

FACULTY OF ARCHITECTURE AND DESIGN

Eskisehir Technical University, Faculty of Architecture and Design founded in 2011 by giving priority to the universal ideas and values on design. Focal points of the faculty are to encourage critical and reflective thinking, to develop the investigative, aesthetic sensitivities, creative sides, vocational responsibilities, and self-confidence 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 at Department of Faculty of Engineering and Architecture, Department of Interior Design which is founded in 1993 at Department of Faculty of Fine Arts. Education in Industrial Design and Textile and Fashion Design departments started respectively in 2000 and 2001 at the 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. 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 Graphic Design (***), Department of Industrial Design (*), Department of Interior Design (*), Department of Textile and Fashion Design (*).

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Vice-Dean	: Dr. Lecturer Feran Özge GÜVEN ULUSOY
Vice-Dean	: Dr. Lecturer Derya MERİÇ
Secretary to the Faculty	: Turgay SAKÇI

STAFF

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Lecturers:

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

Research Assistants:

Gül AĞAOĞLU ÇOBANLAR, Halime Şule AK, İrem AKDEMİR, Hüseyin Elia AYDIN, Seda CANOĞLU, Barış DERVİŞ, Mustafa EHVEN, İnci GÜLDOĞAN, Serkan Can HATİPOĞLU, Esra Ceren KARA, Gamze ŞENSOY TORUN, Başak TOPAL, Gökhan ULUSOY, Aysu Ceren YILMAZ BARIŞ

DEPARTMENT OF INDUSTRIAL DESIGN

The Industrial Design Program offers a holistic and strategic problem-solving approach focused on the functional, aesthetic, and sustainable design of products, systems, services, and experiences while considering user needs, business objectives, the possibilities and limitations of production and technological infrastructure, and environmental impacts. The program, which has been active since 2000, aims to cultivate designers who are highly aesthetically sensitive, capable of creative, critical, and systematic thinking, and possess ethical and social responsibility. The program cultivates designers who develop innovative solutions for social life and industrial production. Students are equipped with contemporary practices such as sustainability, artificial intelligence, and digital fabrication, in addition to classical approaches such as basic design, freehand drawing, and technical presentation. Students develop applied projects in product design studios, while building their portfolios through professional elective courses, which not only enhance their core skills but also provide opportunities to develop products in diverse areas such as furniture, packaging, toy, service/experience design, and digital game design.

Education is supported by projects conducted in design studios, computer and application laboratories, industry collaborations, and learning environments integrated with the sector and industry. Students learn to evaluate user and societal needs within the context of cultural, environmental, and economic factors, and to communicate effectively with diverse stakeholders. Graduates of the program earn the title of Industrial Designer, and they have employment opportunities as freelance designers or in the private and public sectors, R&D and P&D centers, consulting firms, production-focused businesses, and NGOs. They can also work in numerous sectors, including industrial products, consumer electronics, appliances, furniture, automotive, yachts, health technologies, packaging, games and entertainment, user experience (UX) and user interface (UI) design. Students may advance their academic careers, and with double majors, minors, and international exchange opportunities, they graduate as versatile, interdisciplinary designers with a keen understanding of global and local issues.

Department Head : Assoc. Prof.Dr. Engin KAPKIN
Deputy Department Head : Dr. Lecturer Tolga YILMAZ

PROGRAM

I.Semester				II.Semester			
ENT1005	Introduction to Product Design	2+0	3.0	ENT1006	History of Industrial Design	2+1	3.0
ENT129	Design Drawing I	2+1	4.0	ENT130	Design Drawing II	2+1	4.0
ENT131	Technical Drawing of Industrial Product I	2+1	4.0	ENT132	Technical Drawing of Industrial Product II	2+1	4.0
ENT133	Basic Design Studio I	5+4	12.0	ENT134	Basic Design Studio II	5+4	12.0
TÜR125	Turkish Language I	2+0	2.0	TÜR126	Turkish Language II	2+0	2.0
	<i>Seçmeli Dersler</i>	--	2.0		<i>Seçmeli Dersler</i>	--	2.0
	<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			
ENT2005	Ergonomics in Industrial Design	2+0	2.0	ENT2006	Design Research	2+0	2.0
ENT2007	Visualization in Digital Media I	2+1	4.0	ENT2008	Visualization in Digital Media II	2+1	4.0
ENT2009	Materials and Manufacturing Processes I	2+1	3.0	ENT2010	Materials and Manufacturing Processes II	2+1	3.0
ENT235	Product Design I	6+6	12.0	ENT2012	Model Making and Prototyping	2+1	4.0
TAR165	Atatürk's Principles and History of Turkish Revolution I	2+0	2.0	ENT236	Product Design II	6+6	12.0
	<i>Mesleki Seçmeli Dersler</i>	--	4.0	TAR166	Atatürk's Principles and History of Turkish Revolution II	2+0	2.0
	<i>Seçmeli Dersler</i>	--	3.0		<i>Seçmeli Dersler</i>	--	3.0
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			30.0				30.0
	V.Semester				VI.Semester		
ENT3005	Design Law	2+0	2.0	ENT3006	Form, Meaning and Perception in Design	2+0	2.0
ENT337	Product Design III	6+6	12.0	ENT3008	Design Culture	2+0	2.0
ENTSJ301	Factory Internship	0+2	3.0	ENT338	Product Design IV	6+6	12.0
	<i>Mesleki Seçmeli Dersler</i>	--	10.0		<i>Mesleki Seçmeli Dersler</i>	--	10.0
	<i>Seçmeli Dersler</i>	--	3.0		<i>Seçmeli Dersler</i>	--	4.0
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			30.0				30.0
	VII.Semester				VIII.Semester		
ENT437	Professional Relations and Project Management	3+0	3.0	ENT442	Portfolio Design II	2+2	4.0
ENT439	Product Design V	6+6	12.0	ENT452	Product Design VI	5+4	14.0
ENT441	Portfolio Design I	2+2	4.0		<i>Mesleki Seçmeli Dersler</i>	--	10.0
ENTSJ401	Office Internship	0+2	3.0		<i>Seçmeli Dersler</i>	--	2.0
	<i>Mesleki Seçmeli Dersler</i>	--	6.0				
	<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
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
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
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
ENT1802	Design360: Dialogues					2+0	2.0
ENT226	Visual Thinking and Sketching					4+0	4.0
ENT2802	Open Studio: Basic Skills Series					2+0	2.0
ENT3801	Digital Literacy in Design					2+0	4.0
ENT3802	Digital Marketing in Design					2+0	4.0
ESTÜ1001	Story Analysis On World Literature					3+0	3.0
ESTÜ1003	Yoga and Meditation					1+1	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
ESTÜ106	Proje Yönetimi					2+1	3.0

ESTÜ111	Volunteering Works	1+2	4.0
ESTÜ112	Cyber Security for Everyone	2+0	2.0
ESTÜ113	Design Thinking	3+0	3.0
ESTÜ114	Visual Thinking	3+0	3.0
ESTÜ115	Photographic Viewpoint	2+1	3.0
ESTÜ116	Computer Aided Design I	3+0	3.0
ESTÜ117	Computer Aided Design II	3+0	3.0
ESTÜ118	Visual Thinking with Concepts	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
ESTÜ131	Argentine Tango Dance	0+2	2.0
ESTÜ132	History of Political Thought	3+0	3.0
ESTÜ133	Disability and Awareness	3+0	3.0
ESTÜ2001	AI Literacy	2+0	2.0
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
İÇT1802	Verbal Communication Methods in Design	2+1	4.0
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 (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
İŞL475	Techno-Entrepreneurship	3+0	4.0
MİM3514	Contemporary Art and Its Interpretation	2+0	4.0
MTT1802	Painting	2+1	4.0
MTT2807	Creative and Critical Thinking	2+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
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

ENT2503	Technical Detailed Analysis	2+1	4.0
ENT2505	Content and Concept Art in Digital Game Design	2+1	4.0
ENT2507	Product Photography	2+1	4.0
ENT332	Experimental Design Approaches	2+1	4.0
ENT348	Visualization in Digital Environment III	2+1	4.0
ENT3501	Digital Game Design Studio I	2+1	6.0
ENT3502	Digital Game Design Studio II	2+1	6.0
ENT3503	Colour, Material and Finish (CMF) Design	2+1	4.0
ENT3504	Furniture Design Studio	2+1	6.0
ENT3505	Industrial Ceramics Design Studio	2+1	6.0
ENT3506	Spatial Design Studio	2+1	6.0
ENT3507	Child-Centered Design Studio	2+1	6.0
ENT3508	Packaging Design Studio	2+1	6.0
ENT3509	Game and Toy Design Studio	2+1	6.0
ENT3510	Product Design Studio for People with Disabilities	2+1	6.0
ENT3511	Natural Stone Materials in Industrial Manufacturing	2+1	4.0
ENT3512	Industry Oriented Design Studio	2+1	6.0
ENT3513	Metal Materials in Industrial Manufacturing	2+1	4.0
ENT3514	Wooden Materials in Industrial Manufacturing	2+1	4.0
ENT3515	Advanced Model Making and Prototyping	2+1	4.0
ENT3516	Digital Manufacturing Technologies I	2+1	4.0
ENT3517	Entrepreneurship and Technology Development	2+1	4.0
ENT3518	Artificial Intelligence in Design Process	2+1	4.0
ENT3519	Plastic Materials in Industrial Manufacturing	2+1	4.0
ENT352	Critical Making Studio	2+1	4.0
ENT3520	Digital Manufacturing Technologies II	2+1	4.0
ENT3521	Glass Materials in Industrial Manufacturing	2+1	4.0
ENT3523	Design for Manufacturing	2+1	4.0
ENT3525	Acoustics for Designers	2+1	4.0
ENT3529	Generative and Parametric Design	2+1	4.0
ENT429	Design and Application Criteria in Kitchens	2+1	4.0
ENT433	Design Theory	2+1	4.0
ENT4501	Virtual Media (VR, AR, XR) Design Studio	2+1	6.0
ENT4502	Media and Design	2+1	4.0
ENT4503	Product and Service Experience Design Studio	2+1	6.0
ENT4504	Cost Analysis in Product Design	2+1	4.0
ENT4505	Jewelry Design Studio	2+1	6.0
ENT4506	Sustainable Design Studio	2+1	6.0
ENT4507	New Product Development Studio	2+1	6.0
ENT4508	UX/UI Design Studio	2+1	6.0
ENT4509	Visual Communication Design Studio	2+1	6.0
ENT4510	InnovationLAB Studio	2+1	6.0
ENT4511	Design Management	2+1	4.0
ENT4513	Brand in Product Design	2+1	4.0
ENT4515	Shoes and Bag Design Studio	2+1	6.0
ENT4516	Design and Gastronomy Studio	2+1	6.0
ENT4517	Wearable Technology Design Studio	2+1	6.0
ENT4518	Design Studio for Social Innovation	2+1	6.0
iÇT1501	Figure Drawing I	2+1	4.0
iÇT1502	Figure Drawing II	2+1	4.0
iÇT4505	Wood Design	2+1	4.0
MİM2521	Space Photography	2+1	4.0
MİM4521	Architecture and Media	2+0	4.0
MTF1002	Creativity Methods	2+1	4.0
MTF1004	Basic Photography	2+1	4.0
MTF1006	Aesthetics	2+0	4.0
MTF2001	Model Making	2+1	4.0
MTF2002	Design Drawing and Presenting	2+1	4.0
MTF2003	Screen Printing	2+1	4.0
MTF2004	Visual Perception	2+0	4.0
MTF3001	Graphical Design	2+1	4.0
MTF3002	Institution Identity Design	2+1	4.0
MTF3003	Research by Design	2+1	4.0
MTF3004	Font Design	2+1	4.0

MTF3006	Special Fields in Design	2+1	4.0
MTF3008	Typography	2+1	4.0
MTF4001	Advanced Typography and Interdisciplinary Applications	2+1	4.0
MTF4002	Illustration	2+1	4.0
MTF4003	Ceramic Design	2+1	4.0
MTF4004	Interdisciplinary Design Applications	2+1	4.0
MTT1502	Design and Form	2+1	4.0
MTT2501	Fashion Photography	2+1	4.0
MTT4502	Clothing Culture	2+0	4.0
MTT4504	Showcase Design	2+1	4.0
SNT2523	Art History I	2+0	4.0
SNT3523	Art History II	2+0	4.0

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	4.0	BİL180	Introduction to Computer Presentation Techniques	3+0	3.0
İÇT109	Introduction to Interior Design	2+0	3.0	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	2+0	3.0
TÜR125	Turkish Language I	2+0	2.0	PPT112	Perspective	1+2	4.0
	<i>Seçmeli Dersler</i>	--	2.0	TÜR126	Turkish Language II	2+0	2.0
	<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			
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	3.0
İÇT215	Structural Materials	2+0	3.0	İÇT218	Construction II	2+0	2.0
İÇT217	Construction I	2+0	2.0	İÇT224	History of Art and Space II	3+0	3.0
İÇT223	History of Art and Space I	3+0	3.0	TAR166	Atatürk's Principles and History of Turkish Revolution II	2+0	2.0
TAR165	Atatürk's Principles and History of Turkish Revolution I	2+0	2.0		<i>Mesleki Seçmeli Dersler</i>	--	10.0
	<i>Mesleki Seçmeli Dersler</i>	--	7.0				

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			30.0				30.0
	V.Semester				VI.Semester		
BİL385	Computer Aided Design (CAD) I	2+2	3.0	iÇT304	Interior Design Project IV	4+4	10.0
iÇT303	Interior Design Project III	4+4	10.0	iÇT318	Furniture II	2+1	5.0
iÇT317	Furniture 1	2+1	5.0	iÇT346	History of Turkish Art and Space	3+0	2.0
iÇT326	Physical Environment Control I	2+0	2.0	iÇT427	Physical Environment Control II	2+0	2.0
iÇTSJ301	Internship	0+2	3.0	iSG402	Occupational Health and Safety II	2+0	2.0
iSG401	Occupational Health and Safety I	2+0	2.0		<i>Mesleki Seçmeli Dersler</i>	--	6.0
	<i>Mesleki Seçmeli Dersler</i>	--	5.0		<i>Seçmeli Dersler</i>	--	3.0
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			30.0				30.0
	VII.Semester				VIII.Semester		
iÇT403	Interior Design Project V	4+4	10.0	iÇT404	Interior Design Project VI	4+4	10.0
iÇT449	The Theory of Preservation	2+0	3.0	iÇT431	Professional Practice	2+1	3.0
iÇT455	COPYRIGHTS IN INTERIOR ARCHITECTURE	2+0	3.0		<i>Mesleki Seçmeli Dersler</i>	--	11.0
iÇTSJ401	Internship	0+2	3.0		<i>Seçmeli Dersler</i>	--	6.0
	<i>Mesleki Seçmeli Dersler</i>	--	9.0				
	<i>Seçmeli Dersler</i>	--	2.0				
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			30.0				30.0
Area Elective Courses							
BİL391	Computer Aided Design (CAD) II					2+1	5.0
iÇT226	Commercial Kitchen					2+1	5.0
iÇT228	Form and Space in Interior Architecture					2+1	5.0
iÇT229	Design Geometry and Form Analysis in Interior Architecture					2+1	5.0
iÇT231	20th Century Art Movements and Interior Design					2+1	5.0
iÇT307	Furniture Construction					2+1	5.0
iÇT315	Colors and Textile in Interiors					2+0	4.0
iÇT320	Mythology And Space					2+0	4.0
iÇT327	Design Principles of the Kitchen					2+0	4.0
iÇT332	Exhibition and Exhibition Space Design					2+0	4.0
iÇT336	Lighting Design					2+0	4.0
iÇT338	Stage and Set Design					2+1	5.0
iÇT339	Structural Analysis in Interior Architecture					2+1	5.0
iÇT341	Wood Protection Methods and Surface Treatments					2+0	4.0
iÇT344	Research-Based Design					2+1	5.0
iÇT3501	Biomimicry 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
iÇT4502	Design Methods in Corporate Spaces					2+0	4.0
iÇT4503	Problems and Responsibilities in Interior Architecture Applications Construction Sites					2+0	4.0
iÇT4506	Creative Packaging Design					2+0	4.0
MTF1002	Creativity Methods					2+1	4.0
SNT2523	Art History I					2+0	4.0

DEPARTMENT OF ARCHITECTURE

Architecture can be defined as the design of the human-made or built environment. This environment is not only physical but also influenced by natural, cultural, political, and economic conditions. Design is a creative intervention process that aims to improve the built environment. This process requires the following qualities: a) Interest in the characteristics of humans who both influence and are influenced by the formation of the natural and built environment, b) Development of intellectual and creative qualities, critical thinking, evaluative skills, and motivation for learning, c) Acquisition of knowledge on shaping the built environment, as well as the development of analytical, creative, and technical abilities, together with communication and organizational skills. The Department of Architecture was established in 1984 within the Faculty of Engineering and Architecture of Anadolu University. Following the division of the university into two in 1993, the Department was restructured and resumed education with a renewed spirit and enthusiasm in 1994. In October 1999, it moved to its new buildings at the İki Eylül Campus. Since 2018, the Department has continued its educational activities under Eskişehir Technical University, at the same campus. The Department currently has a strong and diverse academic staff consisting of 8 professors, 5 associate professors, 4 assistant professors, 1 lecturer with a PhD, 2 lecturers, and 5 research assistants. With its experienced faculty members and well-established infrastructure, the Department is active in education, research, and practice, and has the capacity to provide architectural services in collaboration with public institutions, industry, and society. Decision-making within the Department is carried out collectively by all faculty members. The Department is administered by a chair and two vice chairs: one responsible for technical matters and the other for academic affairs.

Department Head : Prof.Dr. Berna ÜSTÜN
 Deputy Department Head : Dr. Lecturer Ayşe Deniz YEŞİLTEPE
 Deputy Department Head : Dr. Lecturer Sevgin Aysu BALKAN

PROGRAM

I.Semester				II.Semester			
MAT1095	General Mathematics	2+1	3.0	MİM1006	Introduction to Architectural Design	4+4	10.0
MİM1005	Basic Design	4+4	10.0	MİM1008	Construction Elements	2+2	4.0
MİM1007	Architectural Presentation	2+4	6.0	MİM1010	Introduction to Architecture	2+0	2.0
TAR165	Atatürk's Principles and History of Turkish Revolution I	2+0	2.0	MİM1012	Computer Applications in Architecture	1+1	2.0
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>	--	5.0
					<i>Yabancı Dil Dersleri</i>	--	3.0
			----				----
			30.0				30.0
III.Semester				IV.Semester			
MİM2005	Architectural Project I	4+4	8.0	MİM2006	Architectural Project II	4+4	8.0
MİM2007	Structural Analysis I	3+0	3.0	MİM2008	Structural Analysis II	3+0	3.0
MİM2009	Building and Construction Methods I	2+2	4.0	MİM2010	Building and Construction Methods II	2+2	4.0
MİM2011	History of Architecture	2+0	3.0	MİM2012	Building Installation	3+0	3.0
	<i>Mesleki Seçmeli Dersler</i>	--	10.0	MİM2014	Modern Architectural History	2+0	3.0
	<i>Seçmeli Dersler</i>	--	2.0		<i>Mesleki Seçmeli Dersler</i>	--	6.0
			----		<i>Seçmeli Dersler</i>	--	3.0
			30.0				----
							30.0

V.Semester

VI.Semester

MİM3005	Architectural Project III	4+4	10.0	MİM3006	Architectural Project IV	4+4	10.0
MİM3007	Architectural Conservation I	2+0	3.0	MİM3008	Architectural Conservation II	2+2	5.0
MİM3009	Urban Design	2+2	4.0	MİM3010	Urban Design Studio	2+2	5.0
MİM3011	Building Application Project	2+2	5.0	MİM3012	Turkish Architecture History	2+0	3.0
MİM3013	Physical Environment Control I	3+0	3.0	MİM3014	Physical Environment Control II	3+0	3.0
MİMSJ301	INTERNSHIP	0+2	3.0		<i>Mesleki Seçmeli Dersler</i>	--	4.0
	<i>Seçmeli Dersler</i>	--	2.0				
			-----				-----
			30.0				30.0

VII.Semester

iSG401	Occupational Health and Safety I	2+0	2.0
MİM4005	Architectural Project V	4+4	10.0
MİM4007	Building Law	2+0	2.0
MİM4009	Professional Ethics and Practice	2+0	2.0
MİMSJ401	internship	0+2	3.0
	<i>Mesleki Seçmeli Dersler</i>	--	6.0
	<i>Seçmeli Dersler</i>	--	5.0

			30.0

VIII.Semester

iSG402	Occupational Health and Safety II	2+0	2.0
MİM4006	Graduation Project	4+4	12.0
MİM4008	Construction Management and Cost Analysis	3+0	3.0
	<i>Mesleki Seçmeli Dersler</i>	--	10.0
	<i>Seçmeli Dersler</i>	--	3.0

			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
İNG326 (Eng)	Academic English IV	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
MİM2519	Building Materials I	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
ENT3801	Digital Literacy in Design	2+0	4.0
ENT3802	Digital Marketing in Design	2+0	4.0
ESTÜ1001	Story Analysis On World Literature	3+0	3.0
ESTÜ1003	Yoga and Meditation	1+1	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
ESTÜ131	Argentine Tango Dance	0+2	2.0
ESTÜ132	History of Political Thought	3+0	3.0
ESTÜ133	Disability and Awareness	3+0	3.0
ESTÜ2001	AI Literacy	2+0	2.0
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
ESTÜ207	General Psychology	2+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
İÇT1802	Verbal Communication Methods in Design	2+1	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
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
MTT1802	Painting	2+1	4.0
MTT2807	Creative and Critical Thinking	2+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
TAR105	History of Civilization	2+0	2.0
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
TÜR120	Turkish Sign Language	3+0	3.0

Area Elective Courses

ENT2507	Product Photography	2+1	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
İÇT1501	Figure Drawing I	2+1	4.0
İÇT1502	Figure Drawing II	2+1	4.0
İÇT4505	Wood Design	2+1	4.0
MİM2501	Critical Readings in Architecture	3+0	4.0
MİM2502	The Shell Architecture and Geometry	2+1	4.0
MİM2503	Space and Future	3+0	4.0
MİM2504	Cultural and Recreational Activities in Design	2+1	4.0
MİM2505	Body, Space, Experience	2+1	4.0
MİM2506	Detail in Architecture	2+1	4.0
MİM2507	Visual Research in Architectural Design	2+0	4.0
MİM2508	Disaster Management in Architectural Design and Temporary Shelt Solutions	2+1	4.0
MİM2509	Original Thinking Strategies in Architectural Design	3+0	4.0
MİM2510	Portfolio Design	3+0	4.0
MİM2511	Sketching in Architecture	2+1	4.0
MİM2512	Presentation Design	3+0	4.0
MİM2513	Computer Aided Design I	2+1	4.0
MİM2514	Computer Aided Design II	2+1	4.0
MİM2515	Perspective in Architecture	2+1	4.0
MİM2517	Architecture and Philosophy	3+0	4.0
MİM2520	Building Materials II	3+0	4.0
MİM2521	Space Photography	2+1	4.0
MİM3502	Soundscape	3+0	4.0
MİM3503	Remote Sensing	2+1	4.0
MİM3505	Architectural Design Theories	3+0	4.0
MİM3506	Sustainable Design in Architecture	2+1	4.0
MİM3507	Image of Concept in Architecture	2+1	4.0
MİM3508	Contemporary Architecture History	2+0	4.0
MİM3509	Architectural Design Online via Distance Learning	3+0	4.0
MİM3510	Final Construction	2+1	4.0
MİM3511	Computer Aided Design III	2+1	4.0
MİM3512	Computer Aided Design IV	2+1	4.0
MİM3513	City, Memory and Language	2+1	4.0
MİM3514	Contemporary Art and Its Interpretation	2+0	4.0
MİM3515	Building Design in the Historical Environment	2+1	4.0
MİM3517	Social Sustainability in Built Environment Design	3+0	4.0
MİM3519	Conservation and Presentation in Archaeological Sites	3+0	4.0
MİM3520	Environmental Aesthetics	3+0	4.0
MİM3521	The Structuring of the Housing Depending on the Paradigms	3+0	4.0
MİM3523	Design Process in Architecture	2+1	4.0
MİM4501	Restoration Applications and Case Studies	3+0	4.0
MİM4502	Space, Memory and Cultural Heritage	2+1	4.0
MİM4503	Conservation of Rural Heritage	3+0	4.0
MİM4504	Landscape Design	2+1	4.0
MİM4505	Anatolian Capitals	2+0	4.0
MİM4506	Contemporary Structure Systems	2+1	4.0
MİM4507	Space Analysis in Architecture	3+0	4.0
MİM4508	City and Inclusive Design	2+1	4.0
MİM4509	Architectural Discipline in Archaeological Excavations and Research	2+1	4.0
MİM4510	Sustainability Assessment in Built Environment	3+0	4.0
MİM4511	Accessibility for All	2+1	4.0
MİM4512	Architecture and Aesthetics	3+0	4.0
MİM4513	Prefabricated Buildings	3+0	4.0
MİM4514	Representation in Architecture	2+0	4.0
MİM4515	Modern and Postmodern Approaches in Architecture	4+0	4.0
MİM4517	Manifestos in the 20th Century Architecture	3+0	4.0
MİM4519	Urban Design	3+0	4.0
MİM4521	Architecture and Media	2+0	4.0
MİM4525	Contemporary Approaches to Urban Design	3+0	4.0
MTF1002	Creativity Methods	2+1	4.0

MTF1004	Basic Photography	2+1	4.0
MTF1006	Aesthetics	2+0	4.0
MTF2001	Model Making	2+1	4.0
MTF2002	Design Drawing and Presenting	2+1	4.0
MTF2003	Screen Printing	2+1	4.0
MTF2004	Visual Perception	2+0	4.0
MTF3001	Graphical Design	2+1	4.0
MTF3002	Institution Identity Design	2+1	4.0
MTF3003	Research by Design	2+1	4.0
MTF3004	Font Design	2+1	4.0
MTF3006	Special Fields in Design	2+1	4.0
MTF3008	Typography	2+1	4.0
MTF4001	Advanced Typography and Interdisciplinary Applications	2+1	4.0
MTF4002	Illustration	2+1	4.0
MTF4003	Ceramic Design	2+1	4.0
MTF4004	Interdisciplinary Design Applications	2+1	4.0
MTT1502	Design and Form	2+1	4.0
MTT2501	Fashion Photography	2+1	4.0
MTT4502	Clothing Culture	2+0	4.0
MTT4504	Showcase Design	2+1	4.0
SNT2523	Art History I	2+0	4.0
SNT3523	Art History II	2+0	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

PROGRAM

I.Semester				II.Semester			
ESTÜ1005	History of Civilization	2+0	4.0	İSG402	Occupational Health and Safety II	2+0	2.0
İSG401	Occupational Health and Safety I	2+0	2.0	MTT1006	Color Theory	2+1	4.0
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
TÜR125	Turkish Language I	2+0	2.0	TÜR126	Turkish Language II	2+0	2.0
	<i>Seçmeli Dersler</i>	--	1.0		<i>Mesleki Seçmeli Dersler</i>	--	2.0
	<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				
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			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	3.0
	<i>Mesleki Seçmeli Dersler</i>	--	4.0
	<i>Seçmeli Dersler</i>	--	3.0

			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	3.0
	<i>Mesleki Seçmeli Dersler</i>	--	4.0
	<i>Seçmeli Dersler</i>	--	7.0

			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
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
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
ENT3801	Digital Literacy in Design	2+0	4.0
ENT3802	Digital Marketing in Design	2+0	4.0

ESTÜ1001	Story Analysis On World Literature	3+0	3.0
ESTÜ1003	Yoga and Meditation	1+1	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
ESTÜ131	Argentine Tango Dance	0+2	2.0
ESTÜ132	History of Political Thought	3+0	3.0
ESTÜ133	Disability and Awareness	3+0	3.0
ESTÜ2001	AI Literacy	2+0	2.0
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
ESTÜ207	General Psychology	2+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
ESTÜ4001 (Eng)	Sustainable Building Design	3+0	3.0
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
iÇT1802	Verbal Communication Methods in Design	2+1	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
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
MİM3514	Contemporary Art and Its Interpretation	2+0	4.0
MOD453	Style Consultancy	2+0	3.0
MTT113	Fashion,Brand and Mythology	2+0	3.0
MTT1802	Painting	2+1	4.0
MTT2801	Felting Design and Applications	2+1	4.0
MTT2803	Fashion and Aesthetics	2+0	4.0
MTT2805	Contemporary Textile Art	2+0	4.0
MTT2807	Creative and Critical Thinking	2+0	4.0
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
REK2522	Sports Aviation	1+1	4.0
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
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

ENT2507	Product Photography	2+1	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
İÇT1501	Figure Drawing I	2+1	4.0
İÇT1502	Figure Drawing II	2+1	4.0
İÇT4505	Wood Design	2+1	4.0
MİM2521	Space Photography	2+1	4.0
MİM4521	Architecture and Media	2+0	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
MTF1002	Creativity Methods	2+1	4.0
MTF1004	Basic Photography	2+1	4.0
MTF1006	Aesthetics	2+0	4.0
MTF2001	Model Making	2+1	4.0
MTF2002	Design Drawing and Presenting	2+1	4.0
MTF2003	Screen Printing	2+1	4.0
MTF2004	Visual Perception	2+0	4.0
MTF3001	Graphical Design	2+1	4.0
MTF3002	Institution Identity Design	2+1	4.0
MTF3003	Research by Design	2+1	4.0
MTF3004	Font Design	2+1	4.0
MTF3006	Special Fields in Design	2+1	4.0
MTF3008	Typography	2+1	4.0
MTF4001	Advanced Typography and Interdisciplinary Applications	2+1	4.0
MTF4002	Illustration	2+1	4.0
MTF4003	Ceramic Design	2+1	4.0
MTF4004	Interdisciplinary Design Applications	2+1	4.0
MTT106	Basic Sewing Techniques II	2+2	4.0
MTT1502	Design and Form	2+1	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
MTT2501	Fashion Photography	2+1	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
MTT3501	Textile Dyeing and Finishing	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
MTT4502	Clothing Culture	2+0	4.0
MTT4504	Showcase Design	2+1	4.0
SNT2523	Art History I	2+0	4.0
SNT3523	Art History II	2+0	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

PROGRAM

I.Semester				II.Semester			
ESTÜ1005	History of Civilization	2+0	4.0	İSG402	Occupational Health and Safety II	2+0	2.0
İSG401	Occupational Health and Safety I	2+0	2.0	MTT1006	Color Theory	2+1	4.0
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
TÜR125	Turkish Language I	2+0	2.0	TÜR126	Turkish Language II	2+0	2.0
	<i>Seçmeli Dersler</i>	--	1.0		<i>Mesleki Seçmeli Dersler</i>	--	2.0
	<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
MTT2801	Felting Design and Applications	2+1	4.0	TAR166	Atatürk's Principles and History of Turkish Revolution II	2+0	2.0
MTT2803	Fashion and Aesthetics	2+0	4.0		<i>Mesleki Seçmeli Dersler</i>	--	4.0
TAR165	Atatürk's Principles and History of Turkish Revolution I	2+0	2.0				
	<i>Mesleki Seçmeli Dersler</i>	--	4.0				
	<i>Seçmeli Dersler</i>	--	2.0				
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			38.0				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	3.0
	<i>Mesleki Seçmeli Dersler</i>	--	4.0
	<i>Seçmeli Dersler</i>	--	3.0

			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	3.0
	<i>Mesleki Seçmeli Dersler</i>	--	4.0
	<i>Seçmeli Dersler</i>	--	7.0

			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
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
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
ENT3801	Digital Literacy in Design	2+0	4.0
ENT3802	Digital Marketing in Design	2+0	4.0
ESTÜ1001	Story Analysis On World Literature	3+0	3.0
ESTÜ1003	Yoga and Meditation	1+1	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
ESTÜ131	Argentine Tango Dance	0+2	2.0
ESTÜ132	History of Political Thought	3+0	3.0
ESTÜ133	Disability and Awareness	3+0	3.0
ESTÜ2001	AI Literacy	2+0	2.0
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
ESTÜ207	General Psychology	2+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
ESTÜ4001 (Eng)	Sustainable Building Design	3+0	3.0
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
iÇT1802	Verbal Communication Methods in Design	2+1	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
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
İŞL475	Techno-Entrepreneurship	3+0	4.0
MİM3514	Contemporary Art and Its Interpretation	2+0	4.0
MOD453	Style Consultancy	2+0	3.0
MTT113	Fashion,Brand and Mythology	2+0	3.0
MTT1802	Painting	2+1	4.0
MTT2805	Contemporary Textile Art	2+0	4.0
MTT2807	Creative and Critical Thinking	2+0	4.0
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
REK2522	Sports Aviation	1+1	4.0
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
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

ENT2507	Product Photography	2+1	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
İÇT1501	Figure Drawing I	2+1	4.0
İÇT1502	Figure Drawing II	2+1	4.0
İÇT4505	Wood Design	2+1	4.0
MİM2521	Space Photography	2+1	4.0
MİM4521	Architecture and Media	2+0	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
MTF1002	Creativity Methods	2+1	4.0
MTF1004	Basic Photography	2+1	4.0
MTF1006	Aesthetics	2+0	4.0
MTF2001	Model Making	2+1	4.0
MTF2002	Design Drawing and Presenting	2+1	4.0
MTF2003	Screen Printing	2+1	4.0
MTF2004	Visual Perception	2+0	4.0
MTF3001	Graphical Design	2+1	4.0
MTF3002	Institution Identity Design	2+1	4.0
MTF3003	Research by Design	2+1	4.0
MTF3004	Font Design	2+1	4.0
MTF3006	Special Fields in Design	2+1	4.0
MTF3008	Typography	2+1	4.0
MTF4001	Advanced Typography and Interdisciplinary Applications	2+1	4.0
MTF4002	Illustration	2+1	4.0
MTF4003	Ceramic Design	2+1	4.0
MTF4004	Interdisciplinary Design Applications	2+1	4.0
MTT106	Basic Sewing Techniques II	2+2	4.0

MTT1502	Design and Form	2+1	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
MTT2501	Fashion Photography	2+1	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
MTT3501	Textile Dyeing and Finishing	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
MTT4502	Clothing Culture	2+0	4.0
MTT4504	Showcase Design	2+1	4.0
SNT2523	Art History I	2+0	4.0
SNT3523	Art History II	2+0	4.0

DEPARTMENT OF AND TEXTILE FASHION DESIGN

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

PROGRAM

I.Semester				II.Semester			
ESTÜ1005	History of Civilization	2+0	4.0	İSG402	Occupational Health and Safety II	2+0	2.0
İSG401	Occupational Health and Safety I	2+0	2.0	MTT1006	Color Theory	2+1	4.0
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
TÜR125	Turkish Language I	2+0	2.0	TÜR126	Turkish Language II	2+0	2.0
	<i>Seçmeli Dersler</i>	--	1.0		<i>Mesleki Seçmeli Dersler</i>	--	2.0
	<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	3.0		<i>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					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	3.0						
	<i>Mesleki Seçmeli Dersler</i>	--	4.0						
	<i>Seçmeli Dersler</i>	--	7.0						
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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
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
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
ENT3801	Digital Literacy in Design	2+0	4.0
ENT3802	Digital Marketing in Design	2+0	4.0
ESTÜ1001	Story Analysis On World Literature	3+0	3.0
ESTÜ1003	Yoga and Meditation	1+1	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
ESTÜ131	Argentine Tango Dance	0+2	2.0
ESTÜ132	History of Political Thought	3+0	3.0
ESTÜ133	Disability and Awareness	3+0	3.0
ESTÜ2001	AI Literacy	2+0	2.0
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
ESTÜ207	General Psychology	2+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
ESTÜ4001 (Eng)	Sustainable Building Design	3+0	3.0
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
iÇT1802	Verbal Communication Methods in Design	2+1	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
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
İŞL475	Techno-Entrepreneurship	3+0	4.0
MİM3514	Contemporary Art and Its Interpretation	2+0	4.0
MOD453	Style Consultancy	2+0	3.0
MTT113	Fashion,Brand and Mythology	2+0	3.0
MTT1802	Painting	2+1	4.0
MTT209	Environmental Sociology and Design	3+0	4.0
MTT2801	Felting Design and Applications	2+1	4.0
MTT2803	Fashion and Aesthetics	2+0	4.0
MTT2805	Contemporary Textile Art	2+0	4.0

MTT2807	Creative and Critical Thinking	2+0	4.0
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
REK2522	Sports Aviation	1+1	4.0
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
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

ENT2507	Product Photography	2+1	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
İÇT1501	Figure Drawing I	2+1	4.0
İÇT1502	Figure Drawing II	2+1	4.0
İÇT4505	Wood Design	2+1	4.0
MİM2521	Space Photography	2+1	4.0
MİM4521	Architecture and Media	2+0	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
MTF1002	Creativity Methods	2+1	4.0
MTF1004	Basic Photography	2+1	4.0
MTF1006	Aesthetics	2+0	4.0
MTF2001	Model Making	2+1	4.0
MTF2002	Design Drawing and Presenting	2+1	4.0
MTF2003	Screen Printing	2+1	4.0
MTF2004	Visual Perception	2+0	4.0
MTF3001	Graphical Design	2+1	4.0
MTF3002	Institution Identity Design	2+1	4.0
MTF3003	Research by Design	2+1	4.0
MTF3004	Font Design	2+1	4.0
MTF3006	Special Fields in Design	2+1	4.0
MTF3008	Typography	2+1	4.0
MTF4001	Advanced Typography and Interdisciplinary Applications	2+1	4.0
MTF4002	Illustration	2+1	4.0
MTF4003	Ceramic Design	2+1	4.0

MTF4004	Interdisciplinary Design Applications	2+1	4.0
MTT106	Basic Sewing Techniques II	2+2	4.0
MTT1502	Design and Form	2+1	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
MTT2501	Fashion Photography	2+1	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
MTT3501	Textile Dyeing and Finishing	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
MTT4502	Clothing Culture	2+0	4.0
MTT4504	Showcase Design	2+1	4.0
SNT2523	Art History I	2+0	4.0
SNT3523	Art History II	2+0	4.0

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 3.0

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.

ENT1005 Introduction to Product Design

2+0 3.0

Introduction to the Concept of Design; What is Industrial Design?; Responsibilities of Industrial Designer; Historical development of design: Artefact (Artificial object), Development of symbolic thinking; Different Functions of Artificial Objects; Concept of Aesthetics; With and Through the Products; Functional communication, Conceptual communication, Social communication, Kitsch; Factors Guiding Design: Environmental; Ergonomic; Technological; Expressive factors; Integrity of Material; Planned Aging; Industrial Revolution (1850s): before, after and after the revolution...; Product Design After the Industrial Revolution (1850-1920); Change of Design in the Inter-World War II Period (1918-1939); Design Movements in the Late 20th Century; How designers work: International standards, labels, meaning and significance, Design thinking; Discovery, Problem Definition, Ideation, Prototyping, Testing.

ENT1006 History of Industrial Design

2+1 3.0

Introduction: Ancient technologies, definition of industrial design, artisan-designer distinction; Transition from Traditional Craft to Industrial Art: Royal patronage, ceramics, entrepreneurship; Industrial Revolution: Energy sources, steam power, transportation, communication, textiles, agriculture; 1851 Great Exhibition, Thonet, Dresser; American production system; Art and Design Movements: Arts and Crafts, Art Nouveau, Art Deco; Scientific management, Bauhaus; Birth of the profession, Midcentury, Eames; Electronic products, product semantics.

ENT129 Design Drawing I

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.

ENT130 Design Drawing II

2+1 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 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 4.0

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 12.0

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.

ENT1802 Design360: Dialogues 2+0 2.0

Dialogues on the Contemporary and Inclusive Face of Design: Changing paradigms, creative processes, technological developments, cultural transformations and social impacts with a focus on industrial design; Critical Perspective through Speaker Interaction: Conversations on contemporary topics with speakers from different fields such as academia, industry, independent design and entrepreneurship; Enriching Designer Perspectives: Discussion, Q&A, experience sharing, intellectual expansions, knowledge production around local and global design agenda, dialogues

ENT2005 Ergonomics in Industrial Design 2+0 2.0

Introduction to Human Factors and Ergonomics: Ergonomics, anthropometry, human-machine interaction; Collection and Use of Anthropometric Data: Basic measurements, reading and interpreting data, application strategies in design; Cognitive Processes: Intuition, perception, attention, decision making, interface design; Accessibility and Universal Design: Ergonomics for elderly, children, and disabled people, standards and guidelines; Safety and Usability: Human error, task analysis, usability, usefulness, desirability.

ENT2006 Design Research 2+0 2.0

Fundamentals of scientific research; research paradigms: quantitative paradigm, qualitative paradigm; scientification of design; history of design research; design research paradigms; research by design, research for design, user-oriented design research; observation, interview: focus group discussion; game- based research; visual research methods; participatory design research; eye tracking studies; organization of research resources; research planning tools.

ENT2007 Visualization in Digital Media I 2+1 4.0

Introduction to Digital Modeling; Modeling Software Interface; Basic Line Commands: Curve, Line, Polyline; Control Points; Object Snapping and Modeling Assistants; Layer Usage; Precision Modeling; Basic Geometric Shapes: Circle, Arc, Polygon, Fillet, Blend; Copying and Merging Tools: Copy, Rotate, Mirror, Join, Gumball, Trim, Split, Offset, Scale; Background Bitmap; Introduction to Surfaces: Extract Surface, Rebuild, Boolean Difference, Curve Boolean, Revolve, Pipe; Surface Creation: Surface, Polysurface, Sweep1, Sweep2, Loft, Patch, Surface 3-4 Points; Introduction to Complex Surfaces: Network of Curves; Thickening Material: Shell; Offset Surface; Edge Smoothing: Fillet Edge; Text Embossing.

ENT2008 Visualization in Digital Media II 2+1 4.0

Advanced Digital Modeling Principles; Curvature in Digital Modeling; Curve Continuity; Surface Topology; Complex Surfaces; Surface Matching; Parting Lines; Surface Texture Mapping; Complex Closed Surfaces; Cage Editing; Complex Solid Creation; Surface Preparation or Manufacturing; Visualization Techniques: Materials, Color, Textures; Visualization Techniques: Scene, Lighting, Background, Visualization Quality; Photorealistic Visualization.

ENT2009 Materials and Manufacturing Processes I 2+1 3.0

Material-design relationship; material types, plastics, metals, ceramics, composite materials; production and shaping methods for metallic materials; production and shaping methods for polymeric materials; production and shaping methods for ceramic materials and glasses; composite materials and production methods; production criteria in design-decision processes.

ENT2010 Materials and Manufacturing Processes II 2+1 3.0

Sheet and plate production and forming methods; Cutting methods; laser, water jet, plasma cutting; joining and assembly techniques; Additive manufacturing; Effect of material properties on design; Colour, colouring, surface quality and texture in materials; Materials and production methods in the context of sustainability; environmental impacts of materials and production methods.

ENT2012 Model Making and Prototyping 2+1 4.0

Fundamentals of Model Making; Safety and Health Regulations; Workspace Utilization and Model-Making Tools; Low-Resolution Physical Models: Paper Mockups, Basic Concept Presentation Models; Cutting, Gluing and Folding Techniques; Volumetric Form Creation; Structural Models and Frame Systems; Polystyrene (Foam) Material: Processing Methods, Basic Geometric Solid Models; Scaling; High-Resolution Physical Models; Wood Materials: Wood Types, Processing Techniques; Functional Models; Moving Mechanisms; User-Interactive Models; Sheet Materials; Laser Cutting Techniques; Layering; Filling; Surface Treatments and Painting; Priming and Coating; Modeling Clay; Mold Making and Casting Techniques; Label Preparation.

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.

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.

ENT2503 Technical Detailed Analysis 2+1 4.0

Analysis of System Approaches in Industrial Products and Resolution of Detail Problems in the Product Design Process; Understanding Mechanical, Hydraulic, Pneumatic, Magnetic, Electrical/Electronic, and Similar Systems; Explaining the Characteristics of Systematic Structures and Identifying the Details that Constitute the System; General Interpretation of System Structures in Industrial Products; Technical Interpretation of the Analyzed Systematic Structure and Preparation of Technical Detailed Drawing Drafts; Analysis of the Details Comprising Complex Systems; Identifying the Systems Applied in a Product, Critiquing the Systems Used in a Product, Comparing the Features of Similar Products, and Questioning the Details that Make Up the System.

ENT2505 Content and Concept Art in Digital Game Design 2+1 4.0

Game World Fiction and Structure: narrative structure, spatial design, temporal design; Character Design: physical attributes, personality profile, role function; Environment and Background Design: use of perspective, light and shadow, environmental storytelling; Concept Art Production Techniques: sketch development, color palette selection, digital drawing methods; Content and Narrative Cohesion: thematic consistency, emotional atmosphere, impact on player experience.

ENT2507 Product Photography 2+1 4.0

Basic Photography Information; Composition in Photography; Lighting Techniques: Using natural light sources, Using artificial light sources; Exposure and Control Mechanisms: Aperture, Shutter; Stopping Movement; Depth of Field; Sharpness; Product Photo; Industrial Product Photography: Photographing production processes, Photographing production tools and equipment.

- ENT2802 Open Studio: Basic Skills Series 2+0 2.0**
Continuous Learning and Emerging Skills in Industrial Design Education: Micro learning, modular content, digital learning strategies; Core Design Skills Series: Modeling techniques, communication and presentation tools, software competencies, material-based experiments, introduction to manufacturing methods; Flexible and Personalized Learning Processes: Self-paced progress, internal and external expert contributions, online interactive content and applied assignments; Individual Development and Digital Portfolio Building: Trackable learning journey, reflective evaluation, outcome-based learning documentation
- ENT3005 Design Law 2+0 2.0**
Industrial Property Rights: Patent, Trademark, Industrial Design, Utility Model, Geographical Indications; Industrial Property Rights in Turkey and Around the World: Decrees, Practices, International Agreements and Relations, Sanctions; Establishment, Duties, and Authorities of the Patent Institute and Offices.
- ENT3006 Form, Meaning and Perception in Design 2+0 2.0**
Design and Meaning: An overview of theoretical approaches; Communication Process and Concepts: Communication, Culture, cultural codes, design, sensation, perception and theories, meaning, context; Product Affordances Theory: Product as a functional stimulus; Product Semantics Theory: Product as a communication medium; Product Emotions: Product as an emotional trigger, three levels of emotional design, basic model of product emotions; Cognitive Processes in Product Perception: Perception and sensation processes; Design Cognition: Aesthetic response, Semantic response, Symbolic response; Object recognition; Basic Design and Product Form.
- ENT3008 Design Culture 2+0 2.0**
Design and Culture: Definition, relationships, semiotics, sociology, and anthropology in the context of design objects; Historical and Theoretical Approaches: Modernism, postmodernism, identity, gender, consumer culture; Locality and Cultural Sustainability: Evolution of design culture in Turkey, traditional production methods and modern interpretations; Critical Perspectives: Ideology, questioning cultural structures, critical design practices.
- ENT332 Experimental Design Approaches 2+1 4.0**
Innovation and Experimental Design; Unique, Intuitive 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.
- 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.
- 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.
- ENT3501 Digital Game Design Studio I 2+1 6.0**
Introduction to Digital Game Design: Fundamentals of game design, game genres, game engines; Game Idea and Concept Development: Character, environment, and asset design; Game World and Environment Design: Level layout, user experience (UX), and user interface (UI) design; Interaction and Coding Logic: Object interaction, basic animations; Sound and Visual Atmosphere: Sound design, visual effects; Testing and Improvement: Technical and visual testing, feedback processes, prototype game presentation.
- ENT3502 Digital Game Design Studio II 2+1 6.0**
Advanced Game Design: Storytelling, narrative structure, game physics, movement dynamics; Character AI and Interactive Quests: AI behaviors, quest design; Advanced Interface and Experience Design: UI/UX techniques, level balance, game economics; Testing and Optimization: Playability testing, feedback analysis, technical optimization; Portfolio and Presentation: Project development, portfolio preparation, final project presentation

- ENT3503 Colour, Material and Finish (CMF) Design 2+1 4.0**
 Color Theory and Perception: Color spectrum, Visual perception, Cultural differences; Color Identification Systems: RAL, Pantone, LAB, NCS; Moodboards and Visual Representation: Types of moodboards, Color selection, Product-moodboard relation; CMF Analysis: Product color interpretation, MUS definition, CMF language; Segmentation and Positioning: Good-better-best approach, Market differentiation through color; Application Studies: Moodboard-based CMF development, Segmentation practices
- ENT3504 Furniture Design Studio 2+1 6.0**
 Design Concepts: The Design Process, User Requirements, Identifying Requirements, Psychological Factors, Cultural Factors, Approaches; Product Design: Critiques, Introduction to Design, Feedback, Modeling, Model Critiques, Prototyping, Visual Relationships, Color Relationships, Form Relationships, Model Development, Production Methods, Possibilities, System Analyses, Technical Issues, Troubleshooting, Market Research, Future Orientation.
- ENT3505 Industrial Ceramics Design Studio 2+1 6.0**
 Industrial Designs: Purpose of Design, Principles, Form, Function, Ergonomics, Manufacturability; Plaster Model-Mold Preparation: Plaster Shaping and Mold Materials; Model Making: On the Lathe, With Templates, By Hand; Mold Making: Single-Part, Multi-Part, and Double-Walled Molds; Industrial Ceramic Design Applications: Sketch Drawing, Scaled Technical Drawing of the Model, Plaster Model and Mold Preparation, Slip Casting, Retouching, Biscuit Firing, Glaze and Decorative Firing, Photography-Portfolio and Presentation, Evaluation.
- ENT3506 Spatial Design Studio 2+1 6.0**
 Introduction to Spatial Design: Questioning the concept of space, examining the data and elements that constitute space; Creating Space: Conducting research, programming, making design-related decisions, developing concepts, starting the planning process, working with 2D and 3D sketches, designing the space; Examining the Materials and Elements That Make Up the Space; Analysis of Color, Lighting, Textile Products, Furniture, and Accessories in the Designed Space; Technical Issues in Spatial Design and Existing Legal Requirements.
- ENT3507 Child-Centered Design Studio 2+1 6.0**
 Who is a Child: Society and the Child, Culture and the Child; Childhood in Historical Context; United Nations Convention on the Rights of the Child; Child Development Characteristics: Motor Development, Cognitive Development, Language Development, Social Development, Self-Care Skill Development; Sensory Perception in Children: Tactile-Auditory-Gustatory-Olfactory-Visual System, Vestibular System, Proprioceptive System; Universal Design Criteria; Child-Technology-Product Design: Generational Relationships with Technology; Designing for Children: Child-Centered Product Design Processes and Methods; Designing with Children: The Role of the Child in Design, The Child as a Stakeholder Designer
- ENT3508 Packaging Design Studio 2+1 6.0**
 Simple Packaging Applications: Form, material selection and design relationships; Material Presentations; Ergonomics in Packaging Design: User experience, ease of opening, functionality Balance of Function and Aesthetics in Design Smart Packaging Designs: Interactive and user-communicative solutions; Creativity in Material Selection: Innovative and environmentally friendly material use Packaging and Colour: Colour psychology, colour use appropriate for the target audience, and brand communication Sustainable Design Approaches: Creative solutions shaped by environmental awareness.
- ENT3509 Game and Toy Design Studio 2+1 6.0**
 Play-Toy Relationships; Fundamental Principles of Toy Design; Effects of Toys on Children; Design and Applications
- ENT3510 Product Design Studio for People with Disabilities 2+1 6.0**
 Design and Accessibility for All; The Built Environment and Its Users; Accessibility Legislation and Design for People with Disabilities; Accessibility and Usability in the Built Environment; National and International Norms and Standards for Accessibility; Anthropometry, Living Spaces, Furnishing and Fixture Materials, Horizontal and Vertical Circulation, Wet Areas, Accessibility in Non-Residential Spaces, Roads, Sidewalks, Parking Areas, Urban Furniture; Implementation and Challenges in Design for All; Individuals with Disabilities and Legal Conditions.
- ENT3511 Natural Stone Materials in Industrial Manufacturing 2+1 4.0**
 Natural Stone Materials in the Context of Industrial Design: Basic knowledge of their history, types, technical and physical properties, and areas of use; Formation Processes of Igneous and Metamorphic Stones; Natural Stone Processing, Joining, and Surface Finishing Methods; Practical Studies on the Integration of Natural Stone into Design Through Application Projects.
- ENT3512 Industry Oriented Design Studio 2+1 6.0**

Design as a Creativity Process; The Concept of Design and Production Processes; Invention, Discovery, the Act of Designing; 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 a Collaborative Enterprise; Critique, Product Development, and Jury Evaluation Within the Enterprise and in the Design Studio.

ENT3513 Metal Materials in Industrial Manufacturing 2+1 4.0

Types of metals used in Industrial Production: Ferrous metals and alloys, aluminum and its alloys; Copper and its alloys; Titanium, magnesium and their alloys; Surface Hardening; Metal Processing Methods: Forging, casting, pressing, spinning; Metal Joining Methods: Welding, riveting, bending; Welding Types: Electrode welding, gas metal arc welding, spot welding; Riveting Types; Finishing Processes; Recycling of Metal Materials.

ENT3514 Wooden Materials in Industrial Manufacturing 2+1 4.0

In Wood Production Technology: History of Wood Production, Wood Materials, Semi-Finished Wood Materials, Wood Production Machinery (NC-CNC), Wood Production Processes (Solid Wood Production, Panel Production), Wood Product Design; Factors Influencing Wood Product Design: Company Policy, Marketing Opportunities, Product Features and Production Capabilities, Ergonomics in Wooden Products, Quality and Control Possibilities in Wood.

ENT3515 Advanced Model Making and Prototyping 2+1 4.0

Advanced Prototyping Methods: 3D Modeling, CAD-Based Manufacturing, 3D Printing Technologies; Advanced Material Use: PLA, ABS, Polyester, Polyurethane, Silicone; Digital Fabrication Techniques: Laser Cutting, CNC Milling, Vacuum Forming, Turning; Functional Prototyping: Mechanism Modeling, Joining Methods, Modeling for User Testing; Surface Finishing Techniques: Post-Processing, Painting, Coating, Detailing; Presentation Techniques: Realistic Details, Labeling, Presentation Formats.

ENT3516 Digital Manufacturing Technologies I 2+1 4.0

Digital Manufacturing Technologies: Advantages and Limitations, Logistical Strengths and Weaknesses, Workflow, Areas of Application (Aerospace, Automotive, Robotics, Industry, Healthcare, 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.

ENT3517 Entrepreneurship and Technology Development 2+1 4.0

Fundamental Concepts of Entrepreneurship; Problem Definition, Value Proposition, Business Idea Development, Team Building; Market Research; Creativity, Creativity in Entrepreneurship, and Design Thinking; Entrepreneurship Supports/Funding; Technology Readiness Levels; Intellectual Property Rights: Patent, Utility Model; Business Plan; Financial Plan; Business Model Canvas; Investor Expectations; Investment Pitching Techniques.

ENT3518 Artificial Intelligence in Design Process 2+1 4.0

Design Thinking: Discovery, problem definition, idea development, prototyping, testing, process documentation; Fundamentals of Artificial Intelligence: Definition, types, data concept; Use of AI Tools: Text generation, visual generation, analytical support tools; Use of AI in Discovery and Problem Definition Phases; Visual Generation Tools in Idea Development Phase; AI-Based Solutions in Rapid Prototyping; User Scenarios and Data-Driven Improvement in Testing Phase; AI-Supported Reporting in Process Documentation.

ENT3519 Plastic Materials in Industrial Manufacturing 2+1 4.0

Glass Forming Techniques: Pate de verre, fusing, slumping, hot and cold glass blowing; Cold Working Methods: Cutting, grinding, etching; Mold-Based Shaping: Two- and multi-layer glass with fusing and slumping molds; Plate Design: Glass sizing, forming, surface and color treatment; Bead Making Techniques: Lampworking, bead separators, rod wrapping, freehand and mold shaping; Annealing Process: Kiln usage, stress relief in glass; Evil Eye Beads: Traditional methods for producing glass evil eye beads

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

ENT3520 Digital Manufacturing Technologies II 2+1 4.0

Advanced Design And Manufacturing Processes; Topology Optimization; Generative Design Approaches; Parametric Modeling And Advanced Additive Manufacturing Technologies And Industrial Applications; Case Studies In The

Aerospace, Automotive, Healthcare, And Robotics industries; Production Of Multi-Material And Functional Parts; Post-Production Analysis; Practical Experience With Practical Work.

ENT3521 Glass Materials in Industrial Manufacturing 2+1 4.0

General Information About Glass Techniques; Pate de Verre, Fusing, Slumping, Cold-Hot Glass Blowing; Cold Glass Processing; Free Hand Cutting; Fusing and Slumping mold applications with two and multi-layer plates; Plate Design and Dimensioning; Bead Making: Open flame, Separators, Rod wrapping, Free and mold forming on rods, Coloring, Importance of cooling; Design and Making of Eye Beads.

ENT3523 Design for Manufacturing 2+1 4.0

Design Suitable for Plastic Part Production: Injection molding, extrusion, blow molding, thermoforming, rotational molding techniques; Plastic Part Design Principles: Part geometry, nominal wall thickness, draft angle, collapse, fluidity, internal details; Design Suitable for Metal Part Production: Sheet metal forming, aluminum injection, casting and machining processes; Metal Part Design Principles: Moldability, cutting, bending, draft angle, fluidity, joinery details; CAD-Based Applications: Production-oriented plastic and metal part modeling, production-oriented product design through product projects

ENT3525 Acoustics for Designers 2+1 4.0

Introduction to Sound; Introduction to Hearing; Sound Levels and the Decibel; Sound in the Free Field; The Perception of Sound; Signals, Speech, Music and Notes; Harmony; Reflection; Diffraction; Refraction; Diffusion; Reverberation; Absorption; Sound Isolation; Psychoacoustics.

ENT3529 Generative and Parametric Design 2+1 4.0

Fundamental Approaches: Parametric Thinking, Fundamentals of Visual Programming, Algorithmic Design Approach; Introduction to Grasshopper 3D and Curves: Curve Generation, Principles of 2D and 3D Drawing; Surface Design: Surface Creation, Control Points, Surface Editing and Analysis; Curve and Surface Combinations: BiArc Curves, Wave-Like Surfaces, Ying Yang Geometry; Transformation and Attraction Forces: Use of Frames, Concept of Attractors, Navigation with Image Mapper; Voronoi and Delaunay Algorithms: 2D and 3D Voronoi Diagrams, Delaunay Triangulation; Data Structures: Organization of Data Using Clusters, Lists, and Trees; Digital Fabrication: Surfaces Suitable for Fabrication, Prototype-Oriented Modeling; Surface Applications: Form Generation Using Revolve, Sweep 1 Rail, Sweep 2 Rail, Revolution, and Pipe Commands; Surface Analysis: Visual Analysis Techniques, Parametric Evaluation with MD Slider; Field Components: Form Generation Based on Field Interaction, Density and Behavioral Changes; Organic Forms: Creation of Metaballs, Mesh Triangulation Techniques; WeaveBird Models: Mesh Plane, Subdivision, Paneling and Alternative Paneling Techniques; Evolutionary Algorithms: Optimization and Design Selection with Galapagos.

ENT3801 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.

ENT3802 Digital Marketing in Design 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.

ENT429 Design and Application Criteria in Kitchens 2+1 4.0

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 4.0

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.

2+1 3.0

ENT437 Professional Relations and Project Management

3+0 3.0

ENT439 **Product Design V**

6+6 12.0

ENT441 Portfolio Design I

2+2 4.0

ENT442 Portfolio Design II

2+2 4.0

ENT4501 Virtual Media (VR, AR, XR) Design Studio

2+1 6.0

ENT4502 Media and Design

2+1 4.0

ENT4503 Product and Service Experience Design Studio

2+1 6.0

ENT4504 **Cost Analysis in Product Design**

2+1 4.0

ENT4505 Jewelry Design Studio

2+1 6.0

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.

- ENT4506 Sustainable Design Studio 2+1 6.0**
The Historical Development of the Definition of Sustainability: Stockholm Conference, Brundtland Commission, Our Common Future Report, Rio Conference; Papanek and His Critique of Industrial Product Design; Sustainable Design Approaches: Green Design, Ecodesign, Sustainable Design; Sustainable Design Checklist; Product Life Cycle: Raw Material Extraction, Production, Transportation and Packaging, Use, End of Life; Recycling Scenarios; Reuse Scenarios.
- ENT4507 New Product Development Studio 2+1 6.0**
Identifying User Needs; Research Methods; Data Collection; Defining User Needs; Defining the New Product Based on the Collected Data; Evaluating Product and Production Conditions; Adapting the Product to Production Conditions.
- ENT4508 UX/UI Design Studio 2+1 6.0**
The fundamentals of user experience (UX) and user interface (UI) design; idea development; prototyping; user testing; digital interface design; user-centred design process; wireframes; Producing prototypes and UI components; accessibility in digital products; usability; visual hierarchy; applying principles; using Figma or similar design tools; interface design; theory and application examples of aesthetics, functionality, accessibility, and interaction design; designing effective interfaces in today's digital world; AI-powered design tools, creating fast and smart prototypes; designing interfaces; researching user-centric creative solutions for the multi-sensory interfaces of the future.
- ENT4509 Visual Communication Design Studio 2+1 6.0**
Introduction to Graphic Design; Relationship Between Graphic Design and Industrial Design; Graphic Language of Expression; Symbolic Expression and Its Forms; Conceptual Thinking; The Role and Visualization of Concepts in Design; Forms Translated into Graphic Language; Symbols, Corporate Identity, Brands, Logos, Pictograms, Semiotics; Achieving a Memorable Visual Structure in Designs.
- ENT4510 InnovationLAB Studio 2+1 6.0**
Interdisciplinary Approach to Product Development: Integrating perspectives from industrial design, engineering, and business to develop innovative product ideas; Identifying and Analyzing Product Opportunities: Based on user needs, market research, technology trends, and feasibility assessments; Conceptual Design and Engineering Integration: Developing prototypes that balance function, aesthetics, manufacturability, cost, and value; Team Dynamics and Communication: Project management, task sharing, reporting, and presentation practices that foster cross-disciplinary collaboration
- ENT4511 Design Management 2+1 4.0**
Design as a Management Process: The Concept of Design and Design Strategy; What Are Creativity, Design, and Innovation? What Are the Relationships Between These Concepts? Managing Design and Its Impact on Business Strategy; The Relationship Between Design and Marketing; Evaluation of Design for Manufacturing and the Product Development Process; The Influence of Culture on Design; Design Tools and Creating the Future of Design.
- ENT4513 Brand in Product Design 2+1 4.0**
Corporate Identity; Product Identity; Definition of Brand; Brand in Local and Global Contexts; Market Research; Local and Global Marketing Conditions; Brand Recall Rate; Brand Perception; Product and Marketing Strategies; Product and Advertising; Product Perception.
- ENT4515 Shoes and Bag Design Studio 2+1 6.0**
Historical and Typological Studies: History of bags, Bag and shoe typologies, Classification by use; Design Process: Concept development, Moodboard preparation, User and context analysis; Technical and Artistic Representation: Technical drawing, Artistic sketching, Pattern development, Bag and shoe construction details; Material and Texture Research: Leather, textiles, synthetic materials, sewing and assembling techniques; Project Development: Presentation of the design, technical explanation, production feasibility assessments
- ENT4516 Design and Gastronomy Studio 2+1 6.0**
The Relationship Between Gastronomy and Design: Food Culture, The Sensory and Symbolic Dimensions of Food, Its Intersection with the Design Discipline; Food and Product Design: Tableware, Food Presentation Products, Food-Related Objects; Food Experience Design: Ritual, Spatial Context, Multisensory Experience, Storytelling; Critical Food Design: Zampollo's Approaches, Sustainability, Future Scenarios; Interaction Design With Food: Performance And Body-Based Design with Food; Food Space Design: Restaurants, Street Food Experiences, Public Spaces; Design in the Context of Cultural Sustainability: Food Rituals, Local Identity, Gastronomic Heritage; The Concept And Approaches Of "Food Design": Design For Food, Design With Food, Design Of Food.
- ENT4517 Wearable Technology Design Studio 2+1 6.0**
Basic Concepts and Areas of Use for Wearable Technologies: Current and potential applications focused on fashion, health, sports, security, education and communication; Wearable Electronic Components: Sensors, microcontrollers, conductive

yarns and fabrics, battery systems, energy management and data transfer technologies; Technology-Body Interface and Ergonomics: Wearables in relation to the human body; ergonomics, comfort, data privacy, sustainability and user experience; Design Process: Research, user scenario development, idea generation, sketching, digital and physical version and prototyping; Application Project: Problematic combinable system design, prototyping and presentation.

ENT4518 Design Studio for Social Innovation 2+1 6.0

The concept of social innovation; the societal impact of design; sustainable, fair, and inclusive design solutions; participatory research within multi-stakeholder systems; problem definition; idea development; prototyping and the development of social business models; generating creative solutions to social problems; ethical awareness; and empathy-based research.

ENT452 Product Design VI 5+4 14.0

Dealing with a Produccible 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. ?

ENTSJ301 Factory Internship 0+2 3.0

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 3.0

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.

ESTÜ1001 Story Analysis On World Literature 3+0 3.0

Introduction and Description of the Story: General features; Historical Development of the Story Genre: Classical story understanding and Maupassant style, Chekhov style; Basic Elements of Story Analysis: Person, Time, Place, Theme, Language and Style, Structural Analysis of the Story; Maupassant Style Story Analysis: Plot and classical narrative understanding; Chekhov Style Story Analysis: Mood, character-oriented narration and modern story understanding; Existential Story Studies: Existentialism and the individual's search for meaning; Story in Turkish Literature: Depiction of people, nature and daily life, Postmodern understanding of story, irony and narrator characteristics, Minimalist narration and distribution; General Discussion and Comparison of Stories.

ESTÜ1003 Yoga and Meditation 1+1 2.0

Definition Yoga and Meditation; Yoga and Meditation Benefits; Basic Purposes of Yoga: Breath, Body awareness, Balance; Basic Principles of Meditation; Basic Yoga and Meditation Exercises, Yoga Poses.

ESTÜ1005 History of Civilization 2+0 4.0

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.

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: PDLP 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

ESTÜ123	Gender Equality in Work Life	2+0	3.0
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The Emergence of Philosophy; Socrates and Post-Socratic Greek World; Epistemology: Types of knowledge, Knowledge criteria, The relationship between truth and reality; What is science?; Scientific method and process (1): Description, Explanation; Scientific method and process (2): Scientific law and theory; Scientific Objectivity and Historicity; Science and Logic: Deduction, Induction and Analogy; Validity Problems of Scientific Statements: Verifiability, Falsifiability, Possibility, Necessity; Science, Science, Nature and Society: Faith, Ideology, Scientific attitude, Paradigm, Distinction of the scientific from the unscientific.

ESTÜ129	Turkish as a Foreign Language I	2+0	2.0
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Introduction to the Course; General Information About Argentine Tango: History of Argentine Tango, Argentine Tango styles, Argentine Tango music; Fundamentals of Tango Salone Dance; Walking Exercises: Training-Dance grip, Individual-couple walking, Steady-paced straight walking with music, Stopping, Changing steps; Walking Exercises: Forward, Backward, Right, Left, Face to face-cross, Straight-circular, Rock steps; Walking Exercises: Improvised walking with music in various rhythms and tempos; Basic Combinations; Forward Ocho; Back Ocho; Parada; Sandwich; Ocho Cortado; Media Luna; Tango Events: Milonga culture; Improvisational application of all learned figures.

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.

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.

The general aim of this course is to provide undergraduate students from various disciplines with AI literacy. It enables students to understand the fundamental concepts of AI, recognize its applications in daily life and various sectors, use common AI tools effectively and responsibly, and critically evaluate the ethical and societal implications of AI technologies. The course aims to empower students to become informed citizens and adaptable professionals in an increasingly AI-driven world.

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
ESTÜ207	General Psychology	2+0 4.0
History of Psychology; Research Methods in Psychology: Descriptive methods, Correlation, Experiment; Learning Theories: Classical conditioning, Operant conditioning; Motives and Emotions; Perception and Sensation; Memory: Sensory memory, Short-term memory, Long-term memory; Social Psychology: Social influence, Conformity, Acceptance, Obedience, Attitude, Cognitive dissonance, Social categorization; Environmental Psychology; Developmental Psychology: Lifelong development, Developmental processes; Personality: Psychodynamic, Behavioral and social cognitive; Personality tests; Psychological Disorders: Anxiety and mood disorders, Eating disorders, Personality disorders.		
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.		
ESTÜ4001	Sustainable Building Design	3+0 3.0
(Eng) Key Concepts: Principles of sustainable design, applications of sustainable design principles in buildings; Life Cycle Assessment (LCA): Production, use, and end-of-life stages; LCA environmental impact categories; ISO standards defining the LCA methodology; energy modeling methods for building structures and design principles based on energy performance; Key Concepts: "Leadership in Energy and Environmental Design" (LEED) green building certification; LEED categories: Location and Transportation, Sustainable Sites, Water Efficiency, Materials and Resources, Energy and Atmosphere, Indoor Environmental Quality.		
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
Definition of Coaching; The Difference of The Coaching Profession from Other Specializations Is the Basic Coaching Session; Characteristics Of Coach; Harmony In Coaching Relationship; Different Learning And Experience Styles, Coaching And Leadership-Based Communication; Listening Deeply, Asking Strong Questions, Giving Feedback. Coaching Levels; Goal, Motivation and Action Steps, Goal Setting Coaching Tool; Circle of Life, Values Assessment Coaching Tool; Determination of Core Values, Leadership; Vision and Mission Work, Holistic Leadership; Life Purpose Study, Leadership Styles; Teacher, Visionary, Warrior, Wise, Nourishing.		
ESTÜ403	Basic Computer Utilization	3+0 4.0

Basic design elements, Principles and light: Light and shade on natural objects, light and shade on artificial objects, Pencil drawing Exercises, 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- Inorganic, 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- Inorganic, 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.		
içT1501	Figure Drawing I	2+1 4.0
Importance and scope of the course and introduction the tools and materials to be used in the course; Figure ratio, proportion, shape, composition; Figure drawings of inanimate model; Live model figure drawing; Live model figure drawing; Applications; Female figure drawings; Male figure drawings; Animated figure drawings; Fast drawing techniques; Applications; Figure - Apparel relationship; Figure garment integration.		
içT1502	Figure Drawing II	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.		
içT1802	Verbal Communication Methods in Design	2+1 4.0
Characteristics of Bodily Expression Tools and Styles in Interpersonal Relations; Expressive Elements of the Body: Face and head, Eyes, Hands and Arms, Feet and legs, Trunk, Voice and speech; The Relationship of the Body with Space; The Relationship of the Body with the Goods; The Relationship of the Body with the Other Body; Observation Analysis: Individual observations, Community observations; Controlling Emotions and Excitement; Practices for Using and Controlling Body Elements in Given Situations, Mimics, Gestures, Positions of the Body, Related to Objects, Sound and speech, Emotion and excitement control, Two-person practices.		
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 3.0
Relation of Interior Space and Furniture in the 20th Century: Design principles in furniture, Tangible design characteristic, Intangible design characteristics; Creation of Design Principles in Furniture Design: Introduction to project using design criteria, Sketching Detailing, Modeling (1/5), Perspective; Basic Concepts of Furniture Design Methods Depending on a Small Scale Interior Space; Sketching, Detailing, Modeling (1/5), Perspectives.		
içT215	Structural Materials	2+0 3.0
Relationship between Production Technology and Materials: Historical development of the materials, The factors that determine product design and relationship with structural materials, Design and technical characteristics of materials; Structural Materials: Natural and artificial stone materials, Metals (Steel, iron, copper, lead and alloys), Ceramics, Brick, Glass, Natural and artificial wood materials, Connecting materials (Plaster, lime, concrete), Synthetics (Plastics, rubber), Fabrics and Paint.		

içT217	Construction I	2+0 2.0
External Structure: Foundations, The nature of soils, The relationship between building and soil, Types of Foundations; Walls: Functions of walls, Construction of walls, Opening in walls; Arches and Lintels; Floors: Functional requirements, Ground floors, Upper floors, Construction of floors; Stairs: Introduction, Functional requirements, Balancing of stairs, Construction of stairs according to materials; Roofs: Functional requirements, Types of roofs, Pitched roofs, Flat roofs; Roof Coverings.		
içT218	Construction II	2+0 2.0
Internal Structure; Partitions: Functional requirements, Load bearing partitions, Relatively permanent non-load bearing partitions; Doors: Functions of doors, Construction of external and internal doors, Types of doors; Windows: Function of windows, Types of windows, Window construction according to materials, Sills and Thresholds; External and Internal Effects on Building: Thermal insulation, Water and moisture insulation, Sound insulation.		
içT223	History of Art and Space I	3+0 3.0
Concept of Art and Artist; The Interaction of Art in Social-Political-Cultural Changes from Prehistoric Ages to the End of the Middle Ages; The Development of Form and Style Characteristics According to Historical Periods; Concepts of BeautyAesthetics and Examples of Antiquity; Comparative Evaluation of East-West Art Concepts and Philosophies; Examining the Relationship between Religion and Art with Case Examples; Everyday Life and Use of Space in Prehistoric Societies; Use of Space and Furniture in Ancient Ages; Medieval Perspective Social Changes and the Built Environment; Cultural, Economic and Political Effects of Social Changes; Arts and Crafts Aesthetic Movements and Social Structure of Art Nouveau Period, Use of Space and Furniture.		
içT224	History of Art and Space II	3+0 3.0
Concept of Art and Artist; The Interaction of Art in Social-Political-Cultural Changes from Prehistoric Ages to the End of the Middle Ages; The Development of Form and Style Characteristics According to Historical Periods; Concepts of BeautyAesthetics and Examples of Antiquity; Comparative Evaluation of East-West Art Concepts and Philosophies; Examining the Relationship between Religion and Art with Case Examples; Everyday Life and Use of Space in Prehistoric Societies; Use of Space and Furniture in Ancient Ages; Medieval Perspective Social Changes and the Built Environment; Cultural, Economic and Political Effects of Social Changes; Arts and Crafts Aesthetic Movements and Social Structure of Art Nouveau Period, Use of Space and Furniture.		
içT226	Commercial Kitchen	2+1 5.0
Industrial Kitchen Sector; Industrial Kitchen Planning; Kitchen Appliances; Industrial Kitchen Design Rules; Industrial Kitchen Plumbing; Hygiene Rules; Hazard Analysis and Critical Control Points; Garbage and Waste Systems; Energy and Recovery; Case Study: Settlement Plans and Projects; Case Study: Creating a Model Project.		
içT228	Form and Space in Interior Architecture	2+1 5.0
Form and geometry definitions; Form-geometry relationship; Explanation of geometry types; Explanation of Euclidean forms in interior architecture and examination through sample space / product design; Explanation of parabolic forms and examination through sample space / product design; Explanation of hyperbolic forms and examination through sample space / product design; Explanation of fractal forms and examination through sample space / product design; Explanation of topological forms and examination through sample space / product design; Evaluating the results obtained from the analysis and making sample application studies.		
içT229	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 intersectioncombinations of objects and projection studies.		
içT231	20th Centry Art Movements and Interior Design	2+1 5.0
Explaining of the 20th Centry 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.		
içT303	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.

içT304 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.

içT307 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.

içT315 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.

içT317 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.

içT318 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.

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 2.0

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.

içT336 Lighting Design 2+0 4.0

İÇT338	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.			

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.

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)

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.

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, Principalities 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.

This course aims to produce innovative and sustainable solutions in the field of interior architecture by examining design principles inspired by nature. The concept, history, principles, and methodologies of biomimicry will be extensively covered through examples of interior spaces and furniture design applications. Emphasis will be placed on integrating composite and sustainable materials into design inspired by the structure, processes, and functions of biological systems. Alongside theoretical knowledge, applied workshops, prototyping, and digital simulation techniques will enable students to adopt biomimetic thinking and transform these concepts into practical designs. Throughout the semester, student projects will facilitate discussions on the future potential of biomimicry within interior architecture, aiming to cultivate awareness and competency in creative and sustainable design solutions.

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 of 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.

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.

- iÇT409 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.
- iÇT413 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.
- iÇT419 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.
- iÇT424 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.
- iÇT427 Physical Environment Control II 2+0 2.0**
 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
- iÇT428 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.
- iÇT431 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
- iÇT441 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; Musen 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.

İÇT443 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.

İÇT449 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.

İÇT4502 Design Methods in Corporate Spaces 2+0 4.0

Definition of corporate identity, types of identity, historical background of the corporate identity concept, key components of corporate identity, logo, color, typography, visual language, tone of voice, relationship with corporate culture, difference between brand identity and corporate identity, brand strategies, successful brand examples, relationship between space and identity, the role of space as an identity carrier, user perception and emotional experience, spatial identity elements, color, material, wayfinding systems, integration of graphic language into space, sectoral applications of corporate identity, case studies on banks, hotels, restaurants, stores, public and educational institutions, student presentations, brand identity analyses, spatial corporate identity proposals, case studies, guest lecture: corporate identity and interior space experiences, creative interpretations and alternative proposals, ASSIGNMENT (1: analysis of identity elements of a selected brand. 2: analysis of a spatial identity in a space with strong corporate identity. 3: development of a new identity and spatial proposal for an institution with weak identity).

İÇT4503 Problems and Responsibilities in Interior Architecture Applications 2+0 4.0
Construction Sites

Construction Site Definition and Construction Site Types, Who is on Duty at Construction Sites and Construction Site Mobilization and Personnel Organization How Should It Be? , How to Apply Construction Methodology and Work Program on Construction Sites, Construction License Types and Site Delivery, Control Mechanisms at Construction Sites, Occupational Accidents That May Occur at Construction Sites, Provisional Acceptance and Final Acceptance Procedures, Building Occupancy Permit (Settlement) and Defective Manufacturing, Construction Site Supervisor Regulation and Amendments, Responsibility Types and Durations at Construction Sites, Problems and Examples on Construction Sites, Being an Interior Architect and Working as an Interior Architect on Construction Sites, HOMEWORK, (Construction Site to be Planned for Selected Interior Architecture Application About Construction Site Mobilization, Personnel Organization, Construction Methodology, Work Application Project Proposal to be Completed by Preparing the Program - Evaluation)

İÇT4505 Wood Design 2+1 4.0

Evaluation of the effects of the wood and its derivatives material properties that will be needed in the design processes on the design decision, Adopting the importance of the working principles of woodworking machines (NC-CNC) used in production technology, Sorting the wood production processes (solid production, panel production) according to the process steps, Determining the criteria affecting the product design It is aimed to synthesize wood product design decisions at the stage of making, and to increase the level of sensitivity in spatial, environmental, cultural and safety issues in user-oriented wood product design approaches.

İÇT4506 Creative Packaging Design 2+0 4.0

Definition and types of packaging design, surface design elements, logo, icon, typography, titles, visual usage (photography, illustration, pattern), user and assembly guides (flyer, booklet, manual), online packaging design platforms, application categories, reflection of corporate identity in packaging design, branding approach, category and material types, packaging design process and project stages, examples of packaging use in interior architecture (fragile items, large packaging, structural design, labeling and guide areas), furniture and accessory packaging, IKEA approach and flat-pack solutions, ASSIGNMENT (1 designer 1 design analysis, before-and-after review in packaging design, design research on selected category or material, packaging concept development for a brand and product, design proposal in line with corporate identity, evaluation).

İÇT455 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

iÇTSJ301	Internship	0+2	3.0
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içTSJ401	İntership	0+2	3.0
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IKT151	Economics	3+0	3.0
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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
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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
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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
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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 (Eng)	English I	3+0	3.0
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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
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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.

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.

İŞL475 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.

İTA255 (İta) 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.

İTA256 (İta) 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.

MAT1095 General Mathematics 2+1 3.0

Mathematics and Geometry: Architecture in Historical and Cultural Context; Algebraic Expressions, Equations, and Architectural Problem Solving; Functions, Graphs, and Their Applications in Architectural Design; Trigonometry: Angles, Triangles, and Structural Calculations; Vectors and Matrices: Spatial Relationships and Transformations; Curves, Surfaces, and Volume Calculations; Analytic Geometry: Coordinate Systems and Architectural Drawings; Non-Euclidean Geometry: Form and Shell, Membrane Structures; Topological Geometry: Continuity and Transformations in Architectural Applications; Fractal Geometry: Fractional Dimensions and Form; Case Studies in Architectural Analysis; Applications.

MİM1005 Basic Design 4+4 10.0

Introduction to the Concept of Design: Looking, seeing; Critical Thinking and Creativity in Design; Abstraction in Design; Basic Design Elements and Basic Concepts That Form the Composition: Point, line, plane, form, light-shadow, size-proportion, interval, volume, solid-void, interior-exterior relations, color-texture, different pattern types; Design Principles That Form the Composition: Conformity-contrast, rhythm, hierarchy, balance, unity, dominance; Holistic Approach to Design Principles and Elements; Introduction to Abstract Spatial Design Studies Through Three-Dimensional Structures.

MİM1006 Introduction to Architectural Design 4+4 10.0

Concepts Related to Architectural Space and Critical Perspective to Architectural Design; Human-Environment Relations, Scale, Anthropometric Measurements and User Requirements in Architectural Design; Physical Environmental Features Affecting Architectural Design; Architectural Space and Program; Spatial Solution Production for Uncomplicated Design Problems; Visualization of Architectural Design Thinking With Different Design and Representation Tools; Individual and Team Work in Architectural Design Processes.

MİM1007 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.

MİM1008 Construction Elements 2+2 4.0

Concepts Related With 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; Sustainability in construction.

MiM1010	Introduction to Architecture	2+0 2.0
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.		
MiM1012	Computer Applications in Architecture	1+1 2.0
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.		
MiM2005	Architectural Project I	4+4 8.0
Context in Architectural Design; Components of the Concept of Architectural Space; Scale in Architectural Design; Analysis of Design Parameters; Synthesis of Design Parameters; Design Alternatives; Conceptual and Technical Evaluation of Natural and Built Environment; Geographical Conditions on Design; Human-Nature Relationship in Design; Non-complex Architectural Design Solutions.		
MiM2006	Architectural Project II	4+4 8.0
Identification and Research of Design Problem; Analysis and Discussion of Contemporary Architecture Examples; Identification and Discussion of Non-Complex Architectural Scales and Programs; Environmental Factors in Architectural Design Problem, User Requirements and Analysis of Context in the Direction of Inclusive Design; Research and Interpretation of Basic Building Technologies through Design; Expression of Design by Various Means of Representation.		
MiM2007	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.		
MiM2008	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.		
MiM2009	Building and Construction Methods I	2+2 4.0
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.		
MiM2010	Building and Construction Methods II	2+2 4.0
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.		
MiM2011	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.		
MiM2012	Building Installation	3+0 3.0
Heating Systems in Buildings; Radiator Selection and Placement; Boiler Selection and Placement; Thermal Insulation and Comfort; Sound and Water Insulation in Buildings; Heating Installation and Energy Economy; Architectural Design Effect		

of Heating Installation; Smart Buildings and Automatic Control; Ventilation and Air Conditioning Systems; Solar Energy in Buildings; Clean-Waste Water Installations; Ecological Buildings; Fire Protection Systems; LEED Certificate; Renewable Energies and Alternative Systems; Legionnaires' Disease; Electrical Installation in Buildings.

MİM2014 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.

MİM2501 Critical Readings in Architecture 3+0 4.0

The phenomenon of architecture; Ontology of architecture, Criticism in architecture; Oppositions in architecture; Modern architecture; Postmodern architecture; Unbuilt architecture, Contravention of building; Negative experiences; The object of architecture; Representation in architecture; Architecture and context, Architecture and manifesto.

MİM2502 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.

MİM2503 Space and Future 3+0 4.0

Utopia; Dystopia; Futurism, Situationists, Constructivism, Future representations in architecture; Historical change of representations; New developments and possibilities in architecture; Space and digitalization; Cybernetic creativity; Digital communities; The Anthropocene age; Artificial intelligence; New universe of architecture.

MİM2504 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.

MİM2505 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.

MİM2506 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.

MİM2507 Visual Research in Architectural Design 2+0 4.0

Perception in Architectural Design; Visual Perception in Architectural Design; Parameters that effect design elements in visual perception; Parameters for observation that effect quality in visual perception; Importance of visual research and general look to visual research methods; Environment evaluation paradigms: Expert paradigm, Psychophysical paradigm, Cognitive paradigm, Experiential paradigm; Visual research methods in architectural design: Environmental measurement ability to create mental images, Environmental mapping, Environmental simulation; Reading the visual research in architectural design via different examples.

MİM2508 Disaster Management in Architectural Design and Temporary Shelt 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; emporary Housing Units and Architectural Design Criteria; Temporary Housing Solutions in Different Geographical Areas; Development of Design Proposals for Temporary Shelter Units.

MİM2509	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.		
MİM2510	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.		
MİM2511	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.		
MİM2512	Presentation Design	3+0 4.0
Temel Kavramlar: Tasarım, Sunum, Grafik tasarım, İletişim tasarımı, Görsel algılama, Tutumlar; Teorik: İfade etme, Problem analizi, Problem için çözüm üretebilme, Anlamalı bütün oluşturma, Sebep sonuç ilişkisi kurma; Uygulama: PDF hazırlama, Plan tasarımı, Sunum yazılımları kullanabilme, Durağan görüntü için sunum tasarımı, Amacına uygun sunum hazırlama, Etkili sunum hazırlama; Tasarım Teknik ve Becerileri. 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.		
MİM2513	Computer Aided Design I	2+1 4.0
Introduction to Two-Dimensional Drawing Programs: Architecture and Two-Dimensional Representation Methods; Installation of the Determined Program and Areas of Use; Introduction to the Program Interface and General Command Tools; Dimensioning Styles and Commands; Drawing Auxiliary Commands; Object Addition Commands to the Drawing; Drawing Supporting Object Commands; Layout Editing: Line Settings in Printing, Scaling, Printing Settings, Printing in Different Formats.		
MİM2514	Computer Aided Design II	2+1 4.0
Drawing, Modelling and Design Programs; Two and Three Dimensional Design Techniques; Introduction to Three Dimensional Drawing Programs; Preparation of Plan, Section and Elevation through the specified program; Three Dimensional Modelling Methods; Architectural Elements and Structural System Elements; Surface and Material Applications; Site and Landscape Study; Animation, Rendering and Visual Production Processes.		
MİM2515	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: Militer perspective, Context perspective, Axonometric perspective drawings in architecture; Artistic Perspective in Architecture: One point perspective, Two point perspective, Artistic perspective drawings in architecture.		
MİM2517	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.		
MİM2519	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		

MiM2520	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.			

MiM3005	Architectural Project III	4+4	10.0
Identification and Research of Design Problem; Critical Analysis of Contemporary Architecture Examples; Determination and Discussion of Architectural Scales and Programs; Analysis of Context in Terms of Physical Environment and User Requirements; Development and Interpretation of the Architectural Program; Research and Interpretation of Contemporary Building Technologies and User Comfort Conditions through Design; Investigation of Different Scale and Levels of Detail, Interpretation and Presentation in Design.			

MİM3007	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.			

MiM3009	Urban Design	2+2	4.0
Urban Design: Definition, Scope and Concepts; Urban Design as an Interdisciplinary Field; Development of Urban Design in Historical Process; Urban Morphology and Urban Design; Sustainability and Inclusiveness in Urban Space; Urban Transformation; Urban Landscape; Urban Transportation System: Pedestrianization, Pedestrian priority cities; Urban Design and New Urban Models: Sustainable cities, Healthy cities, Smart Cities, Ecological Cities, Digital Cities, Brand cities, Happy cities.			

MIM3011	Building Application Project	2+2	5.0
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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.

MİM3012 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.

MİM3013 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.

MİM3014 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.

MİM3502 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 Standards.

MİM3503 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.

MİM3505 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.

MİM3506 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.

MİM3507 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.

MİM3508 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-standard Architecture; Digital Technology in Architectural Design.

- MiM3509 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.
- MiM3510 Final Construction 2+1 4.0**
Internal and External Door Constructions; Window Constructions with Respect to Materials and Openings; 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.
- MiM3511 Computer Aided Design III 2+1 4.0**
Visualization in architecture; Digital representation methods; Poster preparation; Visual presentation techniques; Design principles and elements through representation; Explanation of Photoshop, Illustrator and/or Indesign softwares, Introduction to software interfaces, Introduction to tools in the software content; Creating vector-based graphics; Basic representation practices; Design workflow; Creating composition; Checking suitability for printing.
- MiM3512 Computer Aided Design IV 2+1 4.0**
Building Information Modeling (BIM) Based Design: Building Information Modeling Concepts; Examination of the Working Principles of Building Information Modeling Softwares; Use of BIM Software in Design, Project, and Representation Processes; Data Management and Sheet Production Processes with BIM Software.
- MiM3513 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 Communication; 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 Experience; Conceptual Research on Examples.
- MiM3514 Contemporary Art and Its Interpretation 2+0 4.0**
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.
- MiM3515 Building Design in the Historical Environment 2+1 4.0**
Concept of Historical Environment; Concept of New and New in Historical Environment: Integration of the Concept of New with Historical Environment; Context Sensitive Design in Historical Environment; New Material; Renovation; New Function "One Building" (Rehabilitation); New Function Addition to Structure; "New Building" Addition to the Historic Environment; Investigation of Different Approaches to "New" in Historical Environment on Various Examples.
- MiM3517 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.
- MiM3519 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.

- MİM3520 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.
- MİM3521 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.
- MİM3523 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; Sense 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.
- MİM4005 Architectural Project V 4+4 10.0**
Analytical and Systematic Analyses of a Multifunctional Architectural/Urban Design Problem in Different Contexts; Discussion of Different Architectural Design Approaches; Acquisition of Team Work, Collective Generation and Presentation Skills; Solution-oriented Studies on Design Problem at Different Scales; Comprehension of the Principles of Multi-disciplinary Work in Architectural Practice; Advancement of the Ability to Produce Rational, Inclusive, Creative Solutions at Different Scales and Contexts Throughout the Architectural Design Process (Construction Systems and Technologies, Context, Place-User-Environment, Sustainability).
- MİM4006 Graduation Project 4+4 12.0**
Definition and Programming a Multifunctional Urban Design Problems; Analysis and Synthesis of Social and Physical Environment; Design of Independent Multi-Program Project Evaluated by Juries; Preparation and Presentation of an Original and Creative Architectural Project Provided Required Knowledge and Developments and Desired Professional Saturation.
- MİM4007 Building Law 2+0 2.0**
The General Concept Of Law, The definition and objectives of law; Zoning Law, The place of zoning law within the Turkish legal system, Partition lawsuits (dissolution of co-ownership) and their relation to zoning law, The offense of zoning pollution; Legal Rules Concerning Planning; The preparation, approval and enactment of zoning plans; Construction Law, The legal framework in the construction process, competent authorities and their relation to regulations; The Process Of Obtaining A Building Permit And Legal Requirements, Occupancy permit; Urban Transformation And Legal Procedures; The Legal Responsibilities Of The Architect.
- MİM4008 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.
- MİM4009 Professional Ethics and Practice 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. Professional practice.
- MİM4501 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.

MİM4502 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.

MİM4503 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.

MİM4504 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.

MİM4505 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.

MİM4506 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 equipment; Periodic monitoring; Continuous monitoring.

MİM4507 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.

MİM4508 City and Inclusive Design 2+1 4.0

City, Inclusion and Urban Rights; Personal Mobility and Freedom of Movement in Cities; Accessibility of Transportation as a Right: Transportation structures and vehicles, Pedestrian paths and walkability; Inclusive Design in Urban Space: Public spaces, Green spaces, parks, sports and recreation areas, Educational buildings and university campuses, Tourism facilities, Religious facilities, Urban equipment and urban furniture; From Discriminatory Cities to Inclusive Cities: Accessible cities, Happy cities.

MİM4509 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.

MİM4510 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.

MIM4511	Accessibility for All	2+1	4.0
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Design, Users and User Requirements; Design and Accessibility; Accessibility and Quality of Life as a Right; Accessibility Regulations at International and National Level; Accessibility, Legal Requirements and Professional Ethics; Accessibility and Universal Design; Accessibility and Artificial Intelligence; Accessibility Applications: Urban and architectural space, Product, Service, Information and communication; Accessibility from Design to Practice: Problems, Solutions, User satisfaction.

MIM4512	Architecture and Aesthetics	3+0	4.0
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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.

MIM4513	Prefabricated Buildings	3+0	4.0
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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 Buildings; Prefabricated Facade Elements: Design, Production and assembly. Fuga design.

MIM4514	Representation in Architecture	2+0	4.0
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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.

MiM4515	Modern and Postmodern Approaches in Architecture	4+0	4.0
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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.

MiM4517	Manifestos in the 20th Century Architecture	3+0	4.0
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Late 19.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).

MiM4519	Urban Design	3+0	4.0
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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.

MIM4521	Architecture and Media	2+0	4.0
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Analysis of architectural media. Analysis of issues related to architecture in the national and international media. Current Architectural Debates Reflections in Turkey. Architecture Interrogative approach. Role of related media between architecture and quality.

MiM4525	Contemporary Approaches to Urban Design	3+0	4.0
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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.

MIMSJ301	INTERNSHIP	0+2	3.0
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MIMSJ401	internship	0+2	3.0
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MOD118	Technical Drawing in Clothing Design	2+2	4.0
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MOD203	Pattern Application I	2+2	4.0
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MOD204	Pattern Application II	2+2	4.0
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MOD219	Fashion Illustration I	2+2	4.0
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MOD220	Fashion Illustration II	2+2	5.0
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MOD305	Pattern Application III	2+2	4.0
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MOD306	Pattern Application IV	2+2	4.0
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MOD310	Fashion Photography	2+2	4.0
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MOD312	Ready to Wear Production Methods	2+2	4.0
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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.

MTF1002 Creativity Methods 2+1 4.0
Superficial-Deep Memory. Aesthetic Intelligence Transformation Brain Development Exercises. Physiological studies, Mental studies. Ideas Flying Method, Dialectical Thinking Method, Lateral Thinking Method, Brainstorming, Synectic Method, Analysis Methods. Phantasy (Fantasy) Construction Methods, Game Tree Method, Metamorphosis (Transfiguration), Transformation (Transformation), Additiveness, Abstraction, Conceptualization, (Camouflage), Adaptation (Adaptation), (Deformation), Analogy (Similarity).

MTF1004 Basic Photography 2+1 4.0
A Brief History of Photography; Cameras: Introduction of 35 mm, Medium and large format cameras; Lenses: Standard, Wide, Tele, Zoom and macro lenses; Exposure Control Mechanisms: Aperture, Shutter; Stopping Movement; Depth of Field; Film: Film types according to their formats, Film types according to sensitivity to light intensity, Film types according to color sensitivity, Contrast, Selectivity and Grain structure; Light: Light measurement and its types, Exposure modes; Filters and Auxiliary Accessories; Image Editing.

MTF1006 Aesthetics 2+0 4.0

MTF2001	Model Making	2+1	4.0
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MTF2002	Design Drawing and Presenting	2+1	4.0
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MTF2003	Screen Printing	2+1	4.0
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MTF2004	Visual Perception	2+0	4.0
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MTF3001	Graphical Design	2+1	4.0
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MTF3002	Institution Identity Design	2+1	4.0
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MTF3003	Research by Design	2+1	4.0
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MTF3004	Font Design	2+1	4.0
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MTF3006	Special Fields in Design	2+1	4.0
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MTF3008	Typography	2+1	4.0
Introduction to Typography: Importance of typography, historical development of the alphabet, cultural and social role of writing; Typefaces: Typeface categories, proper type selection, kerning and alignment techniques; Text Layout: Color, size, repetition, rhythm, balance, hierarchy; Applications: Analysis of different typefaces, new font design, and typographic composition practices.			

MTF4002	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.			

MTF4003 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.			

MTF4004	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.			

MTT1006	Color Theory	2+1	4.0
Light and Vision: Definition and properties of light, Visual phenomenon; Color Concept: Definition and properties of color, Light colors, Pigments; Basic Color Theories: Newton's color theory, Goethe's color theory, Munsell's color theory; Contrasts of Color: Complementary color contrast, Light-dark contrast, Simple color contrast, Warm-cold contrast, Quality contrast, Quantity contrast, Misleading contrast; Color Harmonies; Color Associations: Culture and color relation, Experience and color relation, Color associations.			

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		

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.			

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 lenght, 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.			

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.			

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.			

MTT1802	Painting	2+1	4.0
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 Painting Information: Tools (Paper, Brush, Paint types); Design Elements: Composition, Rhythm, Color, Form, Color Movement.			

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.			

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.			

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.			

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.		

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.

MTT2501 Fashion Photography 2+1 4.0

Examining the Concept of Fashion: Current fashion concepts, Overview of the concept of "beauty", Understanding visual culture, Understanding material culture; Fashion Photography: Definition and characteristics of fashion photography, Recognizing fashion photographers; Overview of Fashion Movements: 1910-2010 Characteristics of fashion movements, The place of fashion movements in photography; Visual creation: Visual research in fashion photography, Styling; Creating a theme: Determining the theme in fashion photography, Expressing concepts and themes in literary and visual form; Fashion photography shoots: Model shooting, Fashion products shooting, Indoor shooting, Outdoor shooting.

MTT2801 Felting Design and Applications 2+1 4.0

Basic Concepts About Felt: Definition and Properties of Felt; History of Felt: Felt Making and Use in the Historical Process; Classification of Felt in terms of Production: Felt Techniques and Design Methods; Felt Making: Raw Materials Used in Felt Making, Tools and Equipment Used in Felt Making, Felt Making Stages; Surface Works with Felt: Research Process, Process of Creating Felt Designs and Application.

MTT2803 Fashion and Aesthetics 2+0 4.0

Aesthetic Concept: Sensory perception and judgment processes; Concept of Beauty: Proportion, balance and harmony; Concept of Form and Composition: Aesthetic structure and visual organization; Concept of Perception and Sensation: Individual and psychological aspects of aesthetic experience; Aesthetic Judgment: Processes of appreciation, taste and evaluation; Aesthetics in Art and Design: Meaning, form and sensory quality in creative processes; Cultural Aesthetic Approaches: Aesthetic understandings of different societies and historical periods; Fashion and Aesthetic: Clothing, appearance, expression and identity.

MTT2805 Contemporary Textile Art 2+0 4.0

Concepts and evolution of contemporary textile art. Traditional and modern textile techniques in contemporary textile art. Presentation of contemporary textile artists and their art works. Significant contemporary textile art organizations and events in the world and in Turkey.

MTT2807 Creative and Critical Thinking 2+0 4.0

Creative Thinking: Creativity, Innovation, Creativity as a skill; Forms of Creativity: Types of thinking, Types of creativity; Creativity in Problem Solving: Defining the problem, Identifying patterns, Thinking from different perspectives; Creative Thinking Methods: Brainstorming, Thinking with metaphors, Mind maps; Critical Thinking: Characteristics of critical thinking, Common types of critical thinking; Critical Thinking Process: Identifying issues, Identifying conflicts, Creating contexts, Evaluating conflicts.

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
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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
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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
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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
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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
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Basic Concepts: Fabric, Pattern; Historical Development: Fabric, Pattern; Pattern Drawing Types: Hatâyi, Penç, Rûmî; 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, Dilation; Case Studies for Dilation 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
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Basic Concepts: Fabric, Pattern; Historical Development: Fabric, Pattern; Pattern Drawing Types: Hatâyi, Penç, Rûmî; 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
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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
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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.		
MTT3501	Textile Dyeing and Finishing	2+2 4.0
Introduction; Brief History of Textile; Introduction to textile dyeing. Mechanical, chemical textile dyeing methods. Pretreatment processes: sizing, hydrophilization, bleaching, mercerization, washing. Dyeing methods: dyeing according to exhaustion and impregnation methods. Classification of textile dyes. Cotton (such as Modal, Tencel) dyeing, wool dyeing and PES dyeing. Functional finishing processes applied to textile materials. Antibacterial, water repellent and flame-retardant properties. Mechanical finishing processes.		
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		

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.			

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 dying; Traditional dying for fabric and thread, Printing process; Embroidering: Embroidery techniques, Knitting; Fog Knitting, Crochet and needlework; Sewing and Application Techniques: Patchwork, Benaluka, Product production.

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.

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.

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.

Modernity: Scientific revolution, Political revolution, Cultural revolution, Industrial Revolution; Modern Art: Autonomy of art, Avantgardizm; Modern Art Movements: Empressionism, Expressionisim, Cubism, Dada, Constructivism, Surrealism; Modern Insections 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.

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.

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.

11111502	Clothing Culture	240	110
Definition and Content of Clothing Culture; Description of Clothing, Culture, Clothing Culture; Types of clothing, traditional clothing styles; The relationship between clothing, nature, culture, belief and social environment; Information			

MTT4504	Showcase Design	2+1	4.0
Definition of Showcase Design: The place and importance of this field in design, Subjects, Resources; Principles and Methods in Showcase Design; Color-Style-Space Relations in Showcase Design: Determination and definition of requirements, Material selection, Space Organization.			

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.

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.

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.

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.

Folk songs from different Regions of Turkey are Taught; Aegean Region Zeybek Folk Songs: Eklemedir 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, Ayırlık, 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 önu kuvu; Blacksea Region: Trabzon, Rize, Artvin Folk Songs: Macka volları taşlı, Ben giderim Batuma, Dere geliyor dere.

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.

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.		
REK2522	Sports Aviation	1+1 4.0
Introduction to Air Sports: History of aviation; Air Sports Institutions and Organizations; Air Sports Branches: General aviation, Acrobatics, Ultralight aircraft, Microlight aircraft, Gyrocopters, Gliders, Parachutes, Drones, Hang gliders, Balloons, Paragliding, Air modeling; Paragliding Sport: Paragliding sport in the world and in Türkiye, Introduction of paragliding flight equipment, Paragliding aerodynamics, Paragliding control, Dispatch and management, Meteorology, Paragliding flight safety, Paragliding air traffic rules, Paragliding emergencies and procedures, First aid, Paragliding folding, Maintenance and storage, Paragliding ground work; Recent Developments in Aviation.		
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.		
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; Flamenco, 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.		
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.		

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.

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.

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.

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.

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.

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.

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.

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.

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;

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.			

TÜRK120	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.		

TÜRK126	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.			