Eskişehir Osmangazi University, College of Art and Design
Department of Visual Communication Design

COURSE INFORMATION FORM

SEMESTER	FALL

COURSE CODE	141313001	COURSE NAME	COMPUTER AIDED GRAPHIC DESIGN I

SEMESTER	WEEKLY COURSE HOURS			COURSE			
	THEORY	APPLICATION	LAB.	CREDIT	ECTS	TYPE	LANGUAGE
4	2	2	0	3	6	Required	Turkish

CATEGORY OF COURSE (ECTS Credit Distribution)				
Basic Education	Art	Design	Visual Communication	Social Science
		3	3	

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 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.
CONTRIBUTION TO VOCATIONAL 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.
LEARNING 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.
REFERENCES	Yanık, Hayri. Masaüstü Yayıncılıkta Program. Kişisel Yayınlar.
TEXTBOOKS / NOTES	1. Conover, E. Thedore (1985) Graphic Communication Today. USA: West Pub. Co. 2. Akçadoğan, Irmak İnan. Temel Sanat Eğitimi ve Dijital Ortam. Epsilon Yayıncılık. 3. Gürkan, Osman. Adobe Cs5. Nirvana Yayınları.
MATERIALS	Computer Laboratory

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WEEKLY COURSE PLAN	
WEEK	**SUBJECTS**
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 EXAM
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
15-16	FINAL EXAMS

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

LECTURER	SIGNATURE	DATE