

ESOGU Faculty of Art and Design Industrial Design Department COURSE INFORMATION FORM

SEMESTER

FALL

COURSE CODE 1411xxx			COURSE NAME Introduction to Industrial Design							
SEMESTED	WEEKLY COURSE PERIOD			COURSE OF						
SEMESTER	Theory	y Practice	Laboratory	Credit	ECTS		Туре		Language	
1	2	0	0	2	3	COM	APULSORY (X) ELECTIVE	Ξ()	Turkish	
			•	COURSE C	ATEGOR	Y				
Basic Education Design			l	Natural and Applied Science			Social Science		Art	
	Х									
			AS	SESSMEN	T CRITE	RIA				
				Evaluation Type			Quantity		%	
]	1st Mid-Term			1		40	
				2nd Mid-Ter	m					
				Quiz						
MID-TERM			I	Homework						
			I	Project						
			I	Report						
			(Others ()						
FINAL EXAM							1		60	
PREREQUIEITE(S)			-					I		
COURSE DESCRIPTION				Definitions and scopes of design and industrial design Design areas and program introduction Design grammar as design theory Design practice						
COURSE OBJECTIVES				To increase the level of awareness and readiness for industrial design in the design focus by making a general mapping of design and industrial design, To gain knowledge and understanding of design theory and processes						
ADDITIVE OF COURSE TO APPLY PROFESSIONAL EDUCATION				In this introductory course, basic information about the design field and profession will be shared and awareness of the profession will be increased						
COURSE OUTCOMES				Being able to define the field of industrial design in the world and in Turkey, Being able to express the designer's duties, responsibilities, Being able to draw a framework for the content of the design act, Being able to define the design processes.						
ТЕХТВООК				Gerhard Heufler, Michael Lanz, Mertin Prettenthaler , (2020). Design Basics: From Ideas to Products. Bernhard Bürdek, (2005). History, Theory and Practice of Product Design John Heskett, (2017). Tasarım.						
OTHER REP	FERENC	CES		-						
TOOLS ANI) EQUIP	MENTS REQU	UIRED							

WEEKLY COURSE SYLLABUS								
WEEK	TOPICS							
1	Introduction, syllabus presentation							
2	Design definition and design areas							
3	Industrial design definition and scope (Interface, User experience, interaction, service)							
4	Various design approaches (Industry driven/Anthropocentric/Ecocentric)							
5	Local and international industrial design professional organizations (Guest)							
6	Design positioning and expectations from the designer (Guest)							
7	ESOGÜ ENTAS program positioning and program presentation							
8	MID-TERM EXAMS							
9	Design Grammar: Functions (Practical functions)							
10	Aesthetic functions							
11	Symbolic functions							
12	Design terminology and tools (Sketch, storyboard, moodboard, critique, layout etc.)							
13	Design forms and principles (Redesign, styling/ Additive, sculptural, organic)							
14	Design process I							
15	Design process II							
16	FINAL EXAMS							

NO	BDOCD AM OUTCOMES	Contribution Level			
	PROGRAM OUTCOMES	3	2	1	
1	Within cultural, historical and artistic context the ability to integrate theoretical knowledge about production and consumption mechanisms into the design practice;	X			
2	The ability to plan the design process, to choose and use appropriate methods and techniques;			X	
3	The ability to identify design problems and related sub-problems and to produce creative solutions with a critical and dialectical approach;			X	
4	The ability to design in terms of spatial thinking using design principles and elements;			X	
5	The ability to make applications in the interaction of aesthetics and function using design elements and means and to evaluate these applications;		X		
6	The ability to visualize and present using two and three dimensional design tools;			X	
7	The ability to follow and apply technological developments, current design approaches, sustainable production methods, materials and innovations in the field of informatics in design projects;		X		
8	The ability to use field knowledge in industrial design projects by considering the needs and interests of the society and target users within the scope of environmental awareness, professional ethics and the laws;		X		
9	The ability to carry out the design process effectively individually or in a team;			X	
10	The ability to take an active role in discipline-specific or interdisciplinary studies at the national and international levels.			X	
1: None	2: Partial contribution. 3: Complete contribution.		<u>. </u>	L	

Instructor(s): Asst. Prof. Dr. Hatice S. KESDİ Signature:

Date: