

FACULTY OF ARCHITECTURE AND DESIGN

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

Dean	: Prof.Dr. Osman TUTAL
Vice-Dean	: Dr. Lecturer Engin KAPKIN
Vice-Dean	: Dr. Lecturer Duygu İrem CAN
Secretary to the Faculty	: Ergülhan BALTACIOĞLU

STAFF

Professors:

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

Associate Professors:

Emrah GÖKALTUN, Mehmet İNCEOĞLU, Özge KANDEMİR, Rana KARASÖZEN, Onur ÜLKER

Faculty Members:

Gülşen AKIN, Mehmet Ali ALTIN, Duygu İrem CAN, Özgür CEYLAN, Füsun CURAOĞLU, H. Günseli DEMİRKOL, Betül G. EKİMCİ, Özlem KANDEMİR, Engin KAPKIN, Fatma KOLSAL, Özlem MUMCU UÇAR, Sanem ODABAŞI, Şakir ÖZÜDOĞRU, Elif TATAR, Emre TÜFEKÇİOĞLU, Duysal TÜTÜNCÜ DEMİRBAŞ, Ali ULU, Tolga YILMAZ

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, Merve ERTUĞRUL, Ferhan KIZILTEPE, Duygu ÖZGÜL DURSUN, Selim Hikmet ŞAHİN, Engin Tamer ŞEN, Serhan TUNCER, Seyed Ahmad Reza YEKANI FARD

Research Assistants:

Gül AĞAOĞLU ÇOBANLAR, İrem AKKUŞ AKDEMİR, Fatih Mehmet ALHAN, İtir ARAT, Sevgin Aysu BALKAN, Seda CANOĞLU, Barış DERViŞ, Özgün DİLEK, Gizem Hediye EREN, İnci GÜLDOĞAN, Feran Özge GÜVEN ULUSOY, Özlem KURT, Derya MERİÇ, Ayşe Müge ÖZ, Gamze ŞENSOY, Ayşe Seçil TEKİN AKBULUT, Başak TOPAL, Gökhan ULUSOY, Ayşe Deniz YEŞİLTEPE, Aysu Ceren YILMAZ SATILMIŞOĞLU

DEPARTMENT OF INDUSTRIAL DESIGN

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

Department Head : Dr. Lecturer Duysal TTNC DEMİRBAŞ
Deputy Department Head : Dr. Lecturer Tolga YILMAZ

PROGRAM

I.Semester				II.Semester			
ENT110	Introduction to Industrial Design	2+0	4.0	ENT118	History of Industrial Design I	2+0	3.0
ENT129	Design Drawing I	2+1	5.0	ENT130	Design Drawing II	2+1	3.0
ENT131	Technical Drawing of Industrial Product I	2+1	4.0	ENT132	Technical Drawing of Industrial Product II	2+1	3.0
ENT133	Basic Design Studio I	5+4	12.0	ENT134	Basic Design Studio II	5+4	11.0
TR125	Turkish Language I	2+0	2.0	TR126	Turkish Language II	2+0	2.0
	<i>Yabancı Dil Dersleri</i>	--	3.0		<i>Seçmeli Dersler</i>	--	5.0
					<i>Yabancı Dil Dersleri</i>	--	3.0
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			30.0				30.0
III.Semester				IV.Semester			
ENT221	History of Industrial Design II	2+0	4.0	ENT236	Product Design II	6+6	12.0
ENT224	Ergonomics and Accessibility	2+0	4.0	ENT343	Visualization in Digital Environment II	2+1	4.0
ENT228	Visualization in Digital Environment I	2+1	4.0	MEK104	Statics Strength of Materials	3+0	4.5
ENT235	Product Design I	6+6	12.0	TAR166	Atatrk's Principles and History of Turkish Revolution II	2+0	2.0
MLZ219	Material Science	2+0	4.0		<i>Mesleki Seçmeli Dersler</i>	--	3.5
TAR165	Atatrk's Principles and History of Turkish Revolution I	2+0	2.0		<i>Seçmeli Dersler</i>	--	4.0
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			30.0				30.0
V.Semester				VI.Semester			
ENT206	Manufacturing Methods	3+0	4.0	ENT338	Product Design IV	6+6	12.0
ENT222	Design and Communication	2+0	4.0	ENT340	Design Research	3+0	4.0
ENT337	Product Design III	6+6	12.0		<i>Mesleki Seçmeli Dersler</i>	--	8.0
	<i>Mesleki Seçmeli Dersler</i>	--	8.0		<i>Seçmeli Dersler</i>	--	6.0
	<i>Seçmeli Dersler</i>	--	2.0				
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			30.0				30.0
VII.Semester				VIII.Semester			
ENT435	Design Law	3+0	4.0	ENT442	Portfolio Design II	2+2	4.0
ENT437	Professional Relations and Project Management	3+0	4.0	ENT452	Product Design VI	5+4	14.0
ENT439	Product Design V	6+6	12.0		<i>Mesleki Seçmeli Dersler</i>	--	8.0
ENT441	Portfolio Design I	2+2	4.0		<i>Seçmeli Dersler</i>	--	4.0
	<i>Mesleki Seçmeli Dersler</i>	--	4.0				
	<i>Seçmeli Dersler</i>	--	2.0				
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			30.0				30.0

Foreign Language Courses

İNG187 (Eng)	English I	3+0	3.0
İNG188 (Eng)	English II	3+0	3.0

Elective Courses

ARK105	Anatolian Civilizations	2+0	4.0
FEL203	Philosophy of Art I	2+0	3.0
MİT301	Mythology	2+0	2.5
SNT155	History of Art	2+0	2.0
SOS309	Anthropology	2+0	3.0
TAR307	History of Civilization	2+0	3.0

Area Elective Courses

ENT223	Methods of Maquette Making	2+2	3.5
ENT313	Visual Perception	2+0	3.0
ENT324	Space Design	2+1	4.0
ENT325	Mechanisms and Machine Dynamics	2+1	4.5
ENT330	Game and Toy Design	2+1	4.0
ENT331	Detail Analyses	2+0	3.0
ENT334	Visualization in Virtual Medium	2+1	4.0
ENT341	Design and Solid Geometry	2+1	3.0
ENT348	Visualization in Digital Environment III	2+1	4.0
ENT417	City Furniture Design	2+2	4.5
ENT418	Cost Conception Product Design	3+0	4.5
ENT431	Illustration	2+2	4.5
ENT436	Design and Science	2+1	3.0
ENT443	Visual Communication	2+1	4.0
ENT445	Culture and Design	2+1	4.5
ENT447	Form, Material and Function	2+2	4.0
ENT455	Data Analysis in Design Process	2+1	3.0
TİP301	Typography	2+1	4.5

DEPARTMENT OF GRAPHIC DESIGN

Department Head : Dr. Lecturer Engin KAPKIN
Deputy Department Head :

DEPARTMENT OF INTERIOR DESIGN

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

Department Head : Prof. Buğru Han Burak KAPTAN
Deputy Department Head :

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	4.0	İÇT110	Introduction to Design of Space	2+3	5.0
İÇT113	Basic Design I	4+4	10.0	İÇT114	Basic Design II	4+4	10.0
TRS107	Technical Drawing	3+3	7.0	İÇT205	Ergonomics	2+0	3.0
TÜR125	Turkish Language I	2+0	2.0	PPT112	Perspective	1+2	4.0
	<i>Yabancı Dil Dersleri</i>	--	3.0	TÜR126	Turkish Language II	2+0	2.0
					<i>Yabancı Dil Dersleri</i>	--	3.0
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			30.0				30.0

III.Semester

İÇT106	Visual Communication Techniques	2+1	3.0	İÇT202	Interior Design Project II	4+4	10.0
İÇT201	Interior Design Project I	4+4	10.0	İÇT214	Introduction to Furniture Design	2+0	4.0
İÇT215	Structural Materials	2+0	4.0	İÇT218	Construction II	2+0	4.0
İÇT217	Construction I	2+0	4.0	İÇT302	Histories of Interior Design and Furniture II	2+0	3.0
İÇT301	Histories of Interior Design and Furniture I	2+0	3.0	SNT252	History of Art II	2+0	3.0
SNT251	History of Art I	2+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>	--	6.0
	<i>Mesleki Seçmeli Dersler</i>	--	3.0				
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			32.0				32.0

IV.Semester

İÇT202	Interior Design Project II	4+4	10.0
İÇT214	Introduction to Furniture Design	2+0	4.0
İÇT218	Construction II	2+0	4.0
İÇT302	Histories of Interior Design and Furniture II	2+0	3.0
SNT252	History of Art II	2+0	3.0
TAR166	Atatürk's Principles and History of Turkish Revolution II	2+0	2.0
	<i>Mesleki Seçmeli Dersler</i>	--	6.0

V.Semester

BİL385	Computer Aided Design (CAD) I	2+2	4.0	İÇT304	Interior Design Project IV	4+4	10.0
İÇT303	Interior Design Project III	4+4	10.0	İÇT318	Furniture II	2+1	5.0
İÇT317	Furniture I	2+1	5.0	İÇT427	Physical Environment Control II	2+0	3.0
İÇT326	Physical Environment Control I	2+0	3.0	SNT351	History of Turkish Art	2+0	3.0
	<i>Mesleki 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

VI.Semester

İÇT304	Interior Design Project IV	4+4	10.0
İÇT318	Furniture II	2+1	5.0
İÇT427	Physical Environment Control II	2+0	3.0
SNT351	History of Turkish Art	2+0	3.0
	<i>Mesleki Seçmeli Dersler</i>	--	9.0

VII.Semester

İÇT403	Interior Design Project V	4+4	12.0	ENT423	Design Law	2+0	3.0
İÇT431	Professional Practice	2+1	3.0	İÇT404	Interior Design Project VI	4+4	12.0
İÇT449	The Theory of Preservation	2+0	3.0		<i>Mesleki Seçmeli Dersler</i>	--	9.0
	<i>Mesleki Seçmeli Dersler</i>	--	9.0		<i>Seçmeli Dersler</i>	--	6.0
	<i>Seçmeli Dersler</i>	--	3.0				
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			30.0				30.0

VIII.Semester

ENT423	Design Law	2+0	3.0
İÇT404	Interior Design Project VI	4+4	12.0
	<i>Mesleki Seçmeli Dersler</i>	--	9.0
	<i>Seçmeli Dersler</i>	--	6.0

Foreign Language Courses

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

iNG226 (Eng)	Academic English II	3+0	3.0
iNG325 (Eng)	Academic English III	3+0	3.0
iNG326 (Eng)	Academic English IV	3+0	3.0

Elective Courses

BEÖ155	Physical Education	2+0	2.0
ENT220	Iconographical Analysis	2+0	3.5
EST102	Aesthetics	2+0	3.0
FEL203	Philosophy of Art I	2+0	3.0
FEL204	Philosophy of Art II	2+0	3.0
FOT202	Photography	2+0	3.0
MİT301	Mythology	2+0	2.5
MİT304	Mythology and Iconography	2+0	3.0
MÜZ151	Short History of Music	2+0	3.0
SAN113	Art Concepts	2+0	4.0
SAN155	Hall Dances	0+2	2.0
SAN304	Contemporary Art and It's Interpretation	2+0	3.0
SOS155	Folkdance	2+0	2.0
TAR307	History of Civilization	2+0	3.0
THU203	Community Services	0+2	3.0
TIY153	Drama	2+0	3.0

Area Elective Courses

BİL386	Computer Aided Design (CAD) II	2+2	4.5
ENT447	Form, Material and Function	2+2	4.0
iÇT112	Sketching and Design Drawing	2+1	5.0
iÇT221	Design Geometry and Form Analysis	2+0	4.0
iÇT222	Form and Space in Interior Architecture	2+0	4.0
iÇT240	20th Centry Art Movements and Interior Design	2+0	4.0
iÇT307	Furniture Construction	2+1	4.0
iÇT315	Colors and Textile in Interiors	2+0	4.0
iÇT319	Model Building Techniques	2+1	5.0
iÇT323	Design and Culture	2+0	4.0
iÇT327	Design Principles of the Kitchen	2+0	4.0
iÇT332	Exhibition and Exhibition Space Design	2+0	4.0
iÇT333	The Image of Concept in Interior Design	2+0	4.0
iÇT338	Stage and Set Design	2+1	5.0
iÇT339	Structural Analysis in Interior Architecture	2+1	5.0
iÇT340	Kids and Interior Design	2+0	4.0
iÇT406	Space Analyzing in Interior Design	2+0	4.0
iÇT409	Illustration of Interiors	2+0	4.0
iÇT413	Principles of Lighting Design in Different Spaces	2+0	4.0
iÇT414	Socio-cultural Effects on Furniture Design	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
iÇT429	New Expansion at the Design	2+0	4.0
iÇT439	Child As a User in Space and Furniture Design	2+0	4.0
iÇT441	Contemporary Approaches on Museum Design	2+0	4.0
iÇT443	Experimental Space Design	2+0	4.0
iÇT460	Cost Analysis	2+1	5.0
MİM265	Introduction to Visual Communication	3+0	4.5

DEPARTMENT OF ARCHITECTURE

Architecture can be described as the design of the built or man-made environment. This environment is in nature social, cultural, political, economic as well as physical. Design is a process of creative intervention, the purpose of which is to improve the built environment. This calls for: a) an interest in the human condition, in so far as it is effected by and affects the built environment; b)the development of intellectual and creative qualities, critical abilities, the capacity to make value judgments and the motivation to learn; c)the acquisition of knowledge in the arts and sciences (as it shapes the built environment) and the development of analytical, creative, technical, managerial, organizational and communication skills. The Department of Architecture, Anadolu University-Eskişehir was founded in 1984 within the organizational structure of the faculty of engineering and architecture. By 1993, Anadolu University was divided into two distinct universities; as a result of this the

department of architecture was reorganized and has commenced education in 1994 with a brand new spirit and incentive. In October, 1999 the department of architecture has finally moved into newly purpose built buildings at the İki Eylül Campus of the Anadolu University. Today, the department enjoys of some 6,000 m² indoor space including 4 Lecture Rooms, 9 Design studios, 2 computer labs (CAD and GIS lab), print room, construction lab, model-making studio, darkroom, departmental library, exhibition halls, terrestrial photogrammetry studio, project studio for teachers and students working together, photography studio and staffrooms/administrative block. The department has 23 full-time and 10 part-time members of teaching staff including 2 professors, 3 Associate professors, 7 Assistant Professors, 6 senior lectures, 6 Research Assistants and 10 part-time nation wide renown practising architects working as studio masters. Each member of staff has his/her own well

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

Department Head : Prof.Dr. Hicran Hanım HALAÇ
Deputy Department Head : Assoc. Prof.Dr. Mehmet İNCEOĞLU

PROGRAM

I.Semester				II.Semester			
EMİM101	Basic Design	4+4	10.0	EMİM102	Introduction to Architectural Design	4+4	10.0
EMİM103	Architectural Presentation	2+4	6.0	MİM104	Construction Elements	2+2	4.0
MAT195	Calculus	3+0	3.0	MİM110	Introduction to Architecture	2+0	3.0
TAR165	Atatürk's Principles and History of Turkish Revolution I	2+0	2.0	MİM122	Computer Applications in Architecture	1+1	3.0
TÜR125	Turkish Language I	2+0	2.0	TAR166	Atatürk's Principles and History of Turkish Revolution II	2+0	2.0
	<i>Seçmeli Dersler</i>	--	4.0	TÜR126	Turkish Language II	2+0	2.0
	<i>Yabancı Dil Dersleri</i>	--	3.0		<i>Seçmeli Dersler</i>	--	3.0
					<i>Yabancı Dil Dersleri</i>	--	3.0
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			30.0				30.0
III.Semester				IV.Semester			
EMİM201	Architectural Design Project I	4+4	10.0	EMİM202	Architectural Design Project II	4+4	10.0
MİM214	Structural Analysis I	3+0	3.0	MİM220	Modern Architectural History	2+0	3.0
MİM243	Building and Construction Methods I	2+2	5.0	MİM244	Building and Construction Methods Iı	2+2	5.0
MİM249	History of Architecture	2+0	3.0	MİM321	Structural Analysis II	3+0	3.0
	<i>Mesleki Seçmeli Dersler</i>	--	4.0		<i>Mesleki Seçmeli Dersler</i>	--	4.0
	<i>Seçmeli Dersler</i>	--	5.0		<i>Seçmeli Dersler</i>	--	2.0
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			30.0				27.0
V.Semester				VI.Semester			
EMİM301	Architectural Design Project III	4+4	10.0	EMİM302	Architectural Design Project IV	4+4	10.0
EMİM303	Architectural Conservation I	2+0	3.0	EMİM304	Architectural Conservation II	2+2	5.0
EMİM305	Urban Design Principles	2+2	5.0	EMİM306	Urban Design Studio	2+2	5.0
MİM343	Building Application Project	2+2	5.0	MİM308	Turkish Architecture History	2+0	3.0

MİM361	Physical Environment Control I	3+0	3.0	MİM362	Physical Environment Control II	3+0	3.0
	<i>Mesleki Seçmeli Dersler</i>	--	4.0		<i>Mesleki Seçmeli Dersler</i>	--	4.0
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			30.0				30.0

VII.Semester

EMİM401	Architectural Design Project V	4+4	10.0
EMİM403	Building Law	2+0	3.0
EMİM405	Professional Ethics	2+0	2.0
	<i>Mesleki Seçmeli Dersler</i>	--	8.0
	<i>Seçmeli Dersler</i>	--	7.0

			30.0

VIII.Semester

EMİM402	Architectural Design Project VI	4+4	12.0
MİM406	Construction Management and Cost Analysis	3+0	3.0
	<i>Mesleki Seçmeli Dersler</i>	--	12.0
	<i>Seçmeli Dersler</i>	--	3.0

			30.0

Foreign Language Courses

iNG187 (Eng)	English I	3+0	3.0
iNG188 (Eng)	English II	3+0	3.0
iTA256 (İta)	Italian II	3+0	4.0

Elective Courses

BEÖ155	Physical Education	2+0	2.0
ESTÜ104	Academic and Life Skills	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
ESTÜ121	Piano	3+1	3.0
ESTÜ122	Guitar	3+1	3.0
iTA255 (İta)	Italian I	3+0	4.0
MÜZ151	Short History of Music	2+0	3.0
SAĞ102	First Aid	2+0	2.5
SOS352	Sociology of Art	2+0	3.0

Area Elective Courses

EMİM226	The Shell Architecture and Geometry	2+1	4.0
EMİM227	New Perspectives in Painting	2+1	4.0
EMİM228	Visual Research in Architectural Design	2+0	4.0
EMİM229	Art History	3+0	4.0
EMİM230	Original Thinking Strategies in Architectural Design	3+0	4.0
EMİM231	Sketching in Architecture	2+1	4.0
EMİM232	Cultural and Recreational Activities in Design	2+1	4.0
EMİM233	Computer Supported Design I	2+1	4.0
EMİM234	Detail in Architecture	2+1	4.0
EMİM235	Visual Communication Design	3+0	4.0
EMİM236	Computer Supported Design II	2+1	4.0
EMİM237	Perspective in Architecture	2+1	4.0
EMİM238	Visual Communication in Architecture	2+1	4.0
EMİM239	Architecture and Nature	2+1	4.0
EMİM325	Wooden Structures	3+0	4.0
EMİM326	Geographical Information Systems	2+1	4.0
EMİM327	Architecture and Media	3+0	4.0
EMİM328	Remote Sensing	2+1	4.0
EMİM329	Traditional Turkish House	2+0	4.0
EMİM332	Sustainable Design in Architecture	2+1	4.0
EMİM333	Contemporary Architecture History	2+0	4.0
EMİM334	Architectural Design Online via Distance Learning	3+0	4.0

EMİM335	Computer Supported Design III	2+1	4.0
EMİM336	Computer Supported Design IV	2+1	4.0
EMİM337	City, Memory and Language	2+1	4.0
EMİM339	Research by Design	2+1	4.0
EMİM341	Building Design in the Historical Environment	2+1	4.0
EMİM343	Social Sustainability in Built Environment Design	3+0	4.0
EMİM428	Architecture and Ecology	2+1	4.0
EMİM434	Landscape Design	2+1	4.0
EMİM435	Space Analysis in Architecture	3+0	4.0
EMİM441	Accessibiity for All	2+1	4.0
EMİM443	Computer Supported Design V	2+1	4.0
EMİM445	Urbanism I	2+1	4.0
EMİM447	Architecture and Aesthetics	3+0	4.0
EMİM449	Prefabricated Buildings	3+0	4.0
ENT447	Form, Material and Function	2+2	4.0
FOT202	Photography	2+0	3.0
MİM224	Architecture and Philosophy	3+0	4.0
MİM253	Building Materials I	3+0	4.0
MİM270	Portfolio Design	3+0	4.0
MİM272	Presentation Design	3+0	4.0
MİM357	The Structuring of the Housing Depending on the Paradigms	3+0	4.0
MİM395	Design Process in Architecture	2+1	4.0
MİM431	Restoration Applications and Case Studies	3+0	4.0
MİM433	The Turkish Architecture in the Republican Period	2+0	4.0
MİM437	Manifestos in the 20th Century Architecture	3+0	4.0
MİM471	Urban Landscape	3+0	4.0
ŞPL304	Environmental Aesthetics	3+0	4.0

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 : Dr. Lecturer Şakir ÖZÜDOĞRU
Deputy Department Head :

PROGRAM

I.Semester				II.Semester			
MTT101	Basic Design I	3+3	8.0	MOD215	Color Theory	1+1	2.0
MTT103	Drawing I	2+2	4.0	MTT102	Basic Design II	3+3	8.0
MTT105	Basic Sewing Techniques I	2+2	4.0	MTT104	Drawing II	2+2	4.0
MTT107	Textile Fibres I	2+0	2.0	MTT108	Textile Fibres II	2+0	2.0
TAR105	History of Civilization	2+0	2.0	MTT110	Basic Pattern Making	2+1	3.0
TÜR125	Turkish Language I	2+0	2.0	SNT155	History of Art	2+0	2.0
	<i>Seçmeli Dersler</i>	--	5.0	TÜR126	Turkish Language II	2+0	2.0
	<i>Yabancı Dil Dersleri</i>	--	3.0		<i>Mesleki Seçmeli Dersler</i>	--	4.0
					<i>Yabancı Dil Dersleri</i>	--	3.0
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			30.0				30.0
III.Semester				IV.Semester			
MOD219	Fashion Illustration I	2+2	4.0	MTT202	Printing Techniques	2+2	5.0

MTT201	Dyeing Techniques	2+2	4.0	MTT204	Fabric Construction II	3+1	4.0
MTT203	Fabric Construction I	3+1	4.0	MTT206	Textile Design Introduction II	2+2	5.0
MTT205	Textile Design Introduction I	2+2	5.0	MTT208	Computer Aided Design II	3+2	5.0
MTT207	Computer Aided Design I	3+2	5.0	MTT210	Introduction to Fashion Clothes Design	2+2	5.0
TAR165	Atatürk's Principles and History of Turkish Revolution I	2+0	2.0	TAR166	Atatürk's Principles and History of Turkish Revolution II	2+0	2.0
	<i>Mesleki Seçmeli Dersler</i>	--	4.0		<i>Mesleki Seçmeli Dersler</i>	--	4.0
	<i>Seçmeli Dersler</i>	--	2.0				
			----				----
			30.0				30.0

V.Semester

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
	<i>Mesleki Seçmeli Dersler</i>	--	8.0
	<i>Seçmeli Dersler</i>	--	2.0

			30.0

VI.Semester

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

			30.0

VII.Semester

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

			30.0

VIII.Semester

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

			30.0

Foreign Language Courses

iNG187 (Eng)	English I	3+0	3.0
iNG188 (Eng)	English II	3+0	3.0
iNG226 (Eng)	Academic English II	3+0	3.0
iNG326 (Eng)	Academic English IV	3+0	3.0

Elective Courses

EST203	Aesthetics	2+0	2.0
ESTÜ111	Volunteering Works	1+2	4.0
ESTÜ201	Turkish Sign Language	3+0	3.0
ESTÜ405	Computer Programming	3+0	5.0
FOT219	Basic Photography	2+2	4.0
MİT301	Mythology	2+0	2.5
MOD319	Pattern Design	2+2	3.0
MOD320	Interactive Pattern Design	2+2	3.0
MOD453	Style Consultancy	2+0	3.0
MTT313	Design Culture	2+0	2.0
MTT315	Creative and Critical Thinking	2+0	2.0
MTT406	Brand Management	2+0	3.0
MTT407	Fashion Marketing	2+0	3.0
RSM152	Painting	2+0	4.0
SAN221	Contemporary Art and Its Interpretation	2+0	2.0
SOS352	Sociology of Art	2+0	3.0

Area Elective Courses

ENT447	Form, Material and Function	2+2	4.0
GRA314	Graphic Design	2+2	4.0
MOD107	Drawing and Painting	2+2	5.0
MOD118	Technical Drawing in Clothing Design	2+2	4.0
MOD124	Clothing Culture	2+0	2.0
MOD203	Pattern Application I	2+2	4.0
MOD204	Pattern Application II	2+2	4.0
MOD220	Fashion Illustration II	2+2	5.0
MOD224	Ready-made Clothing Business Management	2+0	3.0
MOD305	Pattern Application III	2+2	4.0
MOD306	Pattern Application IV	2+2	4.0
MOD310	Fashion Photography	2+2	4.0
MOD331	Pattern Development	2+2	4.0
MOD341	3D Textile and Clothing Simulation	2+2	4.0
MOD403	Accessory Design	2+2	4.0
MOD441	Artistic Illustration	2+2	4.0
MTT106	Basic Sewing Techniques II	2+2	4.0
MTT213	Clothing Production Techniques I	1+2	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
MTT314	Computer Aided Pattern Design	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

DEPARTMENT OF FASHION AND TEXTILE DESIGN

Department Head : Dr. Lecturer Şakir ÖZÜDOĞRU
Deputy Department Head :

PROGRAM

I.Semester				II.Semester			
MTT101	Basic Design I	3+3	8.0	MOD215	Color Theory	1+1	2.0
MTT103	Drawing I	2+2	4.0	MTT102	Basic Design II	3+3	8.0
MTT105	Basic Sewing Techniques I	2+2	4.0	MTT104	Drawing II	2+2	4.0
MTT107	Textile Fibres I	2+0	2.0	MTT108	Textile Fibres II	2+0	2.0
TAR105	History of Civilization	2+0	2.0	MTT110	Basic Pattern Making	2+1	3.0
TÜR125	Turkish Language I	2+0	2.0	SNT155	History of Art	2+0	2.0
	<i>Seçmeli Dersler</i>	--	5.0	TÜR126	Turkish Language II	2+0	2.0
	<i>Yabancı Dil Dersleri</i>	--	3.0		<i>Mesleki Seçmeli Dersler</i>	--	4.0
					<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
	<i>Mesleki Seçmeli Dersler</i>	--	8.0
	<i>Seçmeli Dersler</i>	--	2.0

			30.0

VI.Semester

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

			30.0

VII.Semester

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

			30.0

VIII.Semester

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

			30.0

Foreign Language Courses

iNG187 (Eng)	English I	3+0	3.0
iNG188 (Eng)	English II	3+0	3.0
iNG226 (Eng)	Academic English II	3+0	3.0
iNG326 (Eng)	Academic English IV	3+0	3.0

Elective Courses

EST203	Aesthetics	2+0	2.0
ESTÜ111	Volunteering Works	1+2	4.0
ESTÜ201	Turkish Sign Language	3+0	3.0
ESTÜ405	Computer Programming	3+0	5.0
FOT219	Basic Photography	2+2	4.0
MİT301	Mythology	2+0	2.5
MOD319	Pattern Design	2+2	3.0
MOD320	Interactive Pattern Design	2+2	3.0
MOD453	Style Consultancy	2+0	3.0
MTT313	Design Culture	2+0	2.0
MTT315	Creative and Critical Thinking	2+0	2.0
MTT406	Brand Management	2+0	3.0
MTT407	Fashion Marketing	2+0	3.0
RSM152	Painting	2+0	4.0
SAN221	Contemporary Art and Its Interpretation	2+0	2.0
SOS352	Sociology of Art	2+0	3.0

Area Elective Courses

ENT447	Form, Material and Function	2+2	4.0
GRA314	Graphic Design	2+2	4.0
MOD107	Drawing and Painting	2+2	5.0
MOD118	Technical Drawing in Clothing Design	2+2	4.0

MOD124	Clothing Culture	2+0	2.0
MOD203	Pattern Application I	2+2	4.0
MOD204	Pattern Application II	2+2	4.0
MOD220	Fashion Illustration II	2+2	5.0
MOD224	Ready-made Clothing Business Management	2+0	3.0
MOD305	Pattern Application III	2+2	4.0
MOD306	Pattern Application IV	2+2	4.0
MOD310	Fashion Photography	2+2	4.0
MOD331	Pattern Development	2+2	4.0
MOD341	3D Textile and Clothing Simulation	2+2	4.0
MOD403	Accessory Design	2+2	4.0
MOD441	Artistic Illustration	2+2	4.0
MTT106	Basic Sewing Techniques II	2+2	4.0
MTT213	Clothing Production Techniques I	1+2	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
MTT314	Computer Aided Pattern Design	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

DEPARTMENT OF AND TEXTILE FASHION DESIGN

Department Head : Dr. Lecturer Şakir ÖZÜDOĞRU
Deputy Department Head :

PROGRAM

I.Semester				II.Semester			
MTT101	Basic Design I	3+3	8.0	MOD215	Color Theory	1+1	2.0
MTT103	Drawing I	2+2	4.0	MTT102	Basic Design II	3+3	8.0
MTT105	Basic Sewing Techniques I	2+2	4.0	MTT104	Drawing II	2+2	4.0
MTT107	Textile Fibres I	2+0	2.0	MTT108	Textile Fibres II	2+0	2.0
TAR105	History of Civilization	2+0	2.0	MTT110	Basic Pattern Making	2+1	3.0
TÜR125	Turkish Language I	2+0	2.0	SNT155	History of Art	2+0	2.0
	<i>Seçmeli Dersler</i>	--	5.0	TÜR126	Turkish Language II	2+0	2.0
	<i>Yabancı Dil Dersleri</i>	--	3.0		<i>Mesleki Seçmeli Dersler</i>	--	4.0
					<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
	<i>Mesleki Seçmeli Dersler</i>	--	8.0		<i>Seçmeli Dersler</i>	--	6.0
	<i>Seçmeli Dersler</i>	--	2.0				
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			30.0				30.0
VII.Semester				VIII.Semester			
MOD402	Portfolio Design	2+2	4.0	MTT402	Diploma Project	2+3	12.0
MTT401	Fashion and Textile Design Studio	2+3	8.0		<i>Mesleki Seçmeli Dersler</i>	--	12.0
MTT403	Experimental Design	2+2	4.0		<i>Seçmeli Dersler</i>	--	6.0
	<i>Mesleki Seçmeli Dersler</i>	--	8.0				
	<i>Seçmeli Dersler</i>	--	6.0				
			----				----
			30.0				30.0

Foreign Language Courses

iNG187 (Eng)	English I					3+0	3.0
iNG188 (Eng)	English II					3+0	3.0
iNG226 (Eng)	Academic English II					3+0	3.0
iNG326 (Eng)	Academic English IV					3+0	3.0

Elective Courses

EST203	Aesthetics					2+0	2.0
ESTÜ111	Volunteering Works					1+2	4.0
ESTÜ201	Turkish Sign Language					3+0	3.0
ESTÜ405	Computer Programming					3+0	5.0
FOT219	Basic Photography					2+2	4.0
MİT301	Mythology					2+0	2.5
MOD319	Pattern Design					2+2	3.0
MOD320	Interactive Pattern Design					2+2	3.0
MOD453	Style Consultancy					2+0	3.0
MTT313	Design Culture					2+0	2.0
MTT315	Creative and Critical Thinking					2+0	2.0
MTT406	Brand Management					2+0	3.0
MTT407	Fashion Marketing					2+0	3.0
RSM152	Painting					2+0	4.0
SAN221	Contemporary Art and Its Interpretation					2+0	2.0
SOS352	Sociology of Art					2+0	3.0

Area Elective Courses

ENT447	Form, Material and Function					2+2	4.0
GRA314	Graphic Design					2+2	4.0
MOD107	Drawing and Painting					2+2	5.0
MOD118	Technical Drawing in Clothing Design					2+2	4.0
MOD124	Clothing Culture					2+0	2.0
MOD203	Pattern Application I					2+2	4.0
MOD204	Pattern Application II					2+2	4.0
MOD220	Fashion Illustration II					2+2	5.0
MOD224	Ready-made Clothing Business Management					2+0	3.0
MOD305	Pattern Application III					2+2	4.0
MOD306	Pattern Application IV					2+2	4.0
MOD310	Fashion Photography					2+2	4.0
MOD331	Pattern Development					2+2	4.0

MOD341	3D Textile and Clothing Simulation	2+2	4.0
MOD403	Accessory Design	2+2	4.0
MOD441	Artistic Illustration	2+2	4.0
MTT106	Basic Sewing Techniques II	2+2	4.0
MTT213	Clothing Production Techniques I	1+2	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
MTT314	Computer Aided Pattern Design	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

DEPARTMENT OF FASHION DESIGN

DEPARTMENT OF BASIC DESIGN EDUCATION

Department Head : Prof.Dr. Alper ÇABUK
Deputy Department Head :

DEPARTMENT OF BASIC DESIGN EDUCATION

COURSE CONTENTS

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.

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.

BİL180 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.

BİL385 Computer Aided Design (CAD) I 2+2 4.0

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

BİL386 Computer Aided Design (CAD) II 2+2 4.5

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.

- EMiM101 Basic Design 4+4 10.0**
Introduction to Design: To Look, To See; Creativity in Design; Abstraction in Design; Perception and Gestalt Principles; Basic Design Elements and Basic Concepts Forming Composition: Point, Line, Plane, Form, Light-Shadow, Size-Proportion, Spacing, Volume, Solid-Void, Internal-External Relations, Color-Texture, Diverse Pattern Types; Design Principles Forming Composition: Conformity - Contrast, Rhythm, Hierarchy, Balance, Unity, Dominancy-Emphasis; Holistic Approach to Design Principles and Elements.
- EMiM102 Introduction to Architectural Design 4+4 10.0**
Focusing on the architectural design principles; main concepts of architectural design; space concept in architectural design; human dimensions and requirements in architectural design; architectural space and programme; body-space-structure relations; architectural design and human-environment (natural and man-made)relations; solutions for uncomplicated design problems considering spatial, structural, environmental and programmatic data; Visualization of the architectural design idea via different design and representation tools.
- EMiM103 Architectural Presentation 2+4 6.0**
Drawing and Architectural Writing Exercises; Freehand Drawings; Technical Drawing Rules and Orthogonal Drawing; Introduction to Architectural Drawing; Definitions and Drawings: Scale, Scale Types, Plan, Section, Elevation, Dimensioning, Hatching, Door, Window, Stair, Roof, Landscape, Furnishing and Human Graphics; Architectural Drawings: Site Plan Drawing, Plan, Section and Elevation Drawings in Different Scales, Topography in Architectural Drawing; Perspective Exercises.
- EMiM201 Architectural Design Project I 4+4 10.0**
Architectural Terminology and Concepts; Architectural Design Problem: Holistic and Systematic Approach to Design Problem, Context and Lack of Context in Architectural Design; Components of Architectural Space Concept; Scale in Architectural Design; Analysis of Design Parameters; Synthesis of Design Parameters; Various Solution Alternatives; Conceptual and Technical Evaluation of Natural and Built Environment; Effect of Geographical Conditions on Design; Discussion of the Relationship Between Human and Nature in Design; Uncomplicated Building Solutions and Designs.
- EMiM202 Architectural Design Project II 4+4 10.0**
Design Problem: Definition, Scope, and Criticism; Research Related to Specified Design Subject, Examination, and Discussion of Contemporary Architectural Examples; Identifying and Discussing Uncomplicated Architectural Scales and Programs; Analysis of Context According to Environmental Factors and User Requirements in Architectural Design Problem; Developing and Interpreting the Architectural Program Based on Analyzes; Research and Interpretation of Basic Building Technologies via Design; Expressing Design Through Various Representation Tools.
- EMiM226 The Shell Architecture and Geometry 2+1 4.0**
Explaining the concepts of form, shape, geometry, architectural geometry, shell architecture; The explanation of the euclidean and non-euclidean geometries as in general; Explaining of the relationship is existed between shell architecture and geometry; Geometric explanation of the relations between architectural shell and internal volume; Analyzing of the shell architectures that have special geometry; Making the application studies on the analysis results that is obtained; Making sample applications.
- EMiM227 New Perspectives in Painting 2+1 4.0**
Basic Concepts: Art and Design; Breaking Points in Painting from Past to Present; Movements, Styles and Schools in Painting; An Overview of the Drawing; The Invention of Photography and Its Effects on Painting; Learning to See; Sketchbook Work; Examination of Art Items; Practice; Contemporary Perspective; Contemporary Art and Painting; Art in Urban and Public Spaces; Book Cover Designs.
- EMiM228 Visual Research in Architectural Design 2+0 4.0**
- EMiM229 Art History 3+0 4.0**
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 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.
- EMiM230 Original Thinking Strategies in Architectural Design 3+0 4.0**
How the mindset should be in the age of innovation and its importance; Intellectual brain structure; Being an active thinker beyond boundaries; Techniques for being an active thinker: Linear techniques, Heuristic techniques; Original thinking in

design; Original thinking process in Architectural Design; Original thinking strategies in Architectural Design; Conceptual reading over original projects in Architectural Design.

EMiM231 Sketching in Architecture 2+1 4.0

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

EMiM232 Cultural and Recreational Activities in Design 2+1 4.0

Basic Concepts: Design; Culture; Recreation; Planned Activity; Cultural diversity. Recreational Design: Indoor recreation activities; Outdoor recreation activities, Cultural and Recreational Building Type; Experience in recreational design. Recreational Activities: Sports Recreational Activities; recreation types; Campus recreation activities; Educational recreation activities; Place in recreation.

EMiM233 Computer Supported Design I 2+1 4.0

Introduction to AutoCAD: Program Setup and Usage Areas; Introduction to AutoCAD Interface and Basic Command Tools; Basic Commands: Drawing Commands, Modifying Commands, Layer System Commands; Making and Editing Shortcuts; Elevation, Text and Axis Systems; Dimension Styles and Dimensioning Commands, Assistant Commands to Drawing; Inserting Object Commands and Supporting Commands to Insert Object; Editing Sheet: Line Settings for Printing, Dimensioning, Printing Settings, Printing in Different Formats.

EMiM234 Detail in Architecture 2+1 4.0

Definitions: Building application project, System detail; Floors: Application details in ground floors, Application details in floors, Application details in terrace floors; Wall Foundation and Insulation Details; Foundations: Insulation details and practice on shallow foundations, Insulation details and practice on deep foundations; Roofs: Insulation details and practice on sloped roofs, Insulation details and practice on terrace roofs; Stairs: Practice of system details in reinforced concrete stairs; Insulation and Material Details in water-exposed spaces; Windows system detail application, Door system detail practice.

EMiM235 Visual Communication Design 3+0 4.0

What is Visual Communication?; Design Principles; Concept of Visual Perception: Its Development, Process, Components and Types; Visual Language in Communication Design; Visual Culture; The Role of Visual Perception and Visual Culture in Designing Communication; Visual Literacy; Creativity: Theories of creativity, Creative thinking process, Creative thinking concepts, Factors affecting creativity; Semiotics, Typography; Visual Perception and Intelligence; Image and Its Interpretation.

EMiM236 Computer Supported Design II 2+1 4.0

Drawing, Modeling and Design Programs; Introduction to SketchUp Interface: General Features of SketchUp ; General Adjustments and Tools of SketchUp; Usage of Toolbars; 2D Drawing Tools; Drawing on to a Surface; Election and Grouping Objects; Transformation and Copying; Disimulation and Softening Technique; Shading and Fog Effect; Techniques of Preparing Section, Elevation and Perspective; Making Components; Export and Import Process; The Relationship of the Program with AutoCAD and Other Softwares; The Connection with Google Earth; Sandbox Tool; Preparing Topography; Preparing Scene, Camera and Animation; Usage of 3D Warehouse; Techniques of Getting Final Visuals.

EMiM237 Perspective in Architecture 2+1 4.0

Definitions and Content: Perspective, Types of Perspective, Point of View, Vanishing Point, Picture Plane, Horizon Line, Place Line; Vertical Axonometric Perspective in Architecture: Isometric perspective, Dimetric perspective, Axonometric perspective drawings in architecture, Section perspective; Oblique Axonometric Perspective in Architecture: Militer perspective, Context perspective, Axometric perspective drawings in architecture; Artistic Perspective in Architecture: One point perspective, Two point perspective, Artistic perspective drawings in architecture.

EMiM238 Visual Communication in Architecture 2+1 4.0

Visual Communication Techniques in Architecture; Visual Communication Tools in Architecture; Visual Representation of Textual Data: Diagram, Sketch, Shape, Collage, Render, Photo; Architectural Representation Types; Architectural Representation Tools; Visual Design Productions: Logo, Poster, Portfolio; Processing Textual and Visual Information; Representation of Design Process in Architecture: Analysis, Concept, Synthesis, Design Idea; Representation of Production/Project in Architecture: Architectural Drawings, Sketch, Model, Render, Photo; Advanced Representation Tools in Architecture: Virtual Reality, Increased Reality, Digital Architecture.

EMiM239 Architecture and Nature 2+1 4.0

The Relationship between Human, Nature and Architecture; The Effect of Nature on Architecture and Human; The Study of National and International Topics related to Nature and Architecture; The Architectural Styles related to Nature; The Study of History, Meanings and Details of Organic, Green, Sustainable, Bionic and Fractal Architecture; The Analysis of National and International Meanings of Nature and Architecture; The Study of Case-Studies and Analyzing the Information; The Effect of Architecture on Nature.

EMİM301 Architectural Design Project III 4+4 10.0

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

EMİM302 Architectural Design Project IV 4+4 10.0

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

EMİM303 Architectural Conservation I 2+0 3.0

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

EMİM304 Architectural Conservation II 2+2 5.0

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

EMİM305 Urban Design Principles 2+2 5.0

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

EMİM306 Urban Design Studio 2+2 5.0

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

EMİM325 Wooden Structures 3+0 4.0

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

EMİM326 Geographical Information Systems 2+1 4.0

Computer aided cartography; General concepts of geographical information systems, Uses of these systems; The concept of topology, Analysis and interpretation of geographical information systems, Digital land model: The concept of digital land model, techniques of digital land modeling, 3D analysis, Inclination analysis, visibility analysis. Basic Cartography: General information on maps, Projection systems.

- EMiM327 Architecture and Media 3+0 4.0**
 Analysis of architectural media: Analysis of issues related to architecture in national and international media: Reflections of Contemporary Architecture Debates in the Context of Turkey: Architecture Interrogative approach: The Role of Media in the Relationship Between Architecture and Quality: The Image of Architecture in Digital Media: New Media and Architectural Communication social media; architectural image; architectural media.
- EMiM328 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.
- EMiM329 Traditional Turkish House 2+0 4.0**
 Introduction: Concept of Traditional Turkish House; Origins of the Traditional Turkish House; Characteristics of Traditional Residential Settlements; Housing Typologies in Compliance with Geographical Regions; Physical and Socio-cultural Factors that Shape the Traditional Turkish House; Materials and Construction Techniques in Traditional Turkish House; Spatial Features of Traditional Turkish House I; Spatial Features of Traditional Turkish House II; Effects of Westernization on Traditional Turkish House; Effects of the Traditional Turkish House on the Architecture of the Republican Period; Reflections of the Traditional Turkish House in the Post-modern Period.
- EMiM332 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.
- EMiM333 Contemporary Architecture History 2+0 4.0**
 Criticism on Modern Architecture and City; Architecture after WWII; Condition of Postmodernity and Architecture; Historicism and Architecture; Technology and Architecture; New Rationalism and Urban Morphology; Regionalism and Cultural Identity; Ecological Architecture and Sustainability; Question of Form in Architecture and Non-standart Architecture; Digital Technology in Architectural Design.
- EMiM334 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.
- EMiM335 Computer Supported Design III 2+1 4.0**
 Drawing, Modeling and Design Programs; Introduction to ArchiCAD Program Interface: General Features of Program; ArchiCAD General Adjustments and Tools: Making Plan, Drawing Techniques of Section and Elevation; Techniques of Preparing Presentation and Visualisation; Methods of 3D Modelling: Preparing 3D Plan, Methods of Preparing Section and Elevation; General Features of Render Tool; Adjustments and Tools of Rendering; Methods of Election and Allocation of Material and Texture, Methods of Getting Final Visual: Rendering, Processing of Renders.
- EMiM336 Computer Supported Design IV 2+1 4.0**
 Usage Areas of 3D Max; 3D Max and the Relation to the Other Softwares; General Information About 3D Max; 3D Max Toolbars; Standart Objects and Features; Spline Class and Features; Polly Modelling Techniques; Introduction to VRay Render Tool: Coatings; VRay Render Settings: Lighening and Camera Adjustments; VRay Scene Options: Information of Setting Artificial Scene, Exterior and Interior Space; VRay Render Settings.
- EMiM337 City, Memory and Language 2+1 4.0**
 Space: The Ontology of Space; The Production of Space; The Design of Space; Urban Space; Urban Image; The Relationship of Memory and Space; The Relationship of Language and Architecture; Architecture as Comunication; Arcitecture as Interaction; Architecture as Memory; How Images Talk; The ways of SPatial Communication From a Historical Perspective: From Somatic Space to Virtual Space; Understanding Urban Experinece; Conceptual Research on Examples.
- EMiM339 Research by Design 2+1 4.0**

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

EMİM341 Building Design in the Historical Environment 2+1 4.0

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

EMİM343 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.

EMİM401 Architectural Design Project V 4+4 10.0

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

EMİM402 Architectural Design Project VI 4+4 12.0

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

EMİM403 Building Law 2+0 3.0

The ability to obtain the knowledge of laws and regulations regarding the applicability of architectural projects formed within the framework of the theoretical and practical knowledge acquired during vocational education, the legal framework and jurisdiction units and regulations in the architectural construction process in Turkey, the legal and implementation process of architectural construction, design-law-regulation - Explanation of the final product relations, Analyzing the problems and solutions that may be encountered by examining the legal framework examples that should be taken into account together with the architectural project preparation process.

EMİM405 Professional Ethics 2+0 2.0

Ethics: Definition and importance of ethics, Origin and historical development of ethics, Morality, Moral values, Ethics and moral relationship; Ethics and Society Relationship: Ethical behaviors, Non-ethical behaviors; Ethical Principles and Basics; Ethical Theories; Professional Ethics and Its Importance: Professional ethics principles, Accuracy, Legality, Competence, Reliability, Commitment to the profession, Honesty, Social and professional responsibility, Impartiality; Professional Ethics Codes; Professional Corruption and Unethical behaviors; Professional Ethics in Architecture: Legal responsibilities, Ethical and professional provisions.

EMİM428 Architecture and Ecology 2+1 4.0

Ecology, concepts and cycles; The change and development of the world, cities and architecture; Explaining ecological perspectives from macro to micro with examples: Planning, Design and Paradigms, Architecture, Energy, Climatic factors, green areas-recreation areas, Transportation - Circulation, Materials, Local materials and Traditional Building Techniques; Society-People-Management and policies. Developing projects through ecological approaches in different functions: rural, urban development, tourism, urban renewal, urban conservation, university campus.

EMİM434 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.

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

ENT131 Technical Drawing of Industrial Product I 2+1 4.0

Technical Drawing of Industrial Products with the Cooperation of Designer and Producer; Making Three Dimensional Drawings of Industrial Products by Using Technical Drawing Rules and Standards; Line Types and Use of Lines in Technical Drawing; Simple Industrial Product Drawings; Types of Perspective; Visualization of Technical Drawing Drafts.

ENT132 Technical Drawing of Industrial Product II 2+1 3.0

Technical Drawing of Industrial Products with the Cooperation of Designer and Producer; Using Various Techniques for Drawing Three- or Two-Dimensional Industrial Products; Drawing the Details of an Industrial Product; Section: Section types, Sectioning, Defining section lines; Drawing Techniques for Materials; Basic Drawing Techniques Convenient for Basic Production Methods; Sectioning from Perspective; Technical Analysis of A Product, Mock-up Practices with Detail Drawings.

ENT133 Basic Design Studio I 5+4 12.0

Introduction to Basic Design: Description of design elements and design principles; Concept; Harmony; Contrast; Balance; Figure and Ground Relationship; Composition; Texture; Movement; Human Figure and Scale; Visual Perception and Illusion; Gestalt, Visual design; Abstraction; Metamorphosis; Deduction and Conceptualization; Two-Dimensional Visual Works: Compositions with black and white visual elements, Compositions with basic geometrical elements, Shallow relief; Introduction to Three Dimensional Compositions.

ENT134 Basic Design Studio II 5+4 11.0

Creative Thinking Techniques: Brainstorming, Visual storming, Brain mapping, Visual archive; Structure: Space and Form, Structure-composition relationship, Design with linear elements; Three Dimensional Form; Geometrical Analysis; System: Basic system design; Space and Form Relationship: Cubic works: Generative thinking on a notion or a concept; Installation Projects: Generative thinking on a chosen concept; Material and Form Relationship; Human Dimensions and Form Relationship; Object Design.

ENT206 Manufacturing Methods 3+0 4.0

Concept of Manufacturing Techniques; Rise and Development of Manufacturing Processes: Casting, Soldering, Welding, Forging, Rolling, Pulling, Powder metallurgy, Panel materials; Shaping Techniques and Testing; Choice Criteria of Shaping Techniques; Effects of Manufacturing Techniques on Design and Cost; Selection of Manufacturing Techniques Based on the Product; Manufacturing Techniques and Design.

ENT220 Iconographical Analysis 2+0 3.5

Meaning of the Subjects in Paintings; Description and Explanation of E. Panofsky's Iconographic Analysis; Evaluation of Basic Sources in Different Periods of Byzantine Art and European Paintings and Sculptures; Iconographic Analysis of Paintings and Sculptures Based on their Original Sources; Analysis of Old Testament Expressed in Paintings and Sculpture; Genesis in Old Testament, Prophets of Old Testament: Adam, Abraham, Moses and their Life Stories; The Bible; Virgin Mary, John the Baptist; Life of Christ; Analysis of these Subjects as Expressed in Paintings and Sculptures; Analysis of the Differences of Expression in Works of Art Based on Religious Themes in Different Periods of Time.

ENT221 History of Industrial Design II 2+0 4.0

Introduction; Summary and Overview of History of Industrial Design I; Rationalism and Universalism: Le Corbusier; Degenerated Moderns: Art Deco; Speed and Development: Streamlining; Body and Design: Rise of Ergonomics; Consumerism and Affluence Society; Late Capitalism, Pop-art and Pop-design; Postmodernism and Design; Ergonomics of Emotions: Design and emotions; A Summary of History of Industrial Design: Tendencies, Ruptures.

ENT222 Design and Communication 2+0 4.0

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

ENT223 Methods of Maquette Making 2+2 3.5

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

ENT224 Ergonomics and Accessibility 2+0 4.0

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

ENT228 Visualization in Digital Environment I 2+1 4.0

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

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.

ENT313 Visual Perception 2+0 3.0

Perception and Visualization: Brief history, Senses and Perception; Sight: Human eye, Seeing and comparison with other creatures; Light: Effect of light on seeing, Role of light on seeing and perception, Seeing and Culture; Color and Perception of Colors: Perceiving the third Dimension, Perceiving the third dimension on two dimensional plane; Perception and Perspective; Perception: Cultural and environmental factors influencing perception, Optical illusions; Differences in Perception: Individual differences in perception; Categorization in Perception: Selective Perception; Perceiving Forms; Illusion: Illusion and reality.

ENT324 Space Design 2+1 4.0

Introduction to Space Design; Space Concept; Discussion of Elements that Create Space; Creating Space: Analyzing; Programming; Making Decisions About Design; Evaluation of Concepts; Preliminary Steps in Planning; 2D and 3D Sketches; Designing Space; Research of Materials and Elements in Space; Color; Lighting; Textile; Furniture and Accessories in Designed Space; Technical Matters in Designed Space and Specifications.

ENT325 Mechanisms and Machine Dynamics 2+1 4.5

The Concept of Mechanism and Machine; Balance; Transmission of Motion, Degree of Freedom; Four-Bar Linkages; Position Analysis; Slider-Crank Mechanism; Balance of Rotors and Mechanical Vibrations; Cams, Internal Combustion Engines; Gear Mechanisms; Constant-Velocity Universal Joints and Application.

ENT330 Game and Toy Design 2+1 4.0

Game - toy Relationship; Basic Principles of Toy Design; Effects of Toys on Children; Design Applications.

ENT331 Detail Analyses 2+0 3.0

Analyzing System Approaches in Industrial Products and Resolving Technicality Problems in Design Process: Mechanical, Hydraulic, Pneumatic, Magnetic, Electric / Electronics etc. Systems; Recognizing these Systems; Explaining Systematic Properties of Structures; Identifying Technical Details of the System; Interpreting the Structure of the System of Industrial Products in General; Making Technical Comments on the Systematic Review of the Structure; Preparing Technical Detailed Draft Drawings; Analyzing Details of Complex Systems; Distinguishing Implemented Systems in a Product; Criticizing Implemented Systems in a Product; Comparison of the Features of Similar Products; Questioning the Technicalities of the System.

ENT334 Visualization in Virtual Medium 2+1 4.0

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

- ENT337 Product Design III 6+6 12.0**
Relationship between Product and Manufacturing Techniques; Cost; Material Selection; Relationship between Material and Manufacturing Techniques; Manufacturing Techniques: Mould, Injection, Cast, Shaving Production; Selection of Materials: Plastic, Metal, Timber etc; Project Applications: Determining design criteria; Evaluation in Studio; Evaluation by Seminars and Juries.
- ENT338 Product Design IV 6+6 12.0**
Product Identity in Design; Corporate Identity; Concept of System Design; Improving Individual Design Methods; Designing Consumption Objects; Improving Manufacturing Techniques; Project Applications: Determining design criteria; Evaluation in Studio; Evaluation by Seminars and Juries.
- ENT340 Design Research 3+0 4.0**
New Product Development; Decision Processes; Demand Analysis; Product and Manufacturability Concept: Design; Production and Management Relations: Real Time; Simultaneous Design; Reverse Engineering: Product Oriented Research and Product Development Strategies; User Oriented Research and Product Development Strategies; Company Oriented Research and Product Development Strategies; Observation and Assessment Methods.
- ENT341 Design and Solid Geometry 2+1 3.0**
Concept of Solid Geometry; An Overview of the Concept of Dimension, Space and Time; Basic concepts such as Space, Volume, Packing/Coating, Plane Design; Examination of aesthetic and analytical effects of these concepts and definitions on product design processes, Analysis of the application of these concepts to today's product designs on the basis of selected examples, Exercises based on the evaluation results obtained.
- ENT343 Visualization in Digital Environment II 2+1 4.0**
Concept of Computer-Aided Design and Production; Process of Computer-Aided Design and Software; Interfaces of Software; Infrastructure; Sketcher and Sketch modeling; Dimensional and geometrical bases; Introduction to Part Design; Basics of Solid Modeling; Wire Frame and Surface; Hybrid Modeling; 3D-2D Technical Drawing; Cross-sectional and Auxiliary View; Interactive Drawing; Technical Presentations; Photorealistic Visualization.
- 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.
- ENT417 City Furniture Design 2+2 4.5**
Urban Places: Open Place, Street, Main Road, Open Market Places, Auto park, Bus stop; Outdoor Human Actions: Human actions and equipment used in these actions; Equipment Examples: Seating units, Benches, Wastebaskets, WC, ATM cabinets, Bus-tramway stops; Determining Traditional, Functional, Aesthetical Problems of Products; Analyzing; Getting Information to Facilitate Product Design; Improving Information to be Used in Design and Synthesis.
- ENT418 Cost Conception Product Design 3+0 4.5**
Cost Concept : Description, Types; Relations of Between Short and Long Term Cost Concept; Total, Average and Marginal Cost; Cost Analyse of New Designed Products, Demand, Supply, Pricing, Income and Return Concepts.
- ENT423 Design Law 2+0 3.0**
Industrial Property Right: Patent, Trademark, Industrial Design, Efficient Model, Geographical Marks; Industrial Property Rights in The Turkey and The world; Decree Law, Applications, International Agreements and International Relations, Sanctions; Establishment and Functions of the Patent Institute and Patent Offices.
- ENT431 Illustration 2+2 4.5**
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.
- ENT435 Design Law 3+0 4.0**
Industrial Property Rights: Patent; Trademark; Industrial Design; Efficient Model; Geographical Marks; Industrial Property Rights in Turkey and The World; Rules, Regulations, Decrees and Laws; International Agreements and International Relations; Sanctions; Establishment and Functions of the Patent Institute and Patent Offices.

- ENT436 Design and Science 2+1 3.0**
Overview of the Concept of Scientific; Overview of Scientific Developments in the Last Century: Assessment under the present conditions of concepts such as science fiction, futurism and positivism, Examination of interpretation and utilization of scientific data in fields out of science, Effects of aforementioned issues on today's concept of design, Examination of the aesthetic and analytical existence of these concepts in today's product design processes; Exercises.
- ENT437 Professional Relations and Project Management 3+0 4.0**
Real Time Design; Design; Infrastructure; Manufacturing Systems Network: Product; User; Design Perceptions of Firms: Market Analysis; Market Place and Value of Firms in Relation to Competitors: Market and Product Segmentation of Firms; Corporate Identity.
- ENT439 Product Design V 6+6 12.0**
Culture in Design; Life Style; Design Criteria for Children; Senior Citizens and Disabled People; Effects of Ecology and Globalization; Green Design; Design for Consumer Society; Effects of Market Economy to Markets; Project Applications: Determining design criteria; Evaluation in Studio; Evaluation by Seminars and Juries.
- ENT441 Portfolio Design I 2+2 4.0**
Preparation of a Portfolio Design; Research and Data Gathering; Mock up Design; Shooting the Prototypes and Projects; Preparing the Projects for Digital Medium; Personalize the Project; Designing the Sign and Logos for the Project.
- ENT442 Portfolio Design II 2+2 4.0**
Introduction to Presentation Materials; Studying Various Presentation Techniques; Effective Presentation of Completed Projects; Personal Style in Portfolio Presentation; Decision of Portfolio Presentation According to the Target Group; Types and Preparation Techniques for Portfolios; Providing the Materials; Decisions on Printing Style to Reflect Personalities in Portfolio Presentation.
- ENT443 Visual Communication 2+1 4.0**
Introduction to Graphic Design; Relationship between Graphic and Industrial Design; Language of Graphic Description; Symbolic Description and its Types; Conceptual Thinking; Importance of Concepts in Design and their Visualization; Forms Converted to Language of Graphics Description; Symbols; Corporate Identity; Brands; Emblems; Pictograms; Semantics; Designing Visual Identity.
- ENT445 Culture and Design 2+1 4.5**
The Transformation of Definitions 'Object' and 'Subject' in Modern and Postmodern Structure; Development of Technology and Capitalist Mode of Production and Distribution; Perception of Time and Space; Consumption; Dynamics of Consumer Society; Mass Culture; Visual Culture.
- ENT447 Form, Material and Function 2+2 4.0**
Natural Existence and Artifact Formations; Evolution; Humanity and Culture; Form and Material Relationship in Natural Essences; Design Activity and the Etymologic Origin of 'Design?'; Tekhne and Poiesis Concepts; Technique and Technology; Need and Function in Design; Function and Causality; Components of Causality: Material; Form; Effect and Function; Form and Material Relationship in Artifact Formations; Causal - Instrumental Unity and Designers Position in Totality.
- ENT452 Product Design VI 5+4 14.0**
Dealing with a Producible and Applicable Products; Intellectual Dimension; Concept; Sketch; Mock-up; Model; Practicing Step; Prototype; Process Planning; Project Designs Applicable to Industry; Graduation Project: Determining design criteria; Evaluation in Studio; Evaluation by Seminars and Juries. ?
- ENT455 Data Analysis in Design Process 2+1 3.0**
"What is knowledge?", "What is Information?", "What is Knowledge Management?": How these are related to design processes; Qualitative Analyses of a Product to Be Designed; Carrying Out Related Analyses; Identifying Product-Specific Outcomes That Are Sustainable, Monitorable and Applicable.
- EST102 Aesthetics 2+0 3.0**
Beauty as a Concept in Art; Beauty in Art; The History of Concept of Beauty in Art and its Philosophical Evolution; Relationship between Aesthetics-Time-Place; Relationship between Aesthetics and Personality: Concept of personality, Intellectual persons and their relation to Art; General View of Aesthetic Theories: Aesthetic Theories and Basic Differences from Plato to Lukacs; Basic Concepts in Aesthetics; Special Relation Between Aesthetic Concept and Fields of Art and their Historical Development; 20th Century Aesthetics and Socio-Cultural Relations.

Theoretical studies: Writings symbols used in music; Basic information About Solfege; The Structural Characteristics of the Guitar; Guitar History; Introduction to Guitar: Learning the notes on guitar; Learning the Names of the Right Hand and The Left Hand; Technical Exercises on the Guitar; Scales; Arpeggios; Slurs; Barres; Repertoire: Proper studies to be determined by instructor according to student's performance on the scales; To Recognition of the Different Disciplines During The Phase of Prima Vista; To Make Conscious About Playing Together; Improving to Stage Performance.

ESTÜ201 Turkish Sign Language 3+0 3.0

ESTÜ405 Computer Programming 3+0 5.0

FEL203 Philosophy of Art I 2+0 3.0

The Concept of Art: Artist, Client (buyer), work of art, the in and out ways of art, Making an object a work of art; Science of Art Branches: Science of art techniques, Psychology of art; Philosophy of Art: Field of art philosophy, Aim and function; The Method of Making Philosophy of Art: Art ontology, Looking for an idea, Philosophical impressions, Government politics vision to art philosophy; Ontology of Art: In modern ontology art theories, Hartman's ontology theory, the existence of work of arts.

FEL204 Philosophy of Art II 2+0 3.0

The vision of philosophical impressions to art philosophy: Reflection theories, Classical reflection theories, Plato, Aristotle and neo-classic reflection theories, Modern reflection theories, Realism in the West, Russian realism, Theories of social realism; Theories of expression: Romanticism, creation of expression and transfer of the expression theories; Theory of Emotional Effect: Hedonism, Aesthetic life and Richards' centralize theory; Theory of Formalism: Anglo American formalism, Russian formalism and structural theory of art philosophy.

FOT202 Photography 2+0 3.0

Introduction to Photography: Relations between architects and photography, Description of visual aspect of architecture, Use of photography in the presentation of architectural products; The camera; Process of photographing; Film Development Procedure for Black and White Films, Film Development Procedure for Colored Films and Slides; Printing Processes.

FOT219 Basic Photography 2+2 4.0

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

GRA314 Graphic Design 2+2 4.0

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

İÇT105 Sketching in Design 1+2 4.0

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

İÇT106 Visual Communication Techniques 2+1 3.0

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

İÇT109 Introduction to Interior Design 2+0 4.0

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

içT110 Introduction to Design of Space 2+3 5.0

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

içT112 Sketching and Design Drawing 2+1 5.0

Sketch and Design Methods; Basic Drawing Methods For Beginning Students: Freehand drawing, Mechanical drafting, The way objects and interior spaces look in orthographic projections (plan, section, elevation, and perspective), Free hand paraline drawings (isometric and axonometric), Free hand architectural working drawings and conceptual, presentation drawings; Special Visual Language; Introducing Designers To All Types of Drawing Used In Design; Investigation of Specific Architectural History; On-Site Drawings of the Interiors and Exteriors; Major Landmark Buildings; Developing Skills; Quick And Accurate Representation of Architectural Forms; Interior Space; Tracing Lineage of Specific City Architecture; Graphic Analysis; Lectures; Daily Critiques of Students' Work; Field Trips To Sites In Outlying Areas.

içT113 Basic Design I 4+4 10.0

Basic design elements, Principles and light: Light and shade on natural objects, light and shade on artificial objects, Pencil drawing 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, Resemblative, Metamorphosis, Transformation, Making Geometric.

içT114 Basic Design II 4+4 10.0

Principles of Design: Composition, Similarity, Balance, Directions, Dense-Sparse, Light-Dark, Big-Small, 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.

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.

içT205 Ergonomics 2+0 3.0

Definition of Ergonomics: Historical development and application of fields, Use of ergonomics data in furniture and interior design; Ergonomics and Anthropometrics; Event of Sitting and Determining Ergonomics values (House/office/restaurant, etc.); Ergonomics Dates and Interiors; Application of Ergonomic Dates in Houses: Kitchen, Living room, Bed room, Bathroom, etc.; Application of Ergonomic Dates in Offices: Director room, Secretary room and Waiting room; Application of Ergonomic Dates in Restaurants and Cafes; Ergonomics for Elderly, Disabled and children.

içT214 Introduction to Furniture Design 2+0 4.0

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 4.0

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 4.0

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 4.0

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.

içT221 Design Geometry and Form Analysis 2+0 4.0

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

içT222 Form and Space in Interior Architecture 2+0 4.0

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.

içT240 20th Century Art Movements and Interior Design 2+0 4.0

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

içT301 Histories of Interior Design and Furniture I 2+0 3.0

Social Changes: Cultural, Economic and Political Effects on Social Change; Building and Interior Usage in Pre-historic Cultures; Building and Interior Formation in Social Structures of Egypt and Mesopotamia; Interior and Furniture Formation and Design in the Ancient World; Social Changes, Concepts in Interior Design in Middle Ages; Renaissance, Design Principles in Furniture and Interior Design in European Countries: Design principles in furniture and interior design in Baroque, Rococo Periods, Classicism and Victorian Age; Social Changes in the 19th Century Cultural, Economic and Political Effects on Social Change; Furniture and Interior Design in Industrial Revolution; Social Structure, Furniture and Interior Design Principles in Arts and Crafts Movement; Aesthetic Movements and Art Nouveau Period.

içT302 Histories of Interior Design and Furniture II 2+0 3.0

Effects of the 20th Century Thinking; Modernism, Space in Modernism and Formation of Interiors; Interiors and Interior Design in 1900-1910 Period; 1910-1945 1st Period in Design, Development in Furniture and Interior Design of Werkbund, De Stijl, Bauhaus and Art Deco; Interiors and Interior Design in 1900-1910 Period; 1945-1960 2nd Period in Interior Design, Development in Furniture and Interior Design of International Style; Interiors and Interior Design in 1900-1910 Period; 1960-2000 3rd Period in Interior Design, Development in Furniture and Interior Design of Deconstruction and Post-modernism; 20th Century Designers; Islamic Architecture; Turkish Architecture in the 20th Century.

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 4.0**
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.
- içT319 Model Building Techniques 2+1 5.0**
Model Building: Combining skills from a range of studies, Designing and producing objects, Working with a variety of tools, Learning how to design, Finishing presentation models, Use of simple hand tools in conjunction with wood shop machinery, Painting equipment, Learning techniques commonly employed in accurate scale-model fabrication, Assembly, Finishing, Advanced study, Practice with hand tools, Techniques, Materials, Equipment used to construct professional-quality models, Prototypes related to interior and furniture design; The Emphasis: Producing useful process models, Presentation of models, Workshop practice and safety.
- içT323 Design and Culture 2+0 4.0**
In contrast, what the nature produces, everything that human produces is Culture: The research and the study of the reasons of why people from different cultures produce different solutions; Identification and determination of main human necessities: Why people produce different design solutions, from different cultural structures, to satisfy their main necessities such as housing, cleaning, catering, security, recreation etc.; Housing: Comment and research on the reasons of different designs to satisfy housing needs according to climate, geographical location, demographic situation etc; Determination and evaluation of the other basic human needs in the same way.
- içT326 Physical Environment Control I 2+0 3.0**
Climate and Elements of Climate; Climatic Comfort Conditions; Climate and Energy Efficient Design Criteria in Physical Environment; Heating and Ventilation Systems, Concepts of Designing Air Conditioning System in Interiors; Sanitary Fittings in Buildings: Design of cold water supply systems and design of drains; Design of functional areas related with sanitary fittings; Safety Systems: Fire control and protection from fire; Technical Matters, Standards and Regulations About Buildings in Turkey.
- içT327 Design Principles of the Kitchen 2+0 4.0**
Ergonomics and Kitchen Design; Dimensions about Kitchens: Anthropometry, Equipment used in kitchens; Design Principles: Kitchen types, Materials used in kitchens, Programming kitchen, Planning kitchen, Primary work centers in kitchens, kitchen layouts, Storages in kitchens, Wall surfaces in kitchens, Ceiling materials in kitchens, Miscellaneous items, Performance criterions in kitchens.
- içT332 Exhibition and Exhibition Space Design 2+0 4.0**
Approaches For Exhibition Design: Behavioral approach, Constructivist approach; Examinations for datas: Exhibition context, Exhibition space, Human factor; Approaches for the exhibition context: Positivist approach, Critical approach;

Approaches for accessing to the context, Communication methods: Communication as transmission, Cultural communication: Approaches for evaluating data related to exhibition space.

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

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

içT338 Stage and Set Design 2+1 5.0

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

içT339 Structural Analysis in Interior Architecture 2+1 5.0

Structure Concepts and General Load Bearing Principles in Interior Architecture and Architecture: Relationship between structure and material: History of architectural structure and construction methods: Carved structures; Masonry Structures; Column-Lento Systems: Suspended tension systems: Folded plate structures: Space frame systems: Pneumatic structures: Model making explaining structure building technology: Earthquake and structure concepts: Bridge systems and structure concept: Relations of structure and technology.

içT340 Kids and Interior Design 2+0 4.0

Developmental Characteristics of the Child: Physical, Cognitive, Motor development, Language development, Emotional development, Social development; Family and School Environment; Housing as a Physical and Living Space; School as a Physical and Social Environment; Perception: Space perception in child, Object perception in child; Design Criteria for Children in Space and Furniture Design; Design Criteria: Functional, Psychological, Technological criteria; Collaborative Design Project with Preschool Education Institutions.

içT403 Interior Design Project V 4+4 12.0

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

içT404 Interior Design Project VI 4+4 12.0

Research on Programming and Designing Large Complex Public Use Interiors, Service and Care Facilities: Developing design requirements and programs for public spaces, Research on the relations of Building, Environment and Urban. Creating solutions for aesthetic, physiologic, technological requirements, Individual and group interview, Seminars and juries.

içT406 Space Analyzing in Interior Design 2+0 4.0

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

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.

içT414 Socio-cultural Effects on Furniture Design 2+0 4.0

Development of Design Concept within Historical Period; Changing design approaches since Bauhaus, Socio-cultural effects in development process, Effects of socio-cultural developments on furniture design and conclusions; Various Socio-Cultural Structures and Changing Ideas of Design: Socio-cultural effects in Scandinavian countries and Europe, Socio-cultural effects in Japan and furniture design, Socio-cultural effects in America and furniture design.

İÇT419 **Space in Traditional Turkish House** **2+0 4.0**

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

İÇT424 **Methods of Portfolio Presentation** **2+0 4.0**

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

İÇT427 **Physical Environment Control II** **2+0 3.0**

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

İÇT428 **Space-Boundary Relations** **2+0 4.0**

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

İÇT429 **New Expansion at the Design** **2+0 4.0**

Current approaches at contemporary design subjects and evaluations, Criticism of special design problems, evaluations of design problems at current condition. Giving example on problems that occur design and application process. Critical approaches on design applications in the Turkey and in the World. Evaluations of relationships between educational field and applicational field.

İÇT431 **Professional Practice** **2+1 3.0**

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

İÇT439 **Child As a User in Space and Furniture Design** **2+0 4.0**

Properties of Growing; Physical, Auto growing, Language acquisition, Emotional growing, Social growing; Environment of Family and School; House as a Social Environment; House As a Physical Environment; Perception; Child's Spatial Perception; Perception of Objects by a Child; Relation Between Object-Function; Design Criteria And Furniture: Functional criteria, Psychological criteria, Technical criteria, Economic criteria.

İÇT441 **Contemporary Approaches on Museum Design** **2+0 4.0**

Museum Concept's Past, and Today: Changing museum concept; Art museums, Social history museums, archeology museums, science museums, and etc. , Changing museum design approaches: Changing requirement programs, and the elements effecting design, Museum renovations, Contemporary additions to existing museum, New museum buildings, Evaluating potential city spaces, Museum blocks and museums relations with each other, Interior space and displaying; Museum's changing function: Social-cultural changing, Changings on communication sciences and technology; Museum as a cultural structure: Social function of the museum, Museum as a means of understanding, and explaining yourself, Museum

and children; Museum Making Meaning and Expansion to Future: Lecture is supported by visual materials prepared via different scale and approaches from different countries.

iÇT443 Experimental Space Design 2+0 4.0
Concept of Experience; Factors Affecting Experience: Factors on human, Factors on space; Types of Space-Related Experience: Object-oriented experiences, Cognitive experiences, Introspective experiences, Social experiences; Experiential Spaces and Design Inputs.

iÇT449 The Theory of Preservation 2+0 3.0
The Development of Preservation Idea: Romantic approach, Historical restoration, Contemporary restoration; Values to Preserve and Criteria of Preservation: Mobile cultural properties, Immobile cultural properties and natural properties, Criteria of preservation; The Facts About the Deterioration of Monuments, Interior facts, Exterior facts: Techniques of restoration; Strengthening, Unifying, Renewing, Contemporary addition, Reproduction, Cleaning, Transporting, Archeological restoration; Preservation of the Historical Environments.

iÇT460 Cost Analysis 2+1 5.0
Cost Concepts and Terms: Cost types and classification of expenses: Furniture cost methods; Panel Furniture Costing methods, Massive Furniture Costing Methods; Workmanship Costs and Progression Calculations: On-site techniques and costs: Project and contract concepts: Wall paneling and parquet cost calculations: Profit and loss concept; Cost flow tables: Cost of sales table and applications; Building Cost Techniques: Preparation methods of cost analysis file.

iNG187 (Eng) English I 3+0 3.0
Using Personal Pronouns and Possessive Adjectives; Using to be in Present Tense; Using Singular and Plural Nouns; Using Basic Language Related to Food and Drink; Using "There is-there are" in sentences; Using "have got"; Asking "yes-no" Questions and Giving Short Answers to Them; Talking about Daily and Weekly Routines; Talking about Likes and Dislikes; Talking about Sports and Hobbies; Talking about Abilities by Using "can", "can't"; Using Adjectives that Describe People; Talking about Appearance, Personality and Feelings of People; Talking about Clothes and Colours; Talking about Shopping and Prices; Using Present Continuous Tense.

iNG188 (Eng) English II 3+0 3.0
Using Simple Present Tense; Comparing Simple Present and Present Continuous Tenses; Using Prepositions of Time and Place; Giving Directions, Making Reservations; Using "to be" in Past Tense; Using Regular and Irregular Verbs in Simple Past Tense; Using Comparative and Superlative Form of Adjectives; Using Modals to Give Advice; Suggestions and Obligations; Using Future Tense: Making Sentences Using "going to" and "will"; Using If Clauses Type 0 and 1.

iNG225 (Eng) Academic English I 3+0 3.0
Reading Skills for Academic Study: Understanding key vocabulary, Getting the gist of the text, Skimming and scanning, Understanding text organization, Developing basic vocabulary knowledge; Listening Skills for Academic Study: Listening for main idea, Listening for detailed information, Listening to short daily conversations, Listening for key ideas; Speaking Skills for Academic Study: Introducing oneself, Maintaining everyday conversations, Giving descriptions of events, Asking and answering questions; Writing Skills for Academic Study: Writing simple sentences, Writing notes, Writing basic descriptions of events, Writing informal letters.

iNG226 (Eng) Academic English II 3+0 3.0
Reading Skills for Academic Study: Exposure to simple academic texts, Developing reading fluency, Identifying text type, Improving academic vocabulary knowledge, Distinguishing key ideas from supporting details; Listening Skills for Academic Study: Distinguishing main idea from the detailed information, Listening to short texts on different topics, Noticing intonation; Speaking Skills for Academic Study: Asking for information, Giving detailed information on relevant topics, Asking for and giving directions; Writing Skills for Academic Study: Writing simple and compound sentences, Writing simple biographies, Writing brief reports, Writing short paragraphs.

iNG325 (Eng) Academic English III 3+0 3.0
Reading Skills for Academic Study: Developing reading fluency, Adapting reading style to different text types, Practicing critical reading skills; Listening Skills for Academic Study: Listening to longer texts, Listening to short authentic texts, Recognizing stress and intonation; Speaking Skills for Academic Study: Asking for clarification, Asking for confirmation, Giving reasons and explanations, Giving short presentations on familiar topics; Writing Skills for Academic Study: Identifying different styles of paragraphs, Paraphrasing ideas in short texts, writing academic paragraphs, Writing formal and informal academic texts, Writing summaries.

iNG326 (Eng) Academic English IV 3+0 3.0
Reading Skills for Academic Study: Adjusting speed and reading style to different genres and tasks, Reviewing and analyzing material, Focusing on critical reading skills, Recognizing biases in written works; Listening skills for academic

study: Listening to longer authentic texts, Taking notes, Distinguishing facts from opinions, Drawing inferences; Speaking Skills for Academic Study: Participating in group discussions, Expanding opinions, Giving longer presentations on familiar topics; Writing skills for academic study: Expressing opinions in well-organized academic essays, paraphrasing ideas in texts, writing summaries of longer texts.

iTA255 (ita) Italian I 3+0 4.0

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

iTA256 (ita) Italian II 3+0 4.0

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

MAT195 Calculus 3+0 3.0

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

MEK104 Statics Strength of Materials 3+0 4.5

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

MiM104 Construction Elements 2+2 4.0

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

MiM110 Introduction to Architecture 2+0 3.0

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

MiM122 Computer Applications in Architecture 1+1 3.0

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

MiM214 Structural Analysis I 3+0 3.0

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

MiM220 Modern Architectural History 2+0 3.0

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

MiM224 Architecture and Philosophy 3+0 4.0

The Concept of Object from Plato to Baudrillard; Epistemological Relations between Subject and Object; Historical Evolution of Importance and Meaning Attributed to Object and its Predicates; Effects of Economic and Social Structure; Influence of Theories in Design Practice; Theory of Platonic Forms; Aristotle's Concept of 'Techne?'; Emergence of the

Cartesian Subject; Empiricism and Doubt; Marx and Alienation; Ideology and Power; Heidegger and 'Techne?'; Semiotics; Postmodern Discourse on Object and Subject; Simulation Theory.

MİM243 Building and Construction Methods I 2+2 5.0

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

MİM244 Building and Construction Methods I 2+2 5.0

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

MİM249 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.

MİM253 Building Materials I 3+0 4.0

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

MİM265 Introduction to Visual Communication 3+0 4.5

Semiotics: Sign, Symbol, Icon, Visual experience, Analyzing an image: Comments on an image, Conceptual comments; Message: Brainstorming, Subconscious process, Processing rough concept sketches, Processing rough thumbnails with concept, Result Combinations; Message, Image and Concept Combination; Design Process Works at a Design; Relations and Working Systems on this Process; Analyzing a Design Working Circle; Introduction to Basic Graphic Production Techniques and Basic Principles of Design.

MİM270 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.

MİM272 Presentation Design 3+0 4.0

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

MİM308 Turkish Architecture History 2+0 3.0

Turkish Architecture: Terminology, Concepts and theoretical framework; Architecture of Saltuks, Architecture of Danishmends, Architecture of Mengujeks, Architecture of Artukids, Architecture of Anatolian Seljuks, Architecture of Anatolian States, Early Ottoman Architecture, Classical Ottoman Architecture, Late Ottoman Architecture.

MİM321 Structural Analysis II 3+0 3.0

Introduction to Structural Systems and Categories; Carrier Internal Forces of Structural Elements (Cross-Sectional Effects) and Signal Assumptions; The Plane Equilibrium Differential Equations of Bar Elements; Simple Beam and Beams in the

Console, Console Loads of Beams and Determination of Internal Forces; Specified Beams; Concrete and Steel Materials; Floor Slabs, Load Analysis of Floor Slabs; Beams, Load Analysis of Beams; Columns; Mats; Determination of Earthquake Loads; Reinforced Computing after Determination of Earthquake Loads.

MİM343 Building Application Project 2+2 5.0

A Project Whose Structural System is Reinforced Concrete, Wood or Steel Frame System; Analysis of the Structural System (Reinforced Concrete, Wood or Steel Frame System); Dimensioning Building Elements; Analysis and Details of Material Properties; Drawing the Project Drafting Rules.

MİM357 The Structuring of the Housing Depending on the Paradigms 3+0 4.0

The Concepts of Sheltering and Housing; The traditional housing structures before the social production; The Structuring of the Social Production in the Housing - Industrial Revolution; The Structures of Housing in the Utopias; The Modern Paradigms of Architecture and the Formation of Housing; Paradigms based on technology, Paradigms based on environment, Capitalism and the habits of consumption, The habits of consumption- the structuring of housing- consuming the housing unit.

MİM361 Physical Environment Control I 3+0 3.0

Concept of Physical Environment and Elements of Building Physics; Basic Principles of Solar Control; Heat and Temperature; Thermal Comfort; Heat and Humidity; Climate and Its Elements; Heat Transfer from Building Envelope; Thermal Design in Building; Architectural Acoustics (Building and Room Acoustics), Sound and Noise, Physical Events of Sound; Noise, Indoor and Outdoor Noise Sources; Basic Principles of Noise Control.

MİM362 Physical Environment Control II 3+0 3.0

Room Acoustics; Sound Absorption and Reflection; Sound in the Open and Closed Area; Acoustical Design in Architecture; Reverberation Time; Lighting; Visual Perception; Vision and Light; Object and Light; Illuminance Concept; Quantity and Quality of Lighting; Daylighting; Natural and Artificial Lighting; Relationship Between Lighting System and Architectural Design; Color Design; Using Color in Architecture.

MİM395 Design Process in Architecture 2+1 4.0

Design Philosophy; Visual Thinking; Visual Harmony; Creating the Concept Idea in Architectural Design; Using Diagrams as Architectural Design Method; Geometrical Compositions in Architecture; Proportions and Design; Compositions of Spaces; Perception of Spaces; Form and Function; Sens of Scale in Architecture; Organization of Spaces; Organization of Plans; Organization of Sections; Connections Between Spaces; Structural Aesthetics; Structural Grid and Repetitive Units; Textures and Material in Architecture; Color and Space; Light and Space; Nature and Architecture.

MİM406 Construction Management and Cost Analysis 3+0 3.0

Introduction to Construction Management; Jobsite Organization; Project Planning Techniques and Jobsite Applications; Construction Contracts, Management Techniques, Construction Safety and Jobsite Safety Management, Risk Management; Web-based Project Management and e-Construction Management; Subcontractor Management; Construction Equipment Management; Introduction to Construction Cost; Basic Definition of Cost Analysis Terms; Blue-Print Reading; Quantity Takeoff; Bidding Law-Procurement and Applications; Optimum Proposal Preparation; Bonds, Final Cost Analysis, Project Acceptance, Feasibility Studies.

MİM431 Restoration Applications and Case Studies 3+0 4.0

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

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

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

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

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

Investigation of modern architects and their works (II); Modern Architecture: Investigation of modern architects and their works (III); Modern Manifesto (I); Modern Manifesto (II), Modern Manifesto (III); Modern Manifesto (IV).

MIM471 Urban Landscape 3+0 4.0

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

MiT301 Mythology 2+0 2.5

Mythology and Iconography; Mythos; Similarities and Differences Between Mythos and Historical Facts; Identification of Common Cultural Heritage; Near Eastern Mythology; Egyptian and Greek Mythology; Creation of Universe; Creation of Man; Olympian Gods and Goddesses; Heroes and Regional Legends; The Reflections of Myths in European Paintings and Sculpture.

MiT304 Mythology and Iconography 2+0 3.0

Description of Panofsky's iconographical analysis; Evaluation of basic sources with Byzantine and European paintings; Iconographical analysis of European paintings which consist of some stories from Old Testament and the Bible; The Prophets of the Old Testament and their life stories; The Bible: Virgin, John the Baptist, and the life of Christ; to examine this subject with the paintings.

MLZ219 Material Science 2+0 4.0

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

MOD107 Drawing and Painting 2+2 5.0

Color: Color relations, color contrasts, color harmonies, color mixtures; Observation based drawing principles: color perspectives, line perspectives, plan and proportion; interpretation by landscape, interpretation by still life, figurative interpretation by interior spaces, interpretation by objects, proportions in drawing, measure, plan concept, plan relations in geometric volumes, plan relations in live model applications, plan relations in interior space and outer space; Techniques and figure drawing: different lines, different lines relations, potential of different drawing material.

MOD118 Technical Drawing in Clothing Design 2+2 4.0

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

MOD124 Clothing Culture 2+0 2.0

Definition of Clothing Culture; Relationship among Clothing Culture, Nature, Culture and Social Environment; Information on Traditional Clothing; Analysis of Research Data on Local Culture and Clothing; Evaluation of Traditional Clothing; Definition of Fashion; Causes of Fashion Spread; Effects of Traditional Clothing on Fashion: Comparison of examples of traditional clothing and fashion clothing, Variability of clothing culture.

MOD203 Pattern Application I 2+2 4.0

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

MOD204 Pattern Application II 2+2 4.0

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

MOD215 Color Theory 1+1 2.0

Color and Properties: Definition of color, Types of color, Hue, Saturation; Visual Effects of Color: Light, Matter, Visual analyzing; Color Combinations: Basic colors and secondary colors, Color harmony, Psychological Effects of Color; Properties of Color: Hue and saturation, Light and Shadow, Color, Light, Shadow, Color Concept: Color Analysis in Design; Color in Designers and Customers Point of View.

- MOD219 Fashion Illustration I 2+2 4.0**
 Definition of fashion drawing: Basic principles and methods in fashion drawing, related documents, equipment, main principles of silhouette drawing: male, female and child silhouette drawings, etude studies from silhouettes of fashion designers, silhouette works from fashion magazines, original silhouette works, main principles in cloth drawing: sketching on ready made silhouettes, fabric-cloth relations: fabric etudes, texture of fabrics, appropriate design for a specific type of fabric, selection of appropriate fabric for a design.
- MOD220 Fashion Illustration II 2+2 5.0**
 Technical drawings in clothing; Working on the details of clothes: collar, pocket, sleeve, skirt, trouser, blouse types and their technical properties, dressing by different age groups and sex, coloring of cloth designs, design and drawing of underwears, design and drawings of outer clothes, Creation of appropriate designs for a selected subject, Creation of a collection.
- MOD224 Ready-made Clothing Business Management 2+0 3.0**
 Establishment of Ready-to-wear Business; Types and Functions of Ready-to-wear Business: Basic information and concepts of management, Establishment stages, Basic functions of firms, Production management in ready-to-wear clothing business, Marketing management in ready-to-wear clothing business, Financial management in ready-to-wear clothing business, Public relations management; Stress; Career; Brand Management; Human resource management in ready-to-wear clothing business; Establishment of a Prototype Firm: Establishment and organizational structure of prototype firm.
- MOD305 Pattern Application III 2+2 4.0**
 Patterns for Men's Clothing: Jackets, Pants, Coats, Overcoats; Use of Arm and Collar Patterns; Patterns for Children's Clothing: Patterns for girls, Patterns for boys, Practices with patterns.
- MOD306 Pattern Application IV 2+2 4.0**
 Clothing Types and Their Properties: Properties of patterns for clothes; Relationship of Patterns and Models; Rating in Patterns; Body Marking Applications; Preparation of a Cutting Plan; Exercises.
- MOD310 Fashion Photography 2+2 4.0**
 Studio Photography: Photo studio, Shooting equipment, Arrangement of a studio for specific purposes; Artificial Light Sources: Tungsten-halogen illuminators, Cameras flash, Exposure metering; Color Negative Films and Printing Procedures: Negative processing, Processing of transparency films; Image Editing; Shooting for a Magazine and Catalogue; Model Selection; Basic Makeup Information; Marketing of Fashion Photography.
- MOD319 Pattern Design 2+2 3.0**
 Concepts of Motif and Pattern: Analysis of concepts such as symmetry, asymmetry, and isometry in the context of pattern design; Analysis of Geometric Forms such as Circle, Ellipse and Regular Polygon with Respect to Planar Pattern Design; wallpaper Analyses; Analysis of Nicaean Tiles of the 15th and 16th Centuries in the Ottoman Era with Respect to Pattern Design; Evaluation of Results from the Perspective of Contemporary Pattern Design Approaches; Applications.
- MOD320 Interactive Pattern Design 2+2 3.0**
 Concepts of Motif and Pattern; Analysis of Basic Concepts Through Examples with Participants; Analysis of Connection (Ulama) Patterns Through Examples with Participants; Analysis of Nicaean Tiles of the 15th and 16th Centuries in the Ottoman Era with Respect to Pattern Design; Evaluation of Results from the Perspective of Contemporary Pattern Design Approaches; Alternative Applications.
- MOD331 Pattern Development 2+2 4.0**
 Selection resources to suitable for pattern, Natural resources object drawings, Planning drawing in pattern, Complement of objects drawings, Texture studies from natural objects, Archival studies, toning in drawings, Coloring methods studies, Pattern planning process, Proportioning between shapes drawings, Pattern in separate planning drawings, Planning color process, Pattern of color tone studies, The color balance set according in Pattern, Composition studies.
- MOD341 3D Textile and Clothing Simulation 2+2 4.0**
 Introduction to Three Dimensional Textiles and Clothing Design: Understanding the working principles of three dimensional clothing design programs; Simulation Applications: Criticizing virtual fabric and real fabric; Observation of Fabric Reactions in Three Dimensional Environment; Introduction to Virtual Sewing Applications and Simulation; The Appearance and General Properties of Virtual Textile Materials and Clothing; Changing the Look of the Avatar; Revision of the Appearance of the Avatar on the Desired Style; Virtual Sewing Process: Stitching of patterns imported to the program; Pattern Modifications on Two-Dimensional and Three-Dimensional Screen; Virtual Printing Applications; Compatible Software with Three-Dimensional Textile and Garment Design Programs.
- MOD402 Portfolio Design 2+2 4.0**

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

MOD403 Accessory Design 2+2 4.0

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

MOD441 Artistic Illustration 2+2 4.0

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

MOD453 Style Consultancy 2+0 3.0

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

MTT101 Basic Design I 3+3 8.0

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

MTT102 Basic Design II 3+3 8.0

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

MTT103 Drawing I 2+2 4.0

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

MTT104 Drawing II 2+2 4.0

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

MTT105 Basic Sewing Techniques I 2+2 4.0

Introduction to Basic Materials Used in Hand Stitches and Their Usage Areas: Needles, Sewing yarns, Tape measure, Cutting scissors, Rigas, Overcast, Scissors, Drawing soap, Sign roulette; Backstitches and Applications: Straight backstitch, Long and short backstitch, Bias backstitch, Spacing backstitch, Jumping backstitch, Chain backstitch; Basic Hand Stitches and Practices: Straight stitch, Needleback stitch, Overcast stitch, Herringbone stitch, Press stitches, Clean stitches, Buttonhole knitting and button sewing, Simple ornament sewing, Practice with American cloth.

MTT106 Basic Sewing Techniques II 2+2 4.0

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

and Practice: Three, four and five threading on machine, Insertion and removal of machine needles, Practice with American cloth.

MTT107 Textile Fibres I 2+0 2.0

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

MTT108 Textile Fibres II 2+0 2.0

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

MTT110 Basic Pattern Making 2+1 3.0

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

MTT201 Dyeing Techniques 2+2 4.0

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

MTT202 Printing Techniques 2+2 5.0

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

MTT203 Fabric Construction I 3+1 4.0

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

MTT204 Fabric Construction II 3+1 4.0

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

MTT205 Textile Design Introduction I 2+2 5.0

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

MTT206 Textile Design Introduction II 2+2 5.0

Design Combination; Texture Studies; Fabric Texture; Fabric Design Plan; Object Stylization; Object Deformation: Content metamorphose, Fabric aesthetic design elements; Colour studies: Colour analyzing, Colour-motif relationship, Colour

studies with different texture fabrics, Shape; Fabric Structure: Structure and texture studies, New fabric configuration; Technical Design: Function, Fabric structure; Pattern and Technic Relationship on Textile Design: Fabric types and pattern relationship, Pattern interpreting, Design information chart, Creative original functional product designing.

MTT207 Computer Aided Design I 3+2 5.0

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

MTT208 Computer Aided Design II 3+2 5.0

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

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: 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.

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.
- 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, Draping model; Applying Design to Draping Method: Symetric and asymmetric model applications.
- MTT309 Computer Aided Design III 3+2 5.0**
Preparation of Patterns to Design Clothes Via Computer Programs; Modeling and Realization of New Ideas and Visions on Cloth Design; Examination and Resizing of Clothes on Two Dimensional Plane on Mannequins and Preparation of New Clothing Designs and Re-interpretation; Modeling Clothing Design: Making printed and woven fabric designs on pattern on designed cloth; Reporting; Relationship Between Color and Function, Variant, Preparing screen, Basics of weaving and applications on weaving; Creating the Relation of Surface, Texture, Form between Cloth and Textile Design.
- MTT310 Textile Hand Dyeing-Printing Techniques 2+2 4.0**
Shibori as a Textile Dyeing and Printing Application: What is shibori art, History of shibori art, Usage area of shibori art in fashion design; The Materials and Tools of Shibori Art: Fabrics, Colorants; Techniques of Shibori Art: Clamping shibori techniques, Binding shibori techniques, Stitching shibori techniques, Pole wrapping techniques; Free Applications: Shibori workshops, Artistic works and functional design.
- MTT311 Natural Dyeing 2+2 4.0**
Definition, History and Importance of Natural Dyeing; Basic Concepts of Natural Dyeing; Fundamental Principles of Natural Dyeing; Natural Dye Sources; Use of Waste Materials as Natural Dyes; Extraction of Natural Dyes; Materials Used in Natural Dyeing; Definition, Classification, Properties and Use of Mordans 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.
- MTT313 Design Culture 2+0 2.0**
Definition of Design; Design Before the Industrial Revolution; Industrial Revolution; Development of the Concept Industrial Design; Industrialization and Search for Accordance; Shift from Handcraft Production to Mass Production; Movement Against the Industrial Production; Arts and Crafts Movement: Philosophers and designers included in Arts and Crafts movement, New designs; Analysis of Art Nouveau and Succeeding Movements and Their Influences on Today's Concept of Design; The Transformation of Definitions of Object and Subject in Modern and Post-modern Structure; Development of Technology and Capitalist Mode of Production and Distribution.
- MTT314 Computer Aided Pattern Design 2+2 4.0**
Computer-Aided Programs Used in the Garment Industry: Introduction to computer aided pattern systems such as Assist, Gerber, Inventex, etc.; Programs: Keyboard shortcut keys, Digit operation panel auxiliary functions, Main function of creation, Sub-functions such as line, Circle, Circle arc, Main Functions of delete, Fastener, Clamp, Copy, Move, Symmetry, Dial and Switch; Design File Creation: Divide and offset main functions, Main functions of extraction and correction, Main functions of seam allowance and interlinings, Sub-functions of line, corner; Main Function of Pattern; Main Function of Grading: Creation of style files; Cloth Spreading.
- MTT315 Creative and Critical Thinking 2+0 2.0**
Creative Thinking: Creativity, Innovation, Creative thinking as a skill; Types of Creativity: Forms of thinking, Styles of creativity; Creativity in Problem Solving: Defining the problem, Defining patterns, Thinking differently; Creative Thinking Methods: Brainstorming, Thinking with metaphors, Mind maps; Critical Thinking: Characteristics of critical thinking, Common critical thinking styles; Processes of Critical Thinking: Defining subjects, Defining conflicts, Establishing contexts, Evaluating conflicts.
- MTT401 Fashion and Textile Design Studio 2+3 8.0**
Design Studio Studies: Determine theme, Theme discussions, Identification of original sub-themes; Design Research: Library research, Workshop research, Determination of the project technique, Identification of original sub-themes, Determination of textile design and fashion design projects, Determination of the project technique; Application Studies Design for Sub-theme: Combination of different techniques, Different textures and form possibilities.

- MTT402 Diploma Project 2+3 12.0**
Design Process: Design studies in accordance with the determined main theme and sub theme, Texture research, Surface research, Colour combination research, Form research; Design Sketch: Two-dimensional and three-dimensional design sketches, Prototype application; Workshop Studies: Woven design, Printing design, Painting studies, Clothing design, Collection development studies for the determined theme, Report preparation and presentation.
- MTT403 Experimental Design 2+2 4.0**
Definition of experimental design: Technical and material information, Searching unusual materials and texture for cloth production; Preliminary Studies in Experimental Design: Try of used materials and textures, Sketch and detail studies, Decision of appropriate models, textures and materials; Practice in Experimental Design: Illustration studies, Preparation of patterns with 1/1 ratio, Cutting and combining operations; Project Implementations: Determination of design criteria, Critics in studio arrangement, Evaluation by seminars.
- MTT404 Textile Sustainability 2+2 4.0**
The Concept of Sustainability in Terms of Design, Production, Use and Post-use Processes for Textile Products; Principles and Procedures in Assessing Textile Sustainability Across the Lifecycle of Products; Survey of Sustainability Indices and Eco Labels; Sustainable Practices in the Textile Industry; Discussions on Sustainable Design Proposals Through Case Studies.
- MTT405 Textile Handcrafts 1+3 4.0**
Definition Textile Handcrafts: Contents and classification; Weaving; Shuttle Weaving: Cotton, Wool, Silk, Linen, Kirkit weaving; Çarpana, Kilim, Halı, Sumak, Zili, Cicim, Nonwoven Spaces; Felting, Textile hand printing and hand dyeing; Traditional dyeing for fabric and thread, Printing process; Embroidering: Embroidery techniques, Knitting; Fog Knitting, Crochet and needlework; Sewing and Application Techniques: Patchwork, Benaluka, Product production.
- MTT406 Brand Management 2+0 3.0**
Basic Concepts: Brand, Brand identity, Brand equity, Brand image, Brand awareness, Brand loyalty; Elements of Brand: Name, Symbol, Slogan; Types of Brands; Brand Positioning: Target group, Values, Markets, Brand communication; Strategies of Brand Developing: Brand extension, New brand strategy, Multi-branding; Brand Management Process: Market analysis, Situation analysis, Aiming, Testing, Evaluation.
- MTT407 Fashion Marketing 2+0 3.0**
Basic Concepts in Marketing: The subject of marketing, Modern marketing; Defining Fashion in Marketing: Fashion, Fashion system, Fashion trends; Luxury Fashion Consumption: Product, Business culture, Consumer; Fashion Market: Textile industry, Business models, Fashion groups; Fashion Communication: Basic concepts of communication, Fashion press, Fashion journalism, Fashion communication in digital environment; Fashion Distribution: Distribution channels, Retail management, E-commerce.
- MTT408 Natural Printing Techniques 2+2 4.0**
Ecological Printing: Definition of Eco printing, History of eco-printing; Methods of Used in Eco-Printing Technique; Eco Dyeing and Eco Printing Works of Textile Artists; Materials of Application of Eco Dyeing and Eco Printing: Fabrics, Colorants; Applications of Ecological Dyeing and Printing: Application of dyeing on silk, Application of dyeing on cotton, Application of dyeing on wool; Free Applications: Experimental dyeing workshops.
- MÜZ151 Short History of Music 2+0 3.0**
Mile Stones in the History of Music; Music of the Antique Period; Music of Far East; Music of Anatolia; Music of the Middle Ages: Gregorian Chants; Music of Renaissance: Bach and Handel; Music of the Classical Age; Pianoforte in the Classical Age; Romantic Age; Nationalist Movement; Contemporary Music; Nationalism and Universality.
- 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
- RSM152 Painting 2+0 4.0**

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

SAĞ102 First Aid 2+0 2.5

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

SAN113 Art Concepts 2+0 4.0

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

SAN155 Hall Dances 0+2 2.0

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

SAN221 Contemporary Art and Its Interpretation 2+0 2.0

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

SAN304 Contemporary Art and It's Interpretation 2+0 3.0

Art as a Concept: Artist, Buyers, Work of Art; Classification of Art; Contemporary Art; Art- Science; Art Technique and Science; History of Art; Art Psychology; Esthetics; Art Sociology; Art Philosophy; Art Criticism; Methods of Criticism; Techniques of Criticism: Psychological criticism, Esthetical criticism, Sociological criticism; Commenting on Contemporary Art Using Contemporary Approaches.

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: Relevanceof the main historical events of the period.

SNT251 History of Art I 2+0 3.0

Concepts of Art and Artist: Effects of Art of Social-Political-Cultural changes since Ancient Period to the end of Middle Ages; Development of Form and Style Peculiarities according to periods; Concepts of beauty-Aesthetics and concrete samples of Ancient Period; Comparative Criticism of Art Thoughts and Philosophies of East-West; Criticism of the Relation with Religion and Art on the samples of Concrete buildings; Introducing Basic Source books.

SNT252 History of Art II 2+0 3.0

Effects and Role of Art in Social-Political-Cultural Turning-Points since Middle ages until Today; Criticizing concepts of Fine Arts and Architecture; Terminology; Coming to light of the Artist Identity and Its Concrete Samples; Social and Political Reflections of 19th and 20th centuries to Art and Its Samples; 20th Century Turkish Art Environment; Development of Fine Arts and Architecture, Artists and Their Works.

SNT351 History of Turkish Art 2+0 3.0

Pre-Islamic Turkish Art and Culture; Survey of Hun, Gokturk and Uighur Arts; Effects of Decorative Arts of Great Seljuk, Memluk and Zengi on Anatolia; Anatolian Seljuk Art: Stone, Wooden, Enamel, Brick ornaments; Works Art in

Principalities and Early Ottoman Period; Architecture of Classical Ottoman Period; Turkish Baroque Style; Empire Style; Turkish Handcrafts: Carpet, Enamel, Ceramic, Metal, Wood and Cloth Examples; Designs and Techniques; Evolution of Turkish Painting: Western painters and Turkish artists; Turkish Architecture in Republican Period; I. and II. National Architectural Era, Sculpture and Other Forms of Art.

SOS155 Folkdance 2+0 2.0

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

SOS309 Anthropology 2+0 3.0

Definition of Anthropology; Subdisciplines of Anthropology; Methods of Physical Anthropology and Palaeoanthropology; Human Evolution: Evolution Theory of Darwin, Stages of Human Evolution, Environmental Effects on Biological and Cultural Evolution; Theories of Social Anthropology: Evolutionary School, Diffusionist School, Functionalist School, Structuralist School; The Concept and Theory of Culture: Cultural Processes; Relations of Production; Lineage, Family and Kinship Systems; Religion: Worship, Magic, Taboo, Rituals, Mythology, Totem.

SOS352 Sociology of Art 2+0 3.0

Concepts of Art and Society; Works of Art and Society; The Relationship Between the Artist and Society; Social History of Art and its Current Reflections; Social Factors affecting Artists and Art; Institutions of Art; New Technologies and Economic Factors affecting Art; Production and Consumption of Works of Art in the Art Market; Popular Culture and Art; Art in Modern Society; The Contemporary Approaches in Art and its Critique.

ŞPL304 Environmental Aesthetics 3+0 4.0

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

TAR105 History of Civilization 2+0 2.0

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

TAR165 Atatürk's Principles and History of Turkish Revolution I 2+0 2.0

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

TAR166 Atatürk's Principles and History of Turkish Revolution II 2+0 2.0

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

TAR307 History of Civilization 2+0 3.0

Civilisation and Civilised Society; Cultural Processes, Cultural Interactions and Changes; Relation between Culture and Environment; Biological Human Evolution; Cultural Evolution: Palaeolithic Age, Invention of Fire, Development of Language, Tool Making, Birth of Art, Development of Magic and Religious Belief; Transition from Hunter-Gathering to Sedentary Life Style; Neolithic Revolution: Beginning of Agriculture; Formation of First Villages; Transition from Primitive Society to Civilised Society: Formation of Urban States, Invention of Writing, Rise of Class Society, Development of Religious Belief and Temples.

THU203 Community Services 0+2 3.0
Various Community Projects: Helping young students during their study periods or after school study sessions, Aiding the elderly in nursing homes, helping disabled individuals with various tasks, helping social services and aiding children with their education etc., take part in the projects which raise environmental awareness, Integrating with the community and enabling use of knowledge accumulated in the courses.

TİP301 Typography 2+1 4.5
Definition of Typography And Importance In Design; Classification of Lettering Fonts And Basic Problems In Classification; Proper Use of Typography As An Element of Design; Choosing Suitable Fonts; Typing With Suitable Line Length; Formatting and Tracking of Letters; Creating Images With Letters And Using Typographic Elements In Industrial Design.

TİY153 Drama 2+0 3.0
Drama as a method of creativity: Techniques and Applications; Harmony and Confidence; Expressing Thoughts through Gestures; Improving Verbal and Nonverbal Communication; Improving Relations in Society; Group Works and Staging.

TRS107 Technical Drawing 3+3 7.0
A common language is formed, through considering customs that is applied in the industry, at the technical drawing discipline where the knowledge on technical drawing is given to the interior design students who need these knowledge in their presentations. In this sense, introducing the tools, that are used for drawing technical drawings, scales, lines and its techniques, geometric drawings, sections, views, measurements and intersections are based respectively.

TÜR125 Turkish Language I 2+0 2.0
Language: Characteristics of language, Relationship between language and thought and language and emotion, Theories about the origin of languages, Language types, The position of Turkish Language among world languages; Relationship Between Language and Culture; Historical Progress of the Turkish Language; Alphabets Used for Writing in Turkish; Turkish Language Studies; Turkish Language Reform; Phonetics; Morphology and Syntax; The Interaction of Turkish Language with Other Languages; Wealth of Turkish Language; Problems Facing Turkish Language; Derivation of Terms and Words; Disorders of Oral and Written Expression.

TÜR126 Turkish Language II 2+0 2.0
Composition: Written composition, Paragraph and ways of expression in paragraphs; Punctuation; Spelling Rules; Types of Written Expression and Practices I: Expository writing; Types of Written Expression and Practices II: Narrative writing; Academic Writing and Types of Correspondence; Reading and Listening: Reading, Reading comprehension strategies, Critical reading; Listening; Relationship between Listening and Reading; Oral Expression: Basic principles of effective speech; Body Language and the Role of Body Language in Oral Expression; Speech Types; Principles and Techniques of Effective Presentation; Some Articulatory Features of Oral Expression.