**ESOGU FACUULTY OF ART AND DESIGN**

**VISUAL ARTS DEPARTMENT**

**COURSE INFORMATION FORM**

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| **Course Name** | **Course Code** |
| Basic Computer Use I | ? |

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| **Semester** | **Number of Course Hours per Week** | | **ECTS** |
| **Theory** | **Practice** |
| 1 | 2 | 0 | 3 |

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| **Course Category (Credit)** | | | |
| **Basic Sciences** | **Art** | **Design** | **Social** |
|  | 1 | 1 |  |

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

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| **Prerequisite(s) if any** |  |
| **Objectives of the Course** | This course aims to provide basic information on computer and Adobe Illustrator program usage, enabling students to utilize these and similar programs in their future art productions. |
| **Short Course Content** | This involves providing information on basic computer usage, including hardware and specifications, as well as an introduction to the Adobe Illustrator program, its applications, and how to use it. It also includes the creation of simple vector-based designs. |

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| **Learning Outcomes of the Course** | | **Contributed PO(s)** | **Teaching Methods \*** | **Measuring Methods \*\*** |
| **1** | Learning to use and create designs in Adobe Illustrator, a vector-based design program | 4, 5 | 1, 2, 5, 6, 11 | A, D |
| **2** | Developing knowledge and skills in using vector-based design software | 4, 5, 8 | 1, 2, 5, 6, 11 | A, D |
| **3** | Adhering to computer ethics and legal regulations in art and design production | 11 | 1, 2, 5, 6, 11 | A, D |
| **4** | Developing the ability to create alternative solutions using digital production techniques alongside traditional methods. | 4, 5, 8, | 1, 2, 5, 6, 11 | A, D |
| **5** | Mastering the basic tools of the program to draw, pattern, and illustrate in a computer environment | 4, 5, 8 | 1, 2, 5, 6, 11 | A, D |
| **6** | Gaining practical knowledge about the combined use of vector and pixel-based design programs | 4, 5, 8 | 1, 2, 5, 6, 11 | A, D |
| **7** |  |  |  |  |
| **8** |  |  |  |  |

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| **Main Textbook** |  |
| **Supporting References** | www.adobe.com |
| **Necessary Course Material** | Computer. Adobe Illustrator program |

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| **Course Schedule** | |
| **1** | Providing basic computer usage information and concepts. |
| **2** | Introduction to the Adobe Illustrator program and its basic usage. |
| **3** | Performing practical exercises on the use of Adobe Illustrator program tools. |
| **4** | Performing practical exercises on the use of Adobe Illustrator program tools. |
| **5** | Performing practical exercises on the use of Adobe Illustrator program tools. |
| **6** | Performing practical exercises on the use of Adobe Illustrator program tools. |
| **7** | Performing practical exercises on the use of Adobe Illustrator program tools. |
| **8** | Mid-Term Exam |
| **9** | Creating simple applications using the Adobe Illustrator program |
| **10** | Creating simple applications using the Adobe Illustrator program |
| **11** | Creating simple applications using the Adobe Illustrator program |
| **12** | Creating simple applications using the Adobe Illustrator program |
| **13** | Creating simple applications using the Adobe Illustrator program |
| **14** | Final Project works. |
| **15** | Final Project works. |
| **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 | 2 | 28 |
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|  |  |  |  |
| Out-of-Class Study Time (Literature review, reading, watching, practice) | 13 | 4 | 52 |
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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** | | **84** |
|  | **Toplam iş yükü / 30** | | **2,8** |
|  | **Dersin AKTS Kredisi** | | **3** |

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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. |  |
| **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. | 3 |
| **6** | Gaining the knowledge and skills of interdisciplinary study and transferring them to art practices in theoretical or practical processes. |  |
| **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. |  |
| **8** | Developing the ability to perform experimental productions by producing ways of alternative solutions for the problems encountered. | 3 |
| **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. | 4 |
| **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