



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

SEMESTER	Spring
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COURSE CODE	1411xx	COURSE NAME	Basic Design II
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SEMESTER	WEEKLY COURSE PERIOD			COURSE OF			
	Theory	Practice	Laboratory	Credit	ECTS	Type	Language
2	3	5	0	6	10	COMPULSORY (x) ELECTIVE ()	Turkish

COURSE CATEGORY

Basic Education	Design	Natural and Applied Science	Social Science	Art
	X			

ASSESSMENT CRITERIA

	Evaluation Type	Quantity	%
	MID-TERM	1st Mid-Term	1
2nd Mid-Term			
Quiz			
Homework			
Project			
Report			
	Others (Course Participation)	1	10
FINAL EXAM		1	60

PREREQUIEITE(S)	Basic Design I course
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COURSE DESCRIPTION	The target of this course, which is designed to lay a foundation for the industrial design studio, is that the students establish a relationship between the basic design principles they learned in the first semester and industrial product design. According to this the basic design principles and elements are used to analyze existing products as well as to create applied industrial design projects.
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COURSE OBJECTIVES	<p>The aim of this course is:</p> <ul style="list-style-type: none">• To develop a basic understanding of the design discipline.• To teach specific knowledge and approaches to the field of industrial design.• To be able to recognize design principles in industrial products.• To gain knowledge and experience about the industrial design process.• To teach the formal, structural and functional analysis of products.• To create simple industrial design projects in line with design purposes, taking into account the basic design principles.
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ADDITIVE OF COURSE TO APPLY PROFESSIONAL EDUCATION	In this course in line with the learning by doing approach students perform simple industrial design projects using basic knowledge and skills and thus building up the foundation of vocational education.
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<p>COURSE OUTCOMES</p>	<p>Students who successfully complete this course;</p> <ul style="list-style-type: none"> • Can design simple industrial products using basic principles and elements. • Gain experience in the industrial design process. • Gain basic knowledge about manufacturing practically. • Can analyze and because of this understand the structure, form and function of products. • Can make time planning by understanding the industrial design process.
<p>TEXTBOOK</p>	<ul style="list-style-type: none"> • Wucius Wong. 1993. Principles of Form and Design. John Wiley & Sons Inc. • Gerhard Heufler, Michael Lanz, Martin Pretenthaler. 2019. Design Basics: From Ideas to Products. Niggi Editions.
<p>OTHER REFERENCES</p>	<ul style="list-style-type: none"> • Kimberly Elam. 2011. The Geometry of Design: Studies in Proportion and Composition. Princeton Architectural Press. • Paul Jackson. 2015. Complete Pleats: Pleating Techniques for Fashion, Architecture and Design, Laurence King Publishing. • Marion Dawidowski. 2018. Concrete Creations, 45 Easy-to-Make Gifts and Accessories. Searc Press. • Kiki Carton. 2012. The Great Book of Cardboard Furniture: Step-by-Step Techniques and Designs. Schiffer Pub. Ltd.
<p>TOOLS AND EQUIPMENTS REQUIRED</p>	<p>Various stationery and various production materials</p>

WEEKLY COURSE SYLLABUS

WEEK	TOPICS
1	Getting to know and introducing the materials needed for the course
2	Exercise 1
3	Exercise 1
4	Exercise 2
5	Exercise 2
6	Exercise 3
7	Exercise 3
8	Midterm Exam
9	Project 1
10	Project 1
11	Project 1
12	Project 2
13	Project 2
14	Project 2
15	Project 2
16	Final Exam

NO	PROGRAM OUTCOMES	Contribution Level		
		3	2	1
1	Within cultural, historical and artistic contexts 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.

Instructor(s): Öğr. Gör. Stefanie Aydın

Signature:

Date: