ESOGU Faculty of Art and Design
Industrial Design Department
COURSE INFORMATION FORM

SEMESTER	Spring

COURSE CODE	1411xx	COURSE NAME	MODEL MAKING

SEMESTER	WEEKLY COURSE PERIOD			COURSE OF			
	Theory	Practice	Labratory	Credit	ECTS	Type	Language
2	1	2	0	2	3	COMPULSORY (X) ELECTIVE ( )	Turkish

COURSE CATEGORY				
Basic Education	Design	Natural and Applied Science	Social Science	Art
	X			

ASSESSMENT CRITERIA			
	Evaluation Type	Quantity	%
MID-TERM	1st Mid-Term	1	30
	2nd Mid-Term		
	Quiz		
	Homework	7	35
	Project		
	Report		
	Others (Participation)		
FINAL EXAM		1	35

PREREQUIEITE(S)	
COURSE DESCRIPTION	This course, it is aimed that the students to understand the importance of making prototypes and models in the design process and learn how to make models by using various materials and different techniques. In addition, while learning how to work safely with different tools and machines, they are expected to improve their hand skills with homework and projects given during the course.
COURSE OBJECTIVES	The aim of this course; • To enable students to understand the importance of prototype and model making in the design process. • To teach students how various tools and machines work. • To introduce students to various materials used in model making. • To develop students' hand skills by making applications with different materials. • To give information about the safety precautions to be taken while making models and using the machines.
ADDITIVE OF COURSE TO APPLY PROFESSIONAL EDUCATION	Students who take this course gain knowledge and experience about prototype and model making, which is one of the most important tools of learning by doing, which is the basic approach of design education.

COURSE OUTCOMES	Students who successfully complete this course; • Understands the role of prototype and model making in the design process. • Recognizes different materials in model making process and learns production possibilities. • Will be able to plan and implement the model-making process according to the prototype to be made. • Develops hand skills in model making. • Learns how to use tools and machines safely.
TEXTBOOK	* Hallgrimsson, B. (2012). Prototyping and modelmaking for product design. Laurence King.
OTHER REFERENCES	* Dunn, N. (2014). Architectural modelmaking (Second edition). Laurence King. * Lansdown, H. (2019). Digital modelmaking: Laser cutting, 3D printing and reverse engineering.
TOOLS AND EQUIPMENTS REQUIRED	Personal safety and consumables Various model-making materials Various hand tools for model making

WEEKLY COURSE SYLLABUS	
WEEK	**TOPICS**
1	Introduction of the program
2	Basic concepts
3	Introducing the workshop and model making tools
4	Workflow in model making
5	Additive prototype manufacturing methods
6	Model making: Paper
7	Model making: Model Cardboard
8	MID-TERM
9	Model making: Textile
10	Model making: Foam and PU
11	Model making: Plastic sheet materials
12	Model making: Wood
13	Model making: Clay
14	Model making: Casting
15	Model making: Painting
16	FINAL EXAM

NO	**PROGRAM OUTCOMES**	**Contribution Level**		
		3	**2**	**1**
1	Within cultural, historical and artistic contexts the ability to integrate theoretical knowledge about production and consumption mechanisms into the design practice			X
2	The ability to plan the design process, to choose and use appropriate methods and techniques	X		
3	The ability to identify design problems and related sub-problems and to produce creative solutions with a critical and dialectical approach		X	
4	The ability to design in terms of spatial thinking using design principles and elements		X	
5	The ability to make applications in the interaction of aesthetics and function using design elements and means and to evaluate these applications			X
6	The ability to visualize and present using two and three dimensional design tools			X
7	The ability to follow and apply technological developments, current design approaches, sustainable production methods, materials and innovations in the field of informatics in design projects		X	
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 awareness, professional ethics and the laws			X
9	The ability to carry out the design process effectively individually or in a team	X		
10	The ability to take an active role in discipline-specific or interdisciplinary studies at the national and international levels;			X

1: None. **2**: Partially contribution. **3**: Completely contribution.

Instructor(s): Öğr. Gör. Nimet Başar Kesdi

Signature: **Date:**