

# THE LAW AND PRACTICE OF LEGAL PROFESSION

1	Course Title:	THE LAW AND PRACTICE OF LEGAL PROFESSION	
2	Course Code:	HUK4018	
3	Type of Course:	Optional	
4	Level of Course:	First Cycle	
5	Year of Study:	4	
6	Semester:	8	
7	ECTS Credits Allocated:	4.00	
8	Theoretical (hour/week):	2.00	
9	Practice (hour/week):	0.00	
10	Laboratory (hour/week):	0	
11	Prerequisites:		
12	Language:	Turkish	
13	Mode of Delivery:	Face to face	
14	Course Coordinator:	Dr. Öğr. Üyesi CENGİZ TOPEL ÇELİKOĞLU	
15	Course Lecturers:		
16	Contact information of the Course Coordinator:	Doç.Dr. C. T. Çelikoğlu cengiztc@uludag.edu.tr	
17	Website:		
18	Objective of the Course:	Teaching the general and special theory of advocacy and notary law, beside fields of application in Turkish legal system	
19	Contribution of the Course to Professional Development:		
20	Learning Outcomes:		
		1	Comprehending the fundamentals of advocacy
		2	Learning the models of advocacy accreditation
		3	Comprehending the fields of advocacy
		4	Learning the conditions of acceptance to the bar in Turkish legal system
		5	Learning the power and duties of advocates in Turkish legal system
		6	Comprehending the fundamentals of notary
		7	Learning the models of notary accreditation
		8	Learning the conditions of acceptance to the chamber of notary in Turkish legal system
		9	Learning the power and duties of notaries in Turkish law
		10	Learning the acts of notary in Turkish legal system
21	Course Content:		
		<b>Course Content:</b>	
Week	Theoretical	Practice	
1	Fundamentals of advocacy		
2	Organization of advocacy profession		
3	Fields of advocacy		
4	Conditions of acceptance to the Bar in Turkish legal system		



ÖK5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ÖK6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ÖK7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ÖK8	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ÖK9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ÖK10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
LO: Learning Objectives    PQ: Program Qualifications																
Contribution Level:	1 very low			2 low			3 Medium			4 High			5 Very High			