

## Eskişehir Osmangazi University College of Art and Design Visual Arts Department

## **COURSE INFORMATION FORM**

SEMESTER Spring

COURSE CODE	141212005	COURSE NAME	BASIC COMPUTER USE II
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SEMESTED		WEEKLY COURSE HOURS			COURSE			
SEMESTER	THEORY	APPLICATION	LAB.	CREDIT	ECTS	TYPE	LANGUAGE	
	2	2	0	0	2	2	Required	Turkish

CATEGORY OF COURSE (ECTS Credit Distribution)				
<b>Basic Education</b>	Art	Design	Visual Communication	Social Science
2				

EVALUATION CRITERIA				
EXAM TYPE		EXAM TYPE	PERCENTAGE OF EXAM	
EXAMS IN SEMESTER	Midterm Exam 1	Project	40	
FINAL		Project	60	
EXCUSE EXAMINATION				
RESIT EXAMINATION				

RECOMMENDED PREREQUISITES OF COURSE	None
COURSE CONTENT	Computer technology, vector graphics, storing digital media, image formats, image editing.
COURSE OBJECTIVES  To familiarize the student with copmuter programs that are production for printed and electronic media	
CONTRIBUTION TO VOCATIONAL EDUCATION  The student will be equipped with skills to use design software professional life	
LEARNING OUTCOMES	A good understanding of computer software and hardware Effective use of computers and related hardware and software Skills to evaluate and created graphic design
REFERENCES Akçadoğan, I. İ., Temel Sanat Eğitimi ve Dijital Ortam. Eps Yayıncılık	
TEXTBOOKS / NOTES	Gürkan, O., Adobe CS 5. Nirvana Yayıncılık
MATERIALS Adobe Master Collection 5, computer lab	



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WEEKLY COURSE PLAN		
WEEK	SUBJECTS	
1	Course description, purpose, use of operating system and computer studio.	
2	Introduction to computer technology.	
3	Graphical and numerical techniques.	
4	Vector-based access to the software.	
5	Vector-based software features and use.	
6	Advanced numerical techniques.	
7	Storing and transferring digital media.	
8	MIDTERM EXAM	
9	Introduction to Pixel-based programs.	
10	Image merging.	
11	Masking techniques.	
12	Iteration techniques.	
13	The visual effects applications.	
14	Presentation of project.	
15,16	FINAL EXAM	

NO	COURSE CONTRIBUTION TO THE PROGRAM OUTCOMES		CONTRIBUTION LEVEL		
NO	COURSE CONTRIBUTION TO THE PROGRAM OUTCOMES	1 low	2 med	3 high	
1	Ability to establish and conceive the basic concepts, principles and the history of visual art and relate to other disciplines.		x		
2	Understanding of the art culture, ethics, and the rights and responsibilities of artists.	х			
3	Understanding of the diversity, aesthetic sensitivity and the visual language of art and to reflect it into artpieces.	х			
4	Ability to analyze with interrogation and critical thinking and to reflect it into work of art, and to find appropriate solutions to art problems.	х			
5	Ability to recognize the art techniques and technology and to identify their differences, applications and methods.		х		
6	Ability to understand and practice the work of art process, its steps, and production techniques.		х		
7	Ability to refresh knowledge on art process and art information in accordance with the modern requirements and technological developments.		х		
8	Ability to utilize various artistic and industrial production techniques.		Х		
9	Appreciation of the national and universal values and ability to expand art concepts from national level to universal level.	Х			
10	Awareness for the protection of nature and the environment as well as ecodesign,	х			
11	Ability to prepare social responsibility projects in order to raise art awareness.	х			

LECTURER	SIGNATURE	DATE