



COURSE INFORMATION FORM

Course Name	Course Code
Computer Aided Graphic Design II	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"> - To develop the ability to create advanced graphic design projects using InDesign, After Effects, and Figma. - To provide the skills needed to design for various platforms such as print, digital publishing, motion graphics, and user interface design. - To offer the technical knowledge and practice necessary to produce creative and effective solutions in professional design projects. - To enhance the skills needed to create and present a professional portfolio essential for career success.
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 Can create basic print, digital publishing, motion graphics, and user interface designs using InDesign, After Effects, and Figma.	5, 6, 7	1, 5, 6, 8	D, J
2 Gains the ability to adapt design projects for different platforms (print, digital, web, and mobile) and provide effective and creative solutions.	1, 2, 3, 4, 5, 6, 7	1, 5, 6, 8, 10	D, J
3 Can use advanced graphic design techniques such as layers, masks, animation techniques, prototyping, and style guides at a basic level.	1, 2, 3, 4, 5, 6, 7	1, 5, 6, 8, 10	D, J
4 Begins the process of creating professional and visually appealing digital portfolios that effectively present design projects.	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 and Basic Information Introduction to Computer-Aided Graphic Design II Overview of InDesign, After Effects, and Figma
2	Adobe InDesign Basic Tools and Techniques Interface and Basic Tools Page Layout and Composition Text and Typography Adjustments
3	Practical Assignment: Basic Layout Exercises
4	Adobe After Effects Basic Tools and Techniques Interface and Basic Tools Layers and Timeline Basic Animation Techniques
5	Practical Assignment: Creating a Simple Animation
6	Figma Basic Tools and Techniques Interface and Basic Tools Frames and Pages Components and Variants
7	Practical Assignment: Basic Interface Design
8	Mid-Term Exam
9	Adobe InDesign Project Work Practical Assignment: Book or Catalog Design
10	Adobe After Effects Project Work Practical Assignment: Creating an Advertisement or Promotional Video
11	Figma Project Work Practical Assignment: Completed Prototype and User Testing
12	Design Across Multiple Platforms Print and Digital Publishing with InDesign Social Media and Advertising Content with After Effects Project: Web and Mobile Application Design with Figma
13	Project: Web and Mobile Application Design with Figma
14	Project: Web and Mobile Application Design with Figma
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	6	4	24
Quiz Exam			
Studying for Quiz Exam			
Oral exam			
Studying for Oral Exam			
Report (Preparation and presentation time included)			
Project (Preparation and presentation time included)	1	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			152
Toplam iş yükü / 30			5,06
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)	

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