



COURSE INFORMATION FORM

Course Name	Course Code
Computer Aided Graphic Design I	1413xxxxx

Semester	Number of Course Hours per Week		Credit	ECTS
	Theory	Practice		
1	2	2	3	5

Course Category (Credit)				
Basic Sciences	Engineering Sciences	Design	General Education	Social
		2	1	

Course Language	Course Level	Course Type
Turkish	Undergraduate	Compulsory

Prerequisite(s) if any	
Objectives of the Course	<ul style="list-style-type: none"> -Effective use of software used in print and digital design environments -Application of design principles in a computer environment, creating design products aimed at printing -Creating vectorel and pixel based designs and ensuring workflow, solving problems related to graphic and image-based design typesetting and features, arranging the design to be suitable for print in terms of color and quality, creating graphic designs for different purposes
Short Course Content	Software used in print and digital design environments and their application in various design projects

Learning Outcomes of the Course	Contributed PO(s)	Teaching Methods *	Measuring Methods **
1 Recognizes the design programs used in desktop and digital publishing.	5, 6, 7	1, 5, 6, 8	D, J
2 Gains the skills to explore and effectively utilize the features offered by software used in desktop and digital publishing in their designs.	1, 2, 3, 4, 5, 6, 7	1, 5, 6, 8, 10	D, J
3 Gains the ability to understand software for desktop and digital publishing design on the computer and to use the appropriate software for design.	1, 2, 3, 4, 5, 6, 7	1, 5, 6, 8, 10	D, J
4 Will develop the skill to use different types of images together.	1, 2, 3, 4, 5, 6, 7	1, 5, 6, 8, 10	D, J

Main Textbook	Instructor's Notes, Presentations, and Examples
Supporting References	
Necessary Course Material	Computer, Projector, Scanner, Printer, Drawing Paper, Drawing Pencils, Ruler, Eraser, Internet

*Teaching Methods 1:Expression, 2:Discussion, 3:Experiment, 4:Simulation, 5:Question-Answer, 6:Tutorial, 7:Observation, 8:Case Study, 9:Technical Visit, 10:Trouble/Problem Solving, 11:Individual Work, 12:Team/Group Work, 13:Brain Storm, 14:Project Design / Management, 15:Report Preparation and/or Presentation

**Measuring Methods A:Exam, B:Quiz, C:Oral Exam, D:Homework, E:Report, F:Article Examination, G:Presentation, I:Experimental Skill, J:Project Observation, K:Class Attendance; L:Jury Exam

Course Schedule	
1	Introduction to Computer-Aided Graphic Design Definition and Differences Between Vector and Pixel-Based Graphics Principles and Basic Concepts of Graphic Design
2	Adobe Illustrator Basic Tools and Techniques (Vector-Based) Interface and Basic Tools Shape Creation and Manipulation Vector Drawing Techniques
3	Practical Assignment: Basic Vector Drawings
4	Adobe Photoshop Basic Tools and Techniques (Pixel-Based) Interface and Basic Tools Layers and Masks Color Correction and Retouching
5	Practical Assignment: Basic Pixel Drawings
6	Color Theory in Vector and Pixel Graphics Color Theory and Psychology Use of Color in Vector Graphics Color Correction in Pixel-Based Graphics
7	Practical Assignment: Color-Themed Design
8	Mid-Term Exam
9	Typography in Vector and Pixel Graphics Basic Concepts of Typography Use of Typography in Vector Graphics Typography Adjustments in Pixel-Based Graphics
10	Project: Typographic Poster Design
11	Project: Typographic Poster Design
12	Logo and Identity Design Principles of Logo Design Vector Logo Design Pixel-Based Logo Adjustments
13	Project: Brand Identity and Logo Design
14	Project: Brand Identity and Logo Design
15	Overall Course Evaluation
16,17	Final Exam

Calculation of Course Workload			
Activities	Number	Time (Hour)	Total Workload (Hour)
Course Time (number of course hours per week)	14	4	56
Classroom Studying Time (review, reinforcing, prestudy,...)	14	3	42
Homework	3	4	12
Quiz Exam			
Studying for Quiz Exam			
Oral exam			
Studying for Oral Exam			
Report (Preparation and presentation time included)			
Project (Preparation and presentation time included)	2	10	20
Presentation (Preparation time included)			
Mid-Term Exam	1	1	1
Studying for Mid-Term Exam	1	4	4
Final Exam	1	1	1
Studying for Final Exam	1	4	4
Toplam iş yükü			140
Toplam iş yükü / 30			4,66
Dersin AKTS Kredisi			5

Evaluation	
Activity Type	%
Mid-term	20
Homework	20
Project Observation	30
Final Exam	30
Total	100

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	The ability to comprehend the basic concepts and principles of visual communication design and to establish their relationship with other disciplines	5
2	Ability to comprehend design culture and ethics, designers' rights and responsibilities	5
3	The ability to grasp the visual language and aesthetic sensitivity of design and to reflect these on designs	5
4	Ability to analyze critically, reflect this on their designs, and offer appropriate solutions to problems	5
5	Ability to recognize design technique and technology, comprehend application areas and methods	5
6	Ability to comprehend and apply the design process and production techniques	5
7	Ability to update design information in line with the requirements of the age and technological developments	5
8	Comprehending local and universal values; ability to develop an understanding of design from local to universal	1
9	Ability to comprehend the importance of sustainable design in the protection of nature and the environment	1
10	The ability to gain sensitivity to the current problems of the society and to develop solutions to these problems.	1

LECTUTER(S)	
Prepared by	Dr. Öğr. Üyesi Mine Küçük
Signature(s)	

Date:11.07.2024