



ESOGU Faculty of Art and Design
Visual Communication Design Department
COURSE INFORMATION FORM

SEMESTER	Fall
-----------------	------

COURSE CODE	141313001	COURSE NAME	Computer Aided Graphic Design I
--------------------	-----------	--------------------	---------------------------------

SEMESTER	WEEKLY COURSE PERIOD			COURSE OF			
	Theory	Practice	Laboratory	Credit	ECTS	Type	Language
3	2	2	0	3	6	COMPULSORY (X) ELECTIVE ()	Turkish

COURSE CATEGORY

Basic Education	Art	Design	Visual Communication	Social Science
		3	3	

ASSESSMENT CRITERIA

	Evaluation Type	Quantity	%
	MID-TERM	1st Mid-Term	
2nd Mid-Term			
Quiz			
Homework			
Project		1	40
Report			
Others (.....)			
FINAL EXAM	Project	1	60

PREREQUIEITE(S)	
COURSE DESCRIPTION	Computer programs for electronic and print media, Vector-based software, its features and usage in design, Pixel-based software, its features and usage in design, design projects
COURSE OBJECTIVES	Effective use of the computer software for graphic design, Practicing such software for design, a grasp of the general design rules.
ADDITIVE OF COURSE TO APPLY PROFESSIONAL EDUCATION	1. Ability to understand and practice the design process, its steps, and production techniques. 2. Ability to refresh knowledge on design process and design information in accordance with the modern requirements and technological developments.
COURSE OUTCOMES	1. Understands and uses appropriate software design, computer software design can do. 2. Active use of design software application developed ideas. 3. The effective use of the possibilities offered by the computer seeks designs
TEXTBOOK	Yanık, Hayri. Masaüstü Yayıncılıkta Program. Kişisel Yayınlar.
OTHER REFERENCES	1. Conover, E. Theodore (1985) Graphic Communication Today. USA: West Pub. Co. 2. Akçadoğan, İrmak İnan. Temel Sanat Eğitimi ve Dijital Ortam. Epsilon Yayıncılık. 3. Gürkan, Osman. Adobe Cs5. Nirvana Yayınları
TOOLS AND EQUIPMENTS REQUIRED	Computer Laboratory

WEEKLY COURSE SYLLABUS	
WEEK	TOPICS
1	Course description, objectives, operating system and computer usage policies studio.
2	The importance of digital media programs for print media
3	Vector-based software features
4	The use of vector-based software in design.
5	Design projects
6	Design projects
7	Design projects
8	MIDTERM EXAMS
9	Pixel-based software features
10	The use of pixel-based software in design
11	Design projects
12	Design projects
13	Design projects
14	Design projects
15	Design projects
16	FINAL EXAM
17	FINAL EXAM

NO	PROGRAM OUTCOMES	Contribution Level		
		3	2	1
1	The ability to comprehend the basic concepts and principles of visual communication design and to establish their relationship with other disciplines		x	
2	The ability to comprehend the design culture and ethics, the rights and responsibilities of designers	x		
3	The ability to grasp the visual language and aesthetic sensitivity of the design and reflect these on designs		x	
4	The ability to analyze by thinking critically, to reflect this on their designs, and to offer appropriate solutions to problems		x	
5	The ability to recognize design technique and technology, to comprehend application areas and methods			x
6	The ability to comprehend and apply the design process and production techniques			x
7	The ability to update design knowledge in line with the requirements of the age and technological developments		x	
8	Comprehending local and universal values; the ability to develop an understanding of design from local to universal		x	
9	The ability to comprehend the importance of sustainable design in the protection of nature and the environment	x		
10	The ability to gain sensitivity to the current problems of the society and to develop solutions to these problems	x		

1: None. 2: Partially contribution. 3: Completely contribution.

Instructor(s): Öğr. Gör. Tunçemre Doğramacı

Signature:

Date: