



COURSE INFORMATION FORM

Course Name	Course Code
MODEL MAKING	141112008

Semester	Number of Course Hours per Week		Credit	ECTS
	Theory	Practice		
2	1	2	2	4

Course Category (Credit)				
Basic Sciences	Engineering Sciences	Design	General Education	Social
	1	3		

Course Language	Course Level	Course Type
Turkish	Undergraduate	Compulsory

Prerequisite(s) if any	None
Objectives of the Course	<p>The aim of this course;</p> <ul style="list-style-type: none"> 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.
Short Course Content	<p>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.</p>

Learning Outcomes of the Course		Contributed PO(s)	Teaching Methods *	Measuring Methods **
1	Understands the role of prototype and model making in the design process.	2, 3, 4	1, 6	A, D
2	Recognizes different materials in model making process and learns production possibilities.	7	1, 6	A, D
3	Will be able to plan and implement the model-making process according to the prototype to be made.	9	6, 11	D
4	Develops hand skills in model making.	3	6, 11	D
5	Learns how to use tools and machines safely.	7	1, 6	A
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	Hallgrímsson, B. (2012). Prototyping and modelmaking for product design. Laurence King.
Supporting References	Dunn, N. (2014). Architectural modelmaking (Second edition). Laurence King. Lansdown, H. (2019). Digital modelmaking: Laser cutting, 3D printing and reverse engineering.
Necessary Course Material	Personal safety and consumables Various model-making materials Various hand tools for model making

Course Schedule	
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 Exam
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
16,17	Final Exam

Calculation of Course Workload			
Activities	Number	Time (Hour)	Total Workload (Hour)
Course Time (number of course hours per week)	14	3	42
Homework	4	11	44
Participation (Preparation)	7	1	7
Mid-Term Exam	1	1	1
Studying for Mid-Term Exam	1	5	5
Final Exam (Homework Submission)	1	1	1
Studying for Final Exam (Homework)	1	30	30
Total workload			130
Total workload / 30			4,3
Course ECTS Credit			4

Evaluation	
Activity Type	%
Mid-term	20
Homework	30
Participation	10
Bir öge seçin.	
Bir öge seçin.	
Final Exam (Homework)	40
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 contexts the ability to integrate theoretical knowledge about production and consumption mechanisms into the design practice	
2	The ability to plan the design process, to choose and use appropriate methods and techniques	4
3	The ability to identify design problems and related sub-problems and to produce creative solutions with a critical and dialectical approach	2
4	The ability to design in terms of spatial thinking using design principles and elements	2
5	The ability to make applications in the interaction of aesthetics and function using design elements and means and to evaluate these applications	
6	The ability to visualize and present using two and three dimensional design tools	
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	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 awareness, professional ethics and the laws	
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;	

LECTUTER(S)				
Prepared by	Lect. Nimet Başar Kesdi			
Signature(s)				

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