



COURSE INFORMATION FORM

Course Name	Course Code
BASIC DESIGN II	141112001

Semester	Number of Course Hours per Week		Credit	ECTS
	Theory	Practice		
2	3	5	6	10

Course Category (Credit)				
Basic Sciences	Engineering Sciences	Design	General Education	Social
		10		

Course Language	Course Level	Course Type
Turkish	Undergraduate	Compulsory

Prerequisite(s) if any	Successfully complete the Basic Design I course
Objectives of the Course	<p>The aim of this course is:</p> <ul style="list-style-type: none"> • To develop a basic understanding of the design discipline. • To teach specific knowledge and approaches to the field of industrial design. • To be able to recognize design principles in industrial products. • To gain knowledge and experience about the industrial design process. • To teach the formal, structural and functional analysis of products. • To create simple industrial design projects in line with design purposes, taking into account the basic design principles.
Short Course Content	The target of this course, which is designed to lay a foundation for the industrial design studio, is that the students establish a relationship between the basic design principles they learned in the first semester and industrial product design. According to this the basic design principles and elements are used to analyze existing products as well as to create applied industrial design projects.

Learning Outcomes of the Course		Contributed PO(s)	Teaching Methods *	Measuring Methods **
1	Can design simple industrial products using basic principles and elements.	1, 2, 3, 4, 5, 6, 7, 8, 9	1, 2, 6, 14	D, J, L
2	Gain experience in the industrial design process.	2, 9	2, 6, 14	D, J, L
3	Gain basic knowledge about manufacturing practically.	1, 2, 7	2, 6, 14	D, J, L
4	Can analyze and because of this understand the structure, form and function of products.	1, 3	2, 11	D, J, L
5	Can make time planning by understanding the industrial design process.	2, 9	2, 6, 14	D, J, L
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	Wucius Wong. 1993. Principles of Form and Design. John Wiley & Sons Inc. Gerhard Heufler, Michael Lanz, Martin Pretenthaler. 2019. Design Basics: From Ideas to Products. Niggi Editions.
Supporting References	Kimberly Elam. 2011. The Geometry of Design: Studies in Proportion and Composition. Princeton Architectural Press. Paul Jackson. 2015. Complete Pleats: Pleating Techniques for Fashion, Architecture and Design, Laurence King Publishing. Marion Dawidowski. 2018. Concrete Creations, 45 Easy-to-Make Gifts and Accessories. Searc Press. Kiki Carton. 2012. The Great Book of Cardboard Furniture: Step-by-Step Techniques and Designs. Schiffer Pub. Ltd.
Necessary Course Material	Various stationery and various production materials

Course Schedule	
1	Getting to know and introducing the materials needed for the course
2	Exercise 1
3	Exercise 1
4	Exercise 2
5	Exercise 2
6	Project 1
7	Project 1
8	Mid-Term Exam
9	Exercise 3
10	Exercise 3
11	Project 2
12	Project 2
13	Project 2
14	Project 2
15	Project 2
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
Exercises	3	20	60
Participation (Preparation)	14	1	14
Mid-Term Exam	1	9	9
Studying for Mid-Term Exam	1	30	30
Final Exam	1	9	9
Studying for Final Exam	1	70	70
Total workload			304
Total workload / 30			10,13
Course ECTS Credit			10

Evaluation	
Activity Type	%
Mid-term (Project)	30
Exercises	20
Participation	10
Bir öge seçin.	
Bir öge seçin.	
Final Exam (Project)	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	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	4
4	The ability to design in terms of spatial thinking using design principles and elements	5
5	The ability to make applications in the interaction of aesthetics and function using design elements and means and to evaluate these applications	5
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 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	3
9	The ability to carry out the design process effectively individually or in a team	5
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)				

Date:08.08.2024