MECHANISMS									
1	Course Title:	MECHA	NISMS						
2	Course Code:	BSM3813-S							
3	Type of Course:	Optional							
4	Level of Course:	First Cyc	le						
5	Year of Study:	3							
6	Semester:	5							
7	ECTS Credits Allocated:	3.00							
8	Theoretical (hour/week):	2.00							
9	Practice (hour/week):	1.00							
10	Laboratory (hour/week):	0							
11	Prerequisites:	none							
12	Language:	Turkish							
13	Mode of Delivery:	Face to face							
14	Course Coordinator:	Doç. Dr. FERHAT KURTULMUŞ							
15	Course Lecturers:								
16	Contact information of the Course Coordinator:	ferhatk@uludag.edu.tr							
17	Website:								
18	Objective of the Course:	Agricultural Machinery used in the four-bar, slider-crank, gears, hearts, and the spring mechanism is to introduce methods of creating kinematic chains of mobility conditions and methods of analysis necessary to make. Teach velocity and acceleration analysis.							
19	Contribution of the Course to Professional Development:								
20	Learning Outcomes:								
		1	Learn basic concepts						
		2	Understand the mechanisms of Arm						
			Kinematic analysis of mechanisms that can						
		4	Drawing methods to understand the mechanisms						
		5	Understanding Graphical Method						
		6	Understand the slider-crank mechanism						
		7	Understand the four-bar mechanism						
		8	Understanding the mechanism of double pendulum						
		9	Perform analyzes of Speed						
		10	Able to analyze the acceleration						
21	Course Content:								
		Co	ourse Content:						
Week	Theoretical		Practice						
1	Basic Concepts		Sample Solution						

2	Basic Concepts		S	Sample Solution								
3	Arm Mechanism		S	Sample Solution								
4	Arm Mechanism		S	Sample Solution								
5	Arm Mechanism		Sample Solution									
6	Kinematic Analysis of Mechanisms		Sample Solution									
7	Kinematic Analysis of Mechanisms		Sample Solution									
8	Midterm Exam, repetition of course		Sample Solution									
9	Kinematic Analysis of Mechanisms		Sample Solution									
10	Kinematic Analysis of Mechanisms		Sample Solution									
Activit	ies			Number	Duration (hour)	Total Work Load (hour)						
Theore	tical			14	1.00	14.00						
Practic	als/Labs			14	2.00	28.00						
Self stu	dy and preperation		С	13	1.00	13.00						
Homew	vorks			0	0.00	0.00						
Pr bfe ct	Sample Solution		S	ample Solution	0.00	0.00						
Field S	tudies			0	0.00	0.00						
Midterr	n exams Toythooks Poteronces and/or Other		1	1 ISIK E 2002 Makar	15.00 izma Tokniği II ÜL	15.00 Zir Eak Dors						
Others				0	0.00	0.00						
Final E	kams		2. M	KOPMAZ,O., 1999.De imarlık Eakülstesi, BU	ສອງໄປອູເໄລri, U.U. Mu ວິຣັລ	20100511K						
Total V	Vork Load		10			90.00						
Total w	ork load/ 30 hr		3. K	UZUKLAV,H., 1986. I Itabevi İSTANRLII	Ninematik (Dinamik	9.00agiayan						
ECTS	Credit of the Course					3.00						
			5. PASİN,F., GÜRGÖZE,M., TAŞCAN,S., Mekanizma Tekniği, İstanbul Teknik Üniversitesi Vakfı, Kitap No: 16, İSTANBUL.									
23 Assesment												
TERM L	EARNING ACTIVITIES	NUMBE R	W	EIGHT								
Midterm Exam 1				40.00								
Quiz 0				0.00								
Home	work-project	0	0.00									
Final E	xam	1	6	0.00								
Total		2	1(00.00								
L		1										

Contribution of Term (Year) Learning Activities to Success Grade	40.00					
Contribution of Final Exam to Success Grade	60.00					
Total	100.00					
Measurement and Evaluation Techniques Used in the Course						

24 ECTS / WORK LOAD TABLE

25	CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME QUALIFICATIONS															
	PQ1	PQ2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ8	PQ9	PQ1 0	PQ11	PQ12	PQ1 3	PQ14	PQ15	PQ16
ÖK1	2	4	4	3	2	3	3	5	4	3	2	4	0	0	0	0
ÖK2	3	3	3	3	2	3	3	4	5	4	3	3	0	0	0	0
ÖK3	2	3	4	4	5	3	3	5	4	4	3	5	0	0	0	0
ÖK4	4	4	4	3	4	4	2	4	5	5	5	4	0	0	0	0
ÖK5	4	5	4	3	5	4	3	4	3	3	4	4	0	0	0	0
ÖK6	5	5	3	3	3	5	2	4	3	4	2	4	0	0	0	0
ÖK7	4	5	4	3	5	5	2	5	3	3	4	4	0	0	0	0
ÖK8	5	4	4	2	5	4	3	3	2	2	4	4	0	0	0	0
ÖK9	3	5	5	4	5	4	4	4	5	5	5	5	0	0	0	0
ÖK10	3	4	4	4	4	3	3	5	3	3	3	4	0	0	0	0
LO: Learning Objectives PQ: Program Qualifications																
Contrib 1 very low ution Level:				2 low 3			3 Medium			4 High			5 Very High			