	BASIC	DESIN	IG EDUCATION I						
1	Course Title:	BASIC DESING EDUCATION I							
2	Course Code:	CNST103							
3	Type of Course:	Compulsory							
4	Level of Course:	Short Cycle							
5	Year of Study:	1							
6	Semester:	1							
7	ECTS Credits Allocated:	4.00							
8	Theoretical (hour/week):	1.00							
9	Practice (hour/week):	2.00							
10	Laboratory (hour/week):	0							
11	Prerequisites:								
12	Language:	Turkish							
13	Mode of Delivery:	Face to f	face						
14	Course Coordinator:	Öğr. Gör	. SENANUR DODEVSKİ						
15	Course Lecturers:	Öğr. Gör	r. Senanur GÜNDOĞDU DODEVSKİ						
16	Contact information of the Course Coordinator:	Öğr. Gör. Senanur GÜNDOĞDU DODEVSKİ Mail : senanur@uludag.edu.tr Tel : 0 224 - 757 61 63 Adres : Uludağ Üniversitesi İznik Meslek Yüksek Okulu Selçuk mah. Üyecek mevkii Hastane Caddesi 16860 İznik/Bursa							
17	Website:								
18	Objective of the Course:	With this course, the student; It is aimed to develop developers' powers and to make basic drawings, to study composition in accordance with design principles, to gain competences.							
19	Contribution of the Course to Professional Development:	<ol> <li>With the Point-Line module, editing the surface by point line</li> <li>Working with light-dark, light-shadow module, objects light-dark, light-shadow,</li> <li>Establishing a composition by creating two and three dimensional forms with the Design Principles (Form Associations and Composition) module,</li> <li>To apply color with the color module,</li> <li>Creating a surface with texture comments with the texture module</li> <li>Making original structure applications with the structure module,</li> <li>With the perspective module, the competencies of drawing in accordance with the perspective principles will be gained.</li> </ol>							
20	Learning Outcomes:								
		1	With the Point-Line module, editing the surface by point						
		2	line Working with light-dark, light-shadow module, objects light-						
		3	dark, light-shadow, Establishing a composition by creating two and three dimensional forms with the Design Principles (Form Associations and Composition) module,						
		4	To apply color with the color module,						
		5	Creating a surface with texture comments with the texture module						
		6 Making original structure applications with the structumodule,							
		7	With the perspective module, the competencies of drawing in accordance with the perspective principles will be gained.						

		8									
		9									
		10									
21	Course Content:										
	Course Content:										
Week	Theoretical		Practice								
1	Definition, purpose and importance on Design education	f Basic	E	Edits and comments with dot-line applications							
2	Explanation of Point and Line subjec	t	E	Edits and comments with dot-line applications							
3	Expression of the subject of light		In	Intonation and Value Bar Work							
4	Light in Design		Μ	Making Objects Light-Dark and Light-Shadow							
5	Design-design		F	Form design drawings							
6	Explanation of the Design Principles		di	Establishing a composition by creating two and three dimensional forms with the Design Principles, Form Associations and Composition module.							
7	Color Definition, types of colors		А	pply color							
8	Classification of colors and psychologe effects of colors	-		olor work							
9	Slide presentations of works on the s color	subject of	W W	Apply color Works in which colors are used with acrylic paints-color wheel, application with primary colors and intermediate colors by making a color scale							
<b>10</b> Activit	Explaining the definition, types and es			ifferent texture studies Number	Duration (hour)	Total Work Load (hour)					
Theore	tical		W	000, glass, metal, labr Mments	c. Creating surface	s wiin texture 14.00					
Practica	als/Labs		10,	14	2.00	28.00					
Self3stu	Strandupgeperation		Μ	aking original structure	72.00						
Homew				1	2.00						
Project	Perspective elements such as perspective elements such as perspective	ective	р	குspective module.	0.00						
Field S				0	0.00						
M222ern	Texthooks, References and/or Other		1.	CELLEK Tülay, Basic	29903						
Others				0	ico Aslan, Basic De 0.00	0.00					
Final E	kams		3.	ATALAYER Faruk, Baculty of Fine Arts Pub	asigoArt Elements, A	õadolu Unv.					
Total W	/ork Load					119.00					
Total w	ork load/ 30 hr		P 5	ublishing House, 1980 Öztupa H V (2008)		3.93					
ECTS (	Credit of the Course					4.00					
23	Assesment										
TERM L	EARNING ACTIVITIES	/EIGHT									
Midterm Exam 1				20.00							
Quiz		0.	0.00								
Home v	vork-project	1	20	20.00							
Final E	xam	1	6	60.00							
Total		3	1(	100.00							
	ution of Term (Year) Learning Activitie s Grade	es to	4(	40.00							
Contrib	ution of Final Exam to Success Grade	9	6	60.00							
Total			100.00								

Measurement and Evaluation Techniques Used in the Course 20% midterm exam, 20% homework and 60% final exam are made to decide on the success of the students in this course. By comparing the scores collected by each student at the end of the semester with the course passing criteria in accordance with the Bursa Uludağ University Associate and Undergraduate Education Regulation sent by Uludağ University, it is decided that each student is successful or failed.

## 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	1	1	1	3	1	4	1	1	5	1	1	1	1	1	1
ÖK2	1	1	1	1	1	1	4	1	1	1	1	1	1	1	1	1
ÖK3	1	1	5	1	1	1	1	5	1	4	4	1	1	1	1	1
ÖK4	1	1	1	1	1	1	4	1	1	1	4	1	1	1	1	1
ÖK5	1	1	4	1	1	1	4	1	1	4	1	1	1	1	1	1
ÖK6	1	1	4	1	1	1	1	1	1	1	1	1	1	3	3	1
ÖK7	1	1	3	1	1	1	1	3	1	1	1	1	1	3	1	1
LO: Learning Objectives PQ: Program Qualifications																
Contrib ution Level:	1 very low			:	2 Iow		3 Medium			4 High			5 Very High			