GRAPHIC FOR PRINTING										
1	Course Title:	GRAPHIC FOR PRINTING								
2	Course Code:	GRTZ20	2							
3	Type of Course:	Compuls	sory							
4	Level of Course:	Short Cy	rcle							
5	Year of Study:	2								
6	Semester:	4								
7	ECTS Credits Allocated:	4.00								
8	Theoretical (hour/week):	2.00								
9	Practice (hour/week):	0.00								
10	Laboratory (hour/week):	2								
11	Prerequisites:	None								
12	Language:	Turkish								
13	Mode of Delivery:	Face to	face							
14	Course Coordinator:	Öğr. Göı	r. EVRİM SIRMALI							
15	Course Lecturers:									
16	Contact information of the Course Coordinator:	Öğr. Gör. EVRİM SIRMALI Teknik Bilimler MYO evrim@uludag.edu.tr 0 224 2940895								
17	Website:									
18	Objective of the Course:	In this lesson,student is trained on using desktop publishment software,design,application,preparation before printing and time-bount publishment.								
19	Contribution of the Course to Professional Development:	The graphic publication course provides students with experience in design, implementation, and prepress preparation and periodicals. Understands the design phase and post-design process.								
20	Learning Outcomes:									
		1	Formation publishment graphic,logo and identity							
		2	Ability to form grid systems by using preliminary sketches							
		3	Providing sufficientcy on desktop publishing (Indesign CS5)							
		4	Placing pictures and texts correctly on the design							
		5	The ability to make layout							
		6	Establishing page structure like news,sport and mag							
		7	The ability of setting and structuring a model of prepared publishment							
		8	The ability of preparing the design fort he print and handing over press							
		9								
		10								
21	Course Content:									
	Course Content:									
Week	Theoretical		Practice							
1	Creating time bound graphic identity		Preparing a newspaper logo and analysing the placement on the page							
2	Analysing and evaluating the examp casting a page	les of	Formating grid systems and page placement							

Measu Course	•	Measurement and evaluation are performed according to the Rules & Regulations of Bursa Uludağ University on Undergraduate Education.								
Total			100.00							
Contrib	oution of Final Exam to Success Grade	•	50.00							
	oution of Term (Year) Learning Activitiess Grade	es to	50.00							
Total		3	100.00							
Final E		1	50.00							
ECTS Credit of the Course						4.00				
	vork load/ 30 hr	0	0	00		4.00				
	Vork Load				7.00	124.00				
Final E		R		1	4.00	4.00				
Others	exams Assesment			0	0.00	0.00				
Field S				0	2.00	0.00 4.00				
Project			S	-						
Homev	1		Т	0 gmansim: The Omeiar econd Edition	0.00	0.00				
	dy and preperation		(7	asarım, Üretim ve Bas		_				
	als/Labs			14 4000 Nesini wasausia	2.00 28.00					
Theore			G	azi Kitabevi	2.00	28.00				
Activit			ıF	Number	Duration (hour)	Load (hour)				
22	Textbooks, References and/or Other Materials:		Adobe InDesign CS5.5 Osman Gürkan							
14	Final evolutions		F	inal evolutions						
13	Correcting imperfections and resulting	g	_	orrecting imperfections	s and resulting					
12	2nd mid exam: Presenting a magazin		-	nd mid exam: Presenti						
11	Processes of print preparation,assem and handing over pres		fc	reparing visuals and te orming a model	·	oftware and				
10	Organising changed pages on grid sy the magazine.	stem of		cquiring the habit of ap tructure by using Indes		on page				
9	Getting characteristic information abomagazine page design and placemer visuals and texts			cquiring habits on plac ndesign program	ing visuals and text	s by using				
8	Basic factors effecting magazine pub and identity	lishment		orming magazine logo y using desktop publisl		(grid system)				
7	Mid exam : presenting a newspaper		Mid exam : presenting a newspaper							
6	Getting information about print prepa and control	ration	Printing the design using desktop publishing software							
5	Evaluating formed designs and apply correction	ring	Designing page layout in Indesign							
4	Learning how to work with texts and on the desktop publishment program		Forming a newspaper page,gathering visuals and texts and applying with the program							
3	Introduction to desktop publishment, recognition and the ability of working tools		Recognizing the interface by the applications in the program and the ability to use the tools							

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	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
ÖK2	5	5	5	5	5	4	5	5	5	5	5	5	5	5	5	5
ÖK3	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
ÖK4	5	2	5	2	5	5	5	2	5	5	5	5	5	5	5	5
ÖK5	5	3	5	5	5	5	5	2	4	5	5	5	5	5	5	5
ÖK6	5	2	5	5	5	5	5	2	5	5	5	5	5	5	5	5
ÖK7	3	5	5	5	5	2	5	5	4	5	5	5	5	5	5	5
ÖK8	2	5	5	5	5	3	2	5	5	5	5	5	5	5	5	5
LO: Learning Objectives PQ: Program Qualifications																
Contrib ution Level:	1 very low 2 low					3 Medium			4 High			5 Very High				