**ESOGU FACUULTY OF ART AND DESIGN**

**VISUAL ARTS DEPARTMENT**

**COURSE INFORMATION FORM**

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| **Course Name** | **Course Code** |
| Computer Aided Design I |  |

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| **Semester** | **Number of Course Hours per Week** | **ECTS** |
| **Theory** | **Practice** |
| 3 | 2 | 2 | 4 |

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| **Course Category (Credit)** |
| **Basic Sciences** | **Art** | **Design** | **Social** |
|  | 2 | 2 |  |

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| **Course Language** | **Course Level** | **Course Type** |
| Turkish | Undergraduate | Compulsory |

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| **Prerequisite(s) if any** | Having taken the courses "Basic Computer I" and "Basic Computer II" |
| **Objectives of the Course** | The goal of this course is to enable students to enhance their traditional works through the use of computer design programs or applications from other digital platforms, or to create new productions in the digital realm. |
| **Short Course Content** | Creating projects using vector and pixel-based programs and applications, based on principles of art and design. |

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| **Learning Outcomes of the Course** | **Contributed PO(s)**  | **Teaching Methods \*** | **Measuring Methods \*\*** |
| **1** | Updating the art production process in line with the demands of the age and technological advancements. | 4, 5 | 1, 2, 5, 6, 10, 11, 13 | A, D |
| **2** | Acting in accordance with ethical and legal rules in art and design productions. | 11 | 1, 2, 5, 6, 10, 11, 13 | A, D |
| **3** | Being able to produce digital projects using fundamental design and art principles. | 1, 4, 5,  | 1, 2, 5, 6, 10, 11, 13 | A, D |
| **4** | Being able to create original works in a digital environment, also utilizing the production and application processes of other art and design fields. | 1, 4, 5, 6 | 1, 2, 5, 6, 10, 11, 13 | A, D |
| **5** | Developing traditional storytelling and presentation methods with digital production techniques. | 4, 5, 7 | 1, 2, 5, 6, 10, 11, 13 | A, D |
| **6** |  |  |  |  |
| **7** |  |  |  |  |
| **8** |  |  |  |  |

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| **Main Textbook** |  |
| **Supporting References** | www.adobe.com |
| **Necessary Course Material** | Computer, Adobe design programs and other digital platform applications. |

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| **Course Schedule** |
| **1** | The purpose, content, and process of the course will be provided. |
| **2** | Project 1: Point, line, and texture work in a digital environment. |
| **3** | Critiques of project drafts will be conducted. |
| **4** | Project 2: Composition, unity, space, movement, rhythm, and symmetry work in a digital environment. |
| **5** | Critiques of project drafts will be conducted. |
| **6** | Project 3: Basic color applications in a digital environment. |
| **7** | Critiques of project drafts will be conducted. |
| **8** | Mid-Term Exam |
| **9** | Project 4: Project work on basic typography information |
| **10** | Research and preparation of project drafts |
| **11** | Critiques of project drafts |
| **12** | Project 5: Pictogram work |
| **13** | Research and preparation of project drafts |
| **14** | Critiques of project drafts |
| **15** | Critiques of project drafts |
| **16,17** | Final Exam |

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| **Calculation of Course Workload** |
| **Activities** | **Number** | **Time (Hour)** | **Total Workload (Hour)** |
| Course Time (number of course hours per week) | 14 | 4 | 56 |
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| Out-of-Class Study Time (Literature review, reading, watching, practice, material research) | 11 | 5 | 55 |
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| Mid-Term Exam | 1 | 1 | 1 |
| Studying for Mid-Term Exam | 1 | 1 | 1 |
| Final Exam | 1 | 1 | 1 |
| Studying for Final Exam | 1 | 1 | 1 |
|  | **Toplam iş yükü** | **115** |
|  | **Toplam iş yükü / 30** | **3,8** |
|  | **Dersin AKTS Kredisi** | **4** |

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| **Evaluation** |
| **Activity Type** | **%** |
| Mid-term | 40 |
| Bir öğe seçin. |  |
| Bir öğe seçin. |  |
| **Final Exam** | 60 |
| **Total** | 100 |

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| **RELATIONSHIP BETWEEN THE COURSE LEARNING OUTCOMES AND THE PROGRAM OUTCOMES (PO)** (5: Very high, 4: High, 3: Middle, 2: Low, 1: Very low) |
| **NO** | **PROGRAM OUTCOME** | **Contribution** |
| **1** | Comprehending the basic concepts, elements and principles of visual arts. | 3 |
| **2** | Acquisitioning and using the knowledge about the history of visual arts. |  |
| **3** | Evaluating with a critical approach of the knowledge gained by having the ability to review and use the literature on visual arts. |  |
| **4** | Gaining the ability to acquire scientific, philosophical, cultural and technological knowledge in the field of visual arts and follow the relevant developments. | 4 |
| **5** | Experiencing the knowledge gained about different materials, techniques and technologies in different fields of visual arts in the production processes of art practices. | 4 |
| **6** | Gaining the knowledge and skills of interdisciplinary study and transferring them to art practices in theoretical or practical processes. | 4 |
| **7** | Developing articulacy and presentation skills; be able to express different stages of the artistic process with various techniques and programs in order to make appropriate presentations. | 3 |
| **8** | Developing the ability to perform experimental productions by producing ways of alternative solutions for the problems encountered. |  |
| **9** | Executing and exhibiting creative, innovative and original artistic projects individually or in collaboration with the theoretical and applied knowledge and skills acquired |  |
| **10** | Developing a critical perspective on own art practices and to consider the criticisms of audiences. |  |
| **11** | Paying attention to ethical rules in the production and exhibition processes of artistic practices. | 5 |
| **12** |  |  |

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| **LECTUTER(S)** |
| **Prepared by** | Öğr. Gör. Arzu Gaye Kalavlı |  |  |  |
| **Signature(s)** | A picture containing icon  Description automatically generated |  |  |  |

**Date:**06.06.2024