

PRODUCT DESIGN

1	Course Title:	PRODUCT DESIGN
2	Course Code:	GSR3110
3	Type of Course:	Optional
4	Level of Course:	First Cycle
5	Year of Study:	3
6	Semester:	6
7	ECTS Credits Allocated:	5.00
8	Theoretical (hour/week):	2.00
9	Practice (hour/week):	2.00
10	Laboratory (hour/week):	0
11	Prerequisites:	-
12	Language:	Turkish
13	Mode of Delivery:	Face to face
14	Course Coordinator:	Öğr.Gör. Tolga Şenol
15	Course Lecturers:	
16	Contact information of the Course Coordinator:	Öğr.Gör. Tolga ŞENOL tolgasenol@uludağ.edu.tr Uludağ Üniversitesi, Güzel Sanatlar Fakültesi, Resim Bölümü, Görükle Kampüsü / BURSA
17	Website:	
18	Objective of the Course:	With this course aims the method used in the field of industrial design and introduction to operations. Students to design products based on an original research and shall lay down the basic level of knowledge of industrial design.
19	Contribution of the Course to Professional Development:	
20	Learning Outcomes:	
	1	Studies composition using light-medium-dark values.
	2	Distinguishes. properties of the material in application of Marküteri technique.
	3	Gains the skill of researching unique composition.
	4	Creates unique designs for experimental Reliefs
	5	Explains the properties of different materials used in industrial design.
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21	Course Content:	
	Course Content:	
Week	Theoretical	Practice
1	Course objectives, content, general information	Representation of the samples

2	Wood veneer study (Marküteri), information on usage area of material and functionality	Selection of appropriate material for the application of wood veneer
3	Research on samples of surface composition.	Sketch Studies for the application of wood veneer
4	Examination on Artistic Design Examples	Transferring sketches on to medium.
5	Surface editions, Techniqu and Method Knowledge about creating new forms	Wood cut according to sketches Solving Technical Difficulties
6	Sake of Completeness- Result	Unification of sawn timber
7	Repeating courses and midterm exam	Repeating courses and midterm exam
8	Technical Information for Copper Relief Study	Demonstrations of the samples and sketch study.
9	Usage Area of the material and Functionality	Deformation of the copper material and application of the first relief
10	Examination on artistic designs samples	Generating composition with with live-model and relief application.
11	Opportunities of materials, association of different materials.	Creating background on High-relief and andscapes study techniques.
12	Opportunities of materials, association of different materials.	Using different materials
13	Solving Technical Difficulties	Cooper relief study process
14	Application of coloring, polishing, varnish coating methods – Result.	Painting and dimming process of the cooper reliefs. Light and shad technique and methods. Coating and protection of Relief works.

22	Textbooks, References and/or Other Materials:	Tunalı, İsmail, “Tasarım Felsefesine Giriş”, Yapı Endüstri Merkezi Yayınları, 2002
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Activites	Number	Duration (hour)	Total Work Load (hour)
Theoretical	1995	2.00	28.00
Practicals/Labs	14	2.00	28.00
Self study and preperation	Lidwell, William – Manac Gerry, “Deconstructing	3.00	42.00
Homeworks	0	0.00	0.00
Projects	1988	0.00	0.00
Field Studies	0	0.00	0.00
Midterm exams	Whitaker, S. The Encyclopedia of Cartooning Techniques. Boston, Mass: 1994	26.00	26.00
Others	0	0.00	0.00
Final Exams	Publications, 1986	26.00	26.00
Total Work Load			176.00
Total work load/30 hr			5.00
ECTS Credit of the Course			5.00

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Midterm Exam	1	40.00
Quiz	0	0.00
Home work-project	0	0.00
Final Exam	1	60.00
Total	2	100.00
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	PQ10	PQ11	PQ12	PQ13	PQ14	PQ15	PQ16
ÖK1	3	1	3	3	1	1	2	4	2	2	2	3	0	0	0	0
ÖK2	2	4	3	2	1	2	2	3	2	2	3	3	0	0	0	0
ÖK3	2	3	3	3	2	3	3	4	3	2	4	4	0	0	0	0
ÖK4	3	3	4	4	2	3	4	4	3	3	4	4	0	0	0	0
ÖK5	2	3	3	3	2	3	3	4	3	2	4	4	0	0	0	0
LO: Learning Objectives PQ: Program Qualifications																
Contribution Level:	1 very low			2 low			3 Medium			4 High			5 Very High			