CERAMIC DECORATING TECHNIQUES										
1	Course Title:	CERAMIC DECORATING TECHNIQUES								
2	Course Code:	SCCZ110								
3	Type of Course:	Compulsory								
4	Level of Course:	Short Cycle								
5	Year of Study:	1								
6	Semester:	2								
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:									
12	Language:	Turkish								
13	Mode of Delivery:	Face to face								
14	Course Coordinator:	Öğr. Gör. SENANUR DODEVSKİ								
15	Course Lecturers:	Öğr. Gör. Senanur DODEVSKİ								
16	Contact information of the Course	Uludağ Universitesi İznik Meslek Yüksekokulu								
	Coordinator:	E-mail: senanur@uludag.edu.tr								
17	Website:	Tel no: 0530 600 85 30								
18	Objective of the Course:	Teaching and application of lining, ceramic dyes and places of use,								
10	Objective of the Course.	brushes and some simple hand decorations, mechanical decora								
			of decorative application techniques on age, skin hardness ed goods.							
19	Contribution of the Course to Professional Development:									
20	Learning Outcomes:									
		1	Decorating with colored mud							
		2	Application, seal printing, cage engraving, sgrafitto, colored lining with tapping, binding, template spraying, watercolor, upholstery and sticker decor techniques It can be implemented.							
		3								
		4								
		5								
		6								
		7								
		8								
		9								
		10								
21	Course Content:									
		Co	ourse Content:							
Week	Theoretical		Practice							

1	The definition of decor, antiquity deversion antiquity, basic decor technique before firing in ceramic design are extheoretically. Indication of materials to be provided students.	s used plained									
2			Drawing seal designs to represent students on the product they will apply and creating a model on plaster. Apply pressure method with seal on age structure								
3	Decorations based on the coloring of surface or paste in the wet product. The application methods are studied theoretically and practically.	the	Application of "Cage engraving" (Ajur) method on the								
4			Application of "Cage engraving" (Ajur) method on the product of leather hardness shaped by casting.								
5			The "application" method on the product of leather hardness shaped by casting								
6	Midterm										
7				Application of "Template" method on product shaped by casting							
8			Application of "Template - Spraying" method on the product shaped by casting.								
9			ecorating techniques voplication of the "Sgraf		ed by casting						
10				pplication of "Slip" met imer on the product sh		echniques with					
Activites				Number	Duration (hour)						
Theore	tical			pplication of serigraphi	popporating metho	დერე glaze-fired					
Practic	als/Labs			14	1.00	14.00					
Self <sub>4</sub> stu Homew	dv and preperation Reviewing and evaluating the end-of- vorks	-term		nal 0							
Project Field S	Textbooks, References and/or Other tudies		1 Sıdıka Sibel Sevim. "Ceramic Decorations and								
Midtern	n exams		2	រួecnniques", Yorum A Marv Fellows, "Glass រ	nt Publications, 200 and Ceramic Decor	7 ation" İs Bank					
Others											
Final E	kams		3.	Froi. Sidika Sibel Sev Practices ". Sanart Pu	m, Ceramic Decor olishing, Izmir	ations and					
	Vork Load										
	<del>(1</del> 64680) €30 hr										
ECTS Credit of the Course						3.00					
Midtern	Midterm Exam 1		20.00								
Quiz	Quiz 1			20.00							
Home v	ome work-project 0			0.00							
Final E	xam	60.00									
				100.00							
	oution of Term (Year) Learning Activitie ss Grade	40.00									
Contrib	oution of Final Exam to Success Grade	9	60.00								
Total			100.00								
Measui Course	rement and Evaluation Techniques Us										

24 EC	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
LO: Learning Objectives PQ: Program Qualifications																
Contrib 1 v ution Level:		ery l	low	2	2 low		3 Medium		um	4 High		5 Very High				