and Eye: Definition and properties of light, Explanation of seeing; The Color Concept: Definition and properties of color, Colors of light, Pigments; Basic Color Theories: Newton's color theory, Goethe's color theory, Munsell's color theory; Color Contrasts: Contrast of hue, Contrast of saturation, Contrast of light and dark, Contrast of warm and cold, Simultaneous contrast, Contrast of extension; Associations of Color: Culture and color, Experience and color, Color associations.

TEB215 Fashion Photography 2+1 4.0

Examining the Concept of Fashion: Current fashion concepts, The concept of "Beauty", Understanding visual culture, Understanding material culture; Fashion Photography: Definition and characteristics of fashion photography; Overview of Fashion Trends: Characteristics of fashion trends between 1910-2010, The place of fashion trends in photography; Creating images: Visual research in fashion photography, Styling; Creating a theme: Identifying a theme in fashion shoots, Expressing concepts and themes in writing and visuals; Fashion photoshoots: Model shoot, Fashion product shoot, Indoor shoot, Outdoor shoot.

TEB216 Visual Perception 2+0 4.0

Explanation of Physical Vision; Definition of the Concepts of Visual Perception and Perception; Deconstructing the Differences Between Reality and Perception; To Analyze the Important Applications of Visual Culture in Design Fields; Learning Design Processes Such as Methods of Solving Design Problems; Approach to the Problem, Research, Identification of the Problem, Target Audience, Visual Solution and Evaluation of the Problem; How to Use Visual Expression Methods within the Framework of Aesthetic Rules and How They Should be Applied will be Discussed with Theoretical and Practical Applications.

TEB217 Space Photography 2+1 4.0

Historical Context of Architectural Photography; Formal Consideration of Architectural Photography; Technical Consideration of Architectural Photography; Purposes of Architectural Photography; Architectural Photography Methods; Composition in Space Photography: Types, Elements and Principles; Composition Rules to Be Considered in Three Dimensional Modeling; As a Reproduction Tool of Space; Architectural Photography at Different Scales (City, Building, Interior).

TEB218 Drawing and Presenting the Design 2+1 4.0

Linear Definition of Basic Forms: Various object drawings; Composition: Composition elements, Measurements and scale; Placements; Perspective: One vanishing point perspective, Two vanishing point perspective; Light and Shadow: Black and white works, Monochromatic works; Color: Color pencils, Markers, Pastels; Materials and Material Renderings: Basic materials: Wood, Plastics, Glass, Metals. Generative Drawing: Object and volume relationship; Design Drawing: Form and design relationship; Geometric Expression; Abstraction and Deformation; Live Model Drawing: Short time drawings; Linear Abstraction; Detailed Drawings; Contrast and Balance; Detail Studies: Exploded drawings, Sectioning, Ghosted drawings; Personal Style Works; Experimenting with New Materials.

TEB219 Model Making 2+1 4.0

Providing three-dimensional model making process management by using basic construction methods within the scope of product design discipline, Deciding on the materials and other materials that make up the model, Gaining the skills to use the right hand tools and auxiliary materials during the construction stages, Making geometric/amorphous form applications with different materials by considering the process steps, Modeling It is aimed to support the making of mock-up, presentation model or prototype by applying various techniques in the creation of its surface and texture.

TEB221 Art History I 3+0 4.0

Basic Concepts: Beginning of humanity, Concepts of art; Prehistoric Period; Egyptian Civilization: Architecture, Plastic arts; Ancient Greek Civilization: Architecture, Plastic arts; Roman Civilization: Architecture, Plastic arts; Christianity: Beginning, Diffusion; Byzantine Empire: Architecture, Plastic arts; Medieval Art: Romanesque architecture, Gothic architecture; Medieval Plastic Arts, European Renaissance: Architecture, Plastic arts; Mannerism: Architecture, Plastic arts; European Baroque: Architecture, Plastic arts.

TEB223 Art Sociology 2+0 4.0

Basic Art Concepts: Art, Artist, Artwork; Sociology and Art: Definition of sociology, Relationship between art and sociology; Definitions of Fine and Art from Antiquity to the Present: The concept of beautiful according to ancient Greek philosophers; Concept of beauty according to medieval age philosophers, Concepts of aesthetics and art in modern philosophy; Art Sociology: Art and society relationship, Art and science relationship, Art and politics relationship, Art and religion relationship; Artwork Analysis: Plastic artwork examples, Musical artwork examples.

TEB311 Research by Design 2+1 4.0

The Definition of Design; Design Science; Design as a Research Method; Research for Design; Data Search Resources in Design; Design as a Knowledge Generator; Discovery by Design; Design Research Methods; Design-Based Research; Design Studios as a Research Space; Learning Form Las Vegas as the First Example; Contemporary Examples on Research by Design and Discussion; Case Study.

TEB312 Form, Material and Function 2+1 4.0

Natural Assets and Artificial Formations; Evolution, Man and Culture; Form and Material Relations in Natural Beings; Design Action and Design Etymological Origin of the Word; Techne and Poiesis Concepts; Technique and Technology; Need and Function in Design; Function and Causality; Components of Causality: Material, form, effect and purpose; Form and Material Relations in Artificial Assets; Causal-Instrumental Totality and the Designer's Place in This Totality.

TEB313 Screen Printing 2+1 4.0

Screen printing education is applied in the workshop with the active participation of students due to its structure. In addition to technical and application studies, including the historical process of Screen Printing, The knowledge of the students on this subject is increased with examples. It is a collaborative process that combines design and production.

TEB315 Graphical Design 2+1 4.0

Language and Aesthetic Elements in Visual Design: Graphic Design and Composition Principles, Important Considerations in the Static Visual Design Process in Graphic Design, Programs Used in Graphic Design, Useful Digital Tools; Using Photoshop; Interface Recognition, Decoupage, Manipulation in Photoshop, Using Mockup, Using Illustrator Program; Interface Recognition; Vector Essays, What is Typography, Basic Rules in Typography, Typography Experiments in Illustrator, Digital Collage Technique; Using Indesign Program; Interface Recognition, Template usage, Multi-page document preparation.

TEB316 Entrepreneurship and Business 2+1 4.0

Concepts Related to Entrepreneurship; Importance and Development of Entrepreneurship; Characteristics of Entrepreneurs; Domestic and Foreign Entrepreneurship; Motivation in Entrepreneurship; Creativity and Innovation in Entrepreneurship; Protection of Inventions, Brands and Designs; Business Ideas in Entrepreneurship; Business Plan Preparation and Documentation; Management, Marketing, Finance and Production Plans in a Business Plan; Entrepreneurship Stories; Case Studies in Entrepreneurship.

TEB317 Mythology and Iconographic Analysis 2+0 4.0

What is mythology; Content and sources of Mythology and Iconography; Distinction and definition of myths, rituals and historical facts; Determination of common points and identification of common myths within the framework of cultural heritage and recognition of common myths; Mythological formations belonging to the civilizations of Asia Minor within the historical geographical limitation; Detailed presentation of Egyptian and Classical Greek Mythology, with an emphasis on art history. Description of the iconographic analysis method proposed by E. Panofsky; Evaluation of basic sources with examples of Byzantine and European painting; Analysis of the Torah and the Bible, on which European painting is based with the iconographic method.

TEB318 Special Fields in Design 2+1 4.0

The Structure of Design Open to Continuous Innovation and Change: Current and New Concepts in Design, New Expansions, New Theories and Application Areas, Interdisciplinary and Transdisciplinary Structure of Design; Research, Design and Application Studies on the Convergence of the Interests of the Instructor and the Student Suitable for this Structure of the Course.

TEB320 Typography 2+1 4.0

The importance of typography and the historical development of the alphabet, the place and importance of writing in human life, typefaces and types, correct font selection, spacing, justification, text arrangements, color, size, and unit repetition in composition, rhythm, balance, Elements such as hierarchy, examination of various fonts and new font designs are explained.

TEB321 Digital Literacy in Design 2+0 4.0

The Concept of Digital Transformation and Digital Culture; Introduction to the Concept of Digital Literacy; Generations and Identities in the Digital World; Digital Technologies and Usage Patterns; Access to Information in the Digital Age; Web Literacy Reading Skills and Competencies: Social Media: Components of social media literacy; Social Media Security Threats and Precautions; New Trends in Content Production: User-Centered Content Production; Access to Reliable, Accurate and Up-to-Date Information on the Web, Concepts of Misinformation and Disinformation, Privacy, Concepts of Security and Privacy in the Digital Age.

TEB322 Digital Marketing 2+0 4.0

Overview of Marketing Concept: Explanation of basic terms; The Effects of Developing Technology on Consumption and Marketing; Introduction to Digital Marketing; Basic Terms, Related Terms; Digital Marketing Strategies; Digital Marketing Mix; Digital Platforms and Social Networks as Relational Marketing Tools; Search Engine Marketing (SEM); Mobile Marketing; Email and SMS Marketing; Influencer Marketing; User Generated Content and Content Marketing; Digital Marketing and Branding: Digital brands, the importance of being online for the brand; Management of Integrated Marketing Communications in Digital Environment. Successful Local and Global Digital Marketing Campaigns and Case Study.

TEB323 Collection Planning and Development 2+1 4.0

Fundamentals of collection planning in the fashion industry; merchandise plan, range plan and capsule collection definitions. Market, brand and target audience definitions; planning of the collection calendar. Creating the math of the collection. Storyboard creation and model development. Review and criticism of exemplary collection designs.

TEB324 Modern Art and its Interpretation 2+0 4.0

Introduction to European art; post-medieval Europe, 18th century Europe, Rococo, Neoclassicism; 19th century Europeans; art movements, 20th century Europe; art movements. Art Nouveau, Impressionism, Symbolism, Orientalism. Twentieth Century Culture and Art Environment; Expressionism, Fauvism, Cubism, Futurism, Surrealism and Dada; Execution of the work of art.

TEB326 European Art 2+0 4.0

European Culture and Art History After Roman Period: Social and Cultural Structure of Medieval Europe; Painting, Sculpture and Architecture in the Carolingian, Romanesque, and Gothic Periods; Religious - Social - Political and Cultural Effects on the Formation of the Renaissance; Painting, Sculpture and Architecture in Renaissance European Art; Mannerism, Baroque, Neoclassicism, Art Nouveau, Impressionism, Symbolism, Orientalism. Twentieth Century Culture and Art Environment; Expressionism, Fauvism, Cubism, Futurism, Surrealism and Dada; Culture and Art Environment After 1945.

TEB328 Fashion Trends and Forecasting Methods 2+1 4.0

Understand key terms related to fashion trends and forecasting methods—introduction to fashion trends terminology, Cause and effect relationship of the leading fashion trends of the 20th century, Seasons and periods in clothing fashion; Spring/Summer, Autumn/Winter, Resort and Early Fall semesters, Global effects in the fashion forecasting process; the consumer, the seasons, social changes, technological innovations, subcultures, fashion leaders and the importance of geographic location, Understanding how to use primary fashion forecasting tools: Fashion magazines, websites, early production of the textile industry, fashion shows, fashion fairs and the concept of "shopping".

TEB329 Art History II 3+0 4.0

stage of making, and to increase the level of sensitivity in spatial, environmental, cultural and safety issues in user-oriented wood product design approaches.

TEB416 Interdisciplinary Design Applications 2+1 4.0

Concept of Interdisciplinary Work; Design process; Interdisciplinary Study and Project Development in Design; Subject Selection; Literature Review on the Selected Topic; Problem Identification and Definition, User-Oriented Requirement Definition, Idea Development Processes, Ideas Evaluation and Decision Making Processes, Modeling and Prototyping, Testing Models and Prototypes, Production of Technical and Engineering Solutions, Testing Phases, Project and Topic Discussed Among Students from Different Disciplines Formatting; Reporting, visual and verbal presentation of the project.

TEB417 Ceramic Design 2+1 4.0

Ceramic Design: Purpose of Design, Principles, Form, Function, Ergonomics, Manufacturability, Plaster Model-Mould Preparation: Plaster Forming and Mold Materials, Model Preparation: Lathe, Template. Manually, Mold Making: One Piece, Multi-Piece and Double Wall Molds, Industrial Ceramic Design Applications: Sketch Drawing, Scale Model Drawing, Plaster Model and Mold Preparation, Mud Casting, Retouching, Biscuit, Glazed and Decor Firing, Presentation, Evaluation.

TEB418 Design and Cinema 2+0 4.0

Design Requirements in Filmmaking; Effects of Cinema on Design and Design on The Development of Cinema; Cinema as a Mass Media Tool; Cinema as an Industry; Design Tools in Cinema; Cinematography: Light, Shadow, Color; Special Effects; Environment, Environmental Design, Decor; Sound and Sound Effects; Costume, Makeup, Mask Design; Editing, Montage; Effect of Editing on Visual Message in Cinema; Acting and Acting Management in Cinema.

TEB419 Illustration 2+1 4.0

Introduction To Illustration And Illustration Techniques (Equipments, Materials, Mediums); Techniques And Effects of Sketching In Product Design; Decision Making Process of The Right Angle, Type And Techniques; Line Drawings; Charcoal; Colored Pencil; Marker Methods And Techniques; Rendering In Mix-Media, Advanced Illustration Techniques.

TEB421 Jewelry Design 2+1 4.0

Knowledge of Materials and Equipment: Use of hand tools and machines, Classification of precious, semi-precious and synthetic stones, Definition of metals and their alloys; Metal Processing Techniques; Stone Processing Techniques; Introduction of Binders and Adhesives; Three Dimensional Design: Sketching, Model making, Sample making, Cleaning and polishing, Application studies.

TEB423 Showcase Design 2+1 4.0

Definition of Showcase Design: Its place and importance in the Design of this Area, Its Subjects, Sources; Principles and Methods in Window Design; Color-Form-Space Relations in Showcase Design: Determination and definition of requirements, Material selection, Space Organization.

TEB425 Design and Science 2+0 4.0

Explanation of the Scientific Concept; Determination of the Emerging Scientific Developments in Last Century; In Particular, The Explain of Under the Present Conditions of Concepts as Science Fiction, Futurism and Positivism; The Examination of the Comment and Utilization in Out of Science Field of the Scientific Datas Obtained; Determine the Effects of the Issues in Today's Design Concept; The Explain of the Forms of Those Concepts Existence as an Aesthetic and Analytical on Today's Product Design Processes; To Make the Application Studies.

TEB427 Design and Culture 2+0 4.0

Explaining the Sub-Concepts of Culture and Culture with Examples; Discussion of the Relationship between Design and Culture; The Study of the Main Movements in the History of Art and Design; Analysis of Design and Art Movements from a Cultural Point of View; An Investigation of the Socio-Cultural Effects of the Industrial Revolution and the Changes in the Fields of Art and Design; An Examination of the Cultural Dimension of Design with Examples; Discussion of New Abstract Concepts, Problems, Potentials Arising in the Relationship of Design and Culture; Questioning the Design Approaches and Their Understanding of Context and Culture of the Important Design Projects.

TEB429 Fashion, Identity and Style in Design 3+0 4.0

Fashion concept and definition, Fashion and design relationship, Accessories, Decoration, prestige items and clothing, The concept and definition of identity; social identity and individual identity, Clothing is a fashion object and a means of identity, Personal belongings, accessories, decoration objects, prestige products and identity relationships, Objects and places as a means of presentation of identity, The effect of objects on people and identity formation, Style creation studies and style applications as body, identity, and presentation.

TEB431 Advanced Typography and Interdisciplinary Practices 2+1 4.0

Studying the use of typography in different art and design disciplines other than graphic design, Typographic image, Interdisciplinary typography, Examination of the new dimensions of text in fashion design, architecture, industrial design and interior architecture. Teaching the use of text and letters not only as a readable material but also as an image and visible material by carrying out basic studies in which students taking the course will discover the new dimensions of writing in their own disciplines.

THU203 Community Services 0+2 3.0

Various Community Projects: Helping young students during their study periods or after school study sessions, Aiding the elderly in nursing homes, helping disabled individuals with various tasks, helping social services and aiding children with their education etc., take part in the projects which raise environmental awareness, Integrating with the community and enabling use of knowledge accumulated in the courses.

TiY152 Theatre 2+0 2.5

Theatre as a Cultural Institution: Relation of culture and theatre; The Place and Importance of Theatre in Culture; Theatre as a Communication Art: Definition of theatre, Origin and evolution of theatre, Aesthetic communication; Elements of Communication in Theatre: Decor, Costume, Stage, Actor, Director; Theatre Management: Historical development, Administration and Organization; Art Sociology: Theatre and society; Reflections of Cultural Issues in Turkish Plays. Reflections of Cultural Issues in Turkish Plays.

TiY308 Republic Era Turkish Theatre 2+0 3.0

Republic Era Turkish Theatre: Political, Social, Cultural Art Life; Theatre Concepts; Western Theatre; Theatre Perception; Effects of Western Theatre on Turkish Theatre; Dramatic Types; Acting Methods, Directing, Playwriting, Dramatic Styles; Theatre Buildings; Directing Techniques; Analyzing Developments of Theatre; Theatre Education; State Theatres; Private Theatre Companies.

TKY302 Quality Control 3+0 4.5

Quality Development and Quality Control: Quality development and dimensions of its concept, Probability and statistics in quality control; Quality Control in Total Quality Management; Statistical Methods Used in Quality Control: Variations and its measurement, Important batch and continuous dispersion, Sampling dispersions, Parameter estimate and hypothesis tests; Statistical Process Control (SPC): Philosophy of SPC and methods, Practice, Control charts for attributable and quantity variables, Other statistical process control methods, Process ability analysis, Acceptance (consent) sampling and sampling plans, Various quality standards. Quality Development and Quality Control: Quality development and dimensions of its concept, Probability and statistics in quality control; Quality Control in Total Quality Management; Statistical Methods Used in Quality Control: Variations and its measurement, Important batch and continuous dispersion, Sampling dispersions, Parameter estimate and hypothesis tests; Statistical Process Control (SPC): Philosophy of SPC and methods, Practice, Control charts for attributable and quantity variables, Other statistical process control methods, Process ability analysis, Acceptance (consent) sampling and sampling plans, Various quality standards.

TRS133 Technical Drawing 1+3 6.0

A common language is formed, through considering customs that is applied in the industry, at the technical drawing discipline where the knowledge on technical drawing is given to the interior design students who need these knowledge in their presentations. In this sense, introducing the tools, that are used for drawing technical drawings, scales, lines and its techniques, geometric drawings, sections, views, measurements and intersections are based respectively.

TÜR120 Turkish Sign Language 3+0 3.0

Overview of Sign Language: Characteristics of sign language; History of Sign Language in the World: Emergence of language and sign language, Verbal education and approaches to sign language; History of Turkish Sign Language: Early period, Ottoman period, Period of the Republic of Turkey; Introduction to Turkish Sign Language: Finger alphabet, Pronouns, Introducing oneself and family, Greetings, Meeting, Relationship words; Showing Basic Words: Adjectives: Adjectives of quality, Adjectives of quantity; Verbs: Present tense, Past tense, Future tense, Time adverbs, Antonyms; Healthy Living: Expression of health-related problems, Sports terms, Expressing requirements; In a Bank: Expressions required to carry out basic procedures in a bank; Vacation: Basic words about vacation.

TÜR125 Turkish Language I 2+0 2.0

Language: Characteristics of language, Relationship between language and thought and language and emotion, Theories about the origin of languages, Language types, The position of Turkish Language among world languages; Relationship Between Language and Culture; Historical Progress of the Turkish Language; Alphabets Used for Writing in Turkish; Turkish Language Studies; Turkish Language Reform; Phonetics; Morphology and Syntax; The Interaction of Turkish Language with Other Languages; Wealth of Turkish Language; Problems Facing Turkish Language; Derivation of Terms and Words; Disorders of Oral and Written Expression.

TÜR126 Turkish Language II 2+0 2.0

Composition: Written composition, Paragraph and ways of expression in paragraphs; Punctuation; Spelling Rules; Types of Written Expression and Practices I: Expository writing; Types of Written Expression and Practices II: Narrative writing; Academic Writing and Types of Correspondence; Reading and Listening: Reading, Reading comprehension strategies, Critical reading; Listening; Relationship between Listening and Reading; Oral Expression: Basic principles of effective speech; Body Language and the Role of Body Language in Oral Expression; Speech Types; Principles and Techniques of Effective Presentation; Some Articulatory Features of Oral Expression.