

## COURSE INFORMATION FORM

SEMESTER	SPRING
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<b>COURSE CODE</b>	141314001	<b>COURSE NAME</b>	COMPUTER AIDED GRAPHIC DESIGN II
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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			
ASSESSMENT		EXAM TYPE	PERCENTAGE OF EXAM
EXAMS IN SEMESTER	Midterm Exam 1	Project	40
FINAL EXAM		Project	60
EXCUSE EXAMINATION			
RESIT EXAMINATION			

<b>RECOMMENDED PREREQUISITES OF COURSE</b>	Computer Aided Graphic Design I
<b>COURSE CONTENT</b>	Computer software for graphic design, vector based software, pixel based software applications, advanced levels of software usage, implementation of a variety of design projects
<b>COURSE OBJECTIVES</b>	Effective use of the computer software for graphic design, Practicing such software for design, a grasp of the general design rules.
<b>CONTRIBUTION TO VOCATIONAL EDUCATION</b>	<ol style="list-style-type: none"> <li>1. Ability to understand and practice the design process, its steps, and production techniques.</li> <li>2. Ability to refresh knowledge on design process and design information in accordance with the modern requirements and technological developments.</li> </ol>
<b>LEARNING OUTCOMES</b>	<ol style="list-style-type: none"> <li>1. Understands and uses appropriate software design, computer software design can do.</li> <li>2. Active use of design software application developed ideas.</li> <li>3. The effective use of the possibilities offered by the computer 1eks designs.</li> </ol>
<b>TEXTBOOK</b>	Yanık, Hayri. Masaüstü Yayıncılıkta Program. Kişisel Yayınlar.
<b>REFERENCES</b>	<ol style="list-style-type: none"> <li>1. Conover, E. Theodore (1985) Graphic Communication Today. USA: West Pub. Co.</li> <li>2. Akçadoğan, İrmak İnan. Temel Sanat Eğitimi ve Dijital Ortam. Epsilon Yayıncılık.</li> <li>3. Gürkan, Osman. Adobe Cs5. Nirvana Yayınları.</li> </ol>
<b>MATERIALS</b>	Computer Laboratory

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 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
15-16	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