



COURSE INFORMATION FORM

Course Name	Course Code
INDUSTRIAL DESIGN STUDIO III	141115001

Semester	Number of Course Hours per Week		Credit	ECTS
	Theory	Practice		
5	3	5	6	11

Course Category (Credit)				
Basic Sciences	Engineering Sciences	Design	General Education	Social
		8		3

Course Language	Course Level	Course Type
Turkish	Undergraduate	Compulsory

Prerequisite(s) if any	INDUSTRIAL DESIGN STUDIO II
Objectives of the Course	To develop an approach/method to analyze abstract concepts embedded in objects and practices that constitute material culture. To enhance the practice of synthesizing these concepts, which serve various functions, into design. To enable experience in the application of user research methods and design methodologies. To facilitate skills for conducting a planned and efficient design process.
Short Course Content	Symbolic function analysis of material culture elements Idea generation considering the obtained concepts Productization of abstract concepts

Learning Outcomes of the Course	Contributed PO(s)	Teaching Methods *	Measuring Methods **
1 Being able to define the symbolic functions of design in addition to its practical functions	2,3,6,8	1,2,6,10,11,12,13,14	G,J,L
2 Being able to analyze various abstract functions in cultural practices and everyday objects	2,3,6,8	1,2,6,10,11,12,13,14	G,J,L
3 Being able to convey and productize these abstract functions with different elements in the product	2,3,6,8	1,2,6,10,11,12,13,14	G,J,L
4 Being able to use design methods appropriately and efficiently	2,3,6,8	1,2,6,10,11,12,13,14	G,J,L
5			
6			
7			
8			

*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

Main Textbook	Gerhard Heufler, Michael Lanz, Mertin Prettenthaler , (2020). Design Basics: From Ideas to Products. Bernhard Bürdek, (2005). History, Theory and Practice of Product Design John Heskett, (2017). Tasarım.
Supporting References	
Necessary Course Material	Personal computer, Adobe Photoshop and Illustrator for preparing 2D sketches and boards, Rhino, Autodesk Fusion, Keyshot, V-Ray programs for depicting and presenting products in 3D

Course Schedule	
1	Introduction of the course, syllabus, aims, outcomes
2	Reframing of design functions and analysis of symbolic functions
3	Symbolic function analysis through a (personal or corporate) brand and presentation
4	Problem definition, concept development, critique
5	Idea elaboration and critique
6	Idea elaboration and critique
7	Prototyping and critique
8	Mid-Term Exam
9	Determination and research of a current design context (sustainability, gender, etc.), analysis of material culture elements and practices related to this.
10	Problem definition and concept development, critique
11	Concept development and critique
12	Idea elaboration and critique
13	Idea elaboration and critique
14	Prototyping and critique
15	Prototyping and critique
16,17	Final Exam

Calculation of Course Workload			
Activities	Number	Time (Hour)	Total Workload (Hour)
Course Time (number of course hours per week)	14	8	112
Classroom Studying Time (review, reinforcing, prestudy,...)			
Homework			
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	45	45
Presentation (Preparation time included)			
Mid-Term Exam	1	8	8
Studying for Mid-Term Exam	1	75	75
Final Exam	1	8	8
Studying for Final Exam	1	90	90
Total workload			338
Total workload / 30			11,26
Course ECTS Credit			11

Evaluation	
Activity Type	%
Mid-term	20
Homework	35
Bir öge seçin.	
Bir öge seçin.	
Final Exam	45
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	Within cultural, historical and artistic context the ability to integrate theoretical knowledge about production and consumption mechanisms into the design practice;	3
2	The ability to plan the design process, to choose and use appropriate methods and techniques;	5
3	The ability to identify design problems and related sub-problems and to produce creative solutions with a critical and dialectical approach;	5
4	The ability to design in terms of spatial thinking using design principles and elements;	3
5	The ability to make applications in the interaction of aesthetics and function using design elements and means and to evaluate these applications;	3
6	The ability to visualize and present using two and three dimensional design tools;	5
7	The ability to follow and apply technological developments, current design approaches, sustainable production methods, materials and innovations in the field of	3
8	The ability to use field knowledge in industrial design projects by considering the needs and interests of the society and target users within the scope of environmental	5
9	The ability to carry out the design process effectively individually or in a team;	3
10	The ability to take an active role in discipline-specific or interdisciplinary studies at the national and international levels.	3
11		
12		

LECTUTER(S)				
Prepared by	Asst. Prof. Dr. Hatice S. KESDİ			
Signature(s)				

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