

## ESOGU Faculty of Art and Design Visual Communication Design Department COURSE INFORMATION FORM

SEMESTER	Spring
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COURSE CODE	141314001	COURSE NAME	Computer Aided Graphic Design II	
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an	WEEKLY COURSE PERIOD			COURSE OF				
SEMESTER	Theor	y Practice	Laboratory	Credit	ECTS	Type	Language	
4	2	2	0	3	6	COMPULSORY (X) ELECTI	VE() Turkish	
				COURSE CA	ATEGOR	Y		
Basic Educa	tion	Art		Design		Visual Communication	Social Science	
				3		3		
	<u> </u>		A	SSESSMEN'	Γ CRITE	RIA		
				<b>Evaluation Type</b>		Quantity	%	
				1st Mid-Tern	ı			
				2nd Mid-Ter	m			
				Quiz				
	MID-	TERM		Homework				
				Project		1	40	
				Report				
				Others (	)			
			Project		1	60		
PREREQUIE	EITE(S)					<b>-</b>		
COURSE DESCRIPTION			Computer programs for electronic and print media, Vector-based software, its features and usage in design, Pixel-based software, its features and usage in design projects					
COURSE OR IECTIVES			Effective use of the computer software for graphic design, Practicing such software for design, a grasp of the general design rules.					
ADDITIVE OF COURSE TO APPLY PROFESSIONAL EDUCATION		LY	Ability to understand and practice the design process, its steps, and production techniques. Ability to refresh knowledge on design process and design information in accordance with the modern requirements and technological developments.					
COURSE OU	TCOM	ES		Understands and uses appropriate software design, computer software design can do. Active use of design software application developed ideas. The effective use of the possibilities offered by the computer seeks designs				
техтвоок				Yanık, Hayri. Masaüstü Yayıncılıkta Program. Kişisel Yayınlar.				
OTHER REF	EREN(	CES		1. Conover, E. Thedore (1985) Graphic Communication Today. USA: West Pub. Co. 2. Akçadoğan, Irmak İnan. Temel Sanat Eğitimi ve Dijital Ortam. Epsilon Yayıncılık. 3. Gürkan, Osman. Adobe Cs5. Nirvana Yayınları				
TOOLS AND	EQUI	PMENTS REQ	UIRED	Computer La	boratory			

WEEKLY COURSE SYLLABUS				
WEEK	TOPICS			
1	Course description, objectives, operating system and computer usage policies studio.			
2	The importance of digital media programs for print media			
3	Vector-based software features			
4	The use of vector-based software in design.			
5	Design projects			
6	Design projects			
7	Design projects			
8	MIDTERM EXAMS			
9	Pixel-based software features			
10	The use of pixel-based software in design			
11	Design projects			
12	Design projects			
13	Design projects			
14	Design projects			
15	Design projects			
16	FINAL EXAM			
17	FINAL EXAM			

NO	DDOGD AM OUTGOMES	Contribution Level			
NO	PROGRAM OUTCOMES	3	2	1	
1	The ability to comprehend the basic concepts and principles of visual communication design and to establish their relationship with other disciplines		х		
2	The ability to comprehend the design culture and ethics, the rights and responsibilities of designers	х			
3	The ability to grasp the visual language and aesthetic sensitivity of the design and reflect these on designs		х		
4	The ability to analyze by thinking critically, to reflect this on their designs, and to offer appropriate solutions to problems		х		
5	The ability to recognize design technique and technology, to comprehend application areas and methods			х	
6	The ability to comprehend and apply the design process and production techniques			х	
7	The ability to update design knowledge in line with the requirements of the age and technological developments		х		
8	Comprehending local and universal values; the ability to develop an understanding of design from local to universal		х		
9	The ability to comprehend the importance of sustainable design in the protection of nature and the environment	x			
10	The ability to gain sensitivity to the current problems of the society and to develop solutions to these problems	x			
1: None.	2: Partially contribution. 3: Completely contribution.		•		

<b>Instructor(s):</b>	Öğr.	Gör.	Tunçemre	Doğramacı
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Signature: Date: