COURSE SYLLABUS						
Course Title	**Course Code**	**Semester**	**Course Hour/Week**		**Credit**	**ECTS**
History of Art and Design	INDD111	1	**Theory** 3	**Practice** 0	3	3
Course Type	**Compulsory Courses**	**Department Elective**	**Faculty Elective**	**University Elective**	**CoHE (YÖK) Compulsory**	**Other**
	x	-	-	-	-	-
Level of Course	**Associate Degree (Short Cycle)**		**Undergraduate (First Cycle)**		**Graduate / Doctoral (Second / Third Cycle)**	
	-		x		-	

Language of Instruction	English

Course Instructor(s)	Asst. Prof. Dr. Merve Senem Arkan	E-mail : merve.arkan@arucad.edu.tr Office : TI OFF15
Course Objectives	This course emphasizes conceptual understanding of art and design history. Students will develop the essential skills of visual and contextual analysis. By examining works of art from diverse cultures and the relationships among these works, students develop an understanding of global artistic traditions and changes within art and design history.	
Course Learning Outcomes	**Students To Do:** **Teaching Methods** **Evaluation Methods** Develop a critical approach to evaluating works of art by examining them within their historical, social, and cultural context. Lectures, visual analysis, historical case studies, interactive discussions, and guided questioning. Artwork Analysis, Written Reflection, Midterm Examination. Comprehend and apply different interpretive perspectives to analyze and discuss works of art and design. Comparative analysis, group discussions, visual interpretation exercises, and case-based learning. Critical Analysis, Class Presentation, Written Assignment. Develop aesthetic awareness and critical judgment through the observation, interpretation, and evaluation of art and design works.Visual analysis, classroom	

	discussions, comparative studies, and guided critical evaluation. Visual Analysis, Presentation, Written Reflection. Understand the fundamental principles, historical development, movements, and approaches of design history and relate them to contemporary design practice. Lectures, historical case studies, visual presentations, timeline analysis, and classroom discussions. Research Assignment, Midterm Examination, Presentation. Acquire foundational knowledge of key issues in visual culture and design history and critically examine their influence on contemporary design. Lectures, visual culture analysis, historical case studies, contemporary design examples, and critical discussions. Research Project, Final Presentation, Final Examination.
Course Content	The course contains art periods from prehistory to the modern era. The course will address various historical periods, artists, creative practices, and themes through the study of art and design objects. The course will analyse the developments of art under various cultures and different regions while focuses more attention on significant forces that have influenced the evolution of design practices.

COURSE OUTLINE/SCHEDULE

Week	Topic	Implementation (theory/practice)	Required Reading, Preliminary preparation
1	Introduction; What is Art?	T	Art history; Introduction;Gardner's Art, Chapter 1
2	Ancient World Art, Egyptian Art	T	Art history; Chapter 1-2; Gardner's art: 2-3
3	Greek Art, Etruscan and Roman Art	T	Gardner's art: 5-6-7
4	Islamic Art	T	Art history; Chapter 9
5	Gothic Art	T	Art history; Ch15-16-17;Gardner's art; 11-12-13
6	Renaissance Art	T	Gardner's Art; Chapter 20-21
7	Presentation 1 preparation.	T	

8	Presentation 1 and Midterm	T	
9	Baraque, Rococo and Neoclassicism	T	Gardner's Art; Chapter 25-26
10	Romanticism and Realism	T	Gardner's Art; Chapter 27
11	Impressionism, Post-Impressionism	T	Gardner's Art; Chapter 28
12	Modernism, Arts and Crafts	T	Gardner's Art; Chapter 29-30
13	Constructivism, Bauhaus, Art Deco, Pop Art,	T	Art history; 1054
14	Contemporary Art Worldwide I	T	Gardner's Art; Chapter 32
15	Contemporary Art Worldwide II	T	https://artsandculture.google.com/
16	Presentation 2 preparation.	T	
17	**FINAL EXAM**		

Required Course Material(s) / Reading(s)/ Text Book(s)	• Fallan, K. (2010). *Design history: Understanding theory and method*. Berg. Call number: NK1175 .F35 2010 c.1 • Lees-Maffei, G., & Houze, R. (Eds.). (2010). *Design and heritage: The construction of identity and belonging.* Routledge. Call number: NK1510 .D475 2022 • Lymberopoulou, A., Bracewell-Homer, P., & Robinson, J. D. (Eds.). (2019). *Art & visual culture: A reader*. Bloomsbury Visual Arts. Call number: N5300 .A673 2012
Recommended Course Material(s)/ Reading(s) /Other	• Davies, P. J. E., Denny, W. B., Hofrichter, F. F., Jacobs, J. F., Roberts, A. M., & Simon, D. L. (2011). *Janson's history of art: The Western tradition (8th ed.).* Pearson Education. ISBN: 978-0205707987. • Kleiner, F. S. (2020). *Gardner's art through the ages: A global history (16th ed.).* Cengage Learning. ISBN: 978-0357370390. • Stokstad, M., & Cothren, M. W. (2014). *Art history (5th ed.)*. Pearson Education. ISBN: 978-0205873484. https://artsandculture.google.com/

ASSESSMENT		
Learning Activities	**NUMBER**	**WEIGHT in %**
Mid-Term	1	30
Quiz		
Assignment		
Project		
Field Study		
Presentation / Seminar	2	30
Studio Practice		
Other		
Contribution of Final Examination/Final Project/ Dissertation to the Final Grade	1	40
TOTAL	4	100

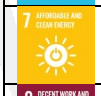
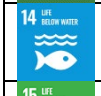
Industrial Design Programme + LO

CONTRIBUTION OF COURSE LEARNING OUTCOMES TO PROGRAMME LEARNING OUTCOMES							
No	**PROGRAMME LEARNING OUTCOMES**	Level of Contribution (1-lowest/ 5-highest)				
		1	2	3	4	5
1	Understand knowledge of industrial design principles, design methodologies, history, aesthetics, form & function and product development processes.					x
2	Explain the properties of materials, manufacturing technologies, and production methods used in industrial product design			x		
3	Understand ergonomics, and user-centered design concepts in product development					x
4	Understand sustainability principles, environmental impacts, and life-cycle considerations in industrial design	x				

5	Analyze design problems, user needs, and market requirements to develop appropriate product design solutions.	x				
6	Generate creative product concepts using sketching, ideation techniques, and visual exploration methods.		x			
7	Develop product designs using digital tools, 3D modeling, and rendering software		x			
8	Develop prototypes or models to evaluate product functionality, usability, and aesthetics.	x				
9	Communicate design ideas effectively through sketches, technical drawings, models, and professional presentations.	x				
10	Work effectively in multidisciplinary teams during product design and development processes.	x				
11	Manage design projects considering production constraints, market needs, and economic feasibility.					x
12	Demonstrate professional responsibility, ethical awareness, and commitment to sustainable design practices.			x		

ECTS / STUDENT WORKLOAD				
ACTIVITIES	**NUMBER**	**UNIT**	**HOUR**	**TOTAL (WORKLOAD)**
Course Teaching Hour (X weeks * total course hours)	16	1	3	48
Preliminary Preparation and self- study	16	1	1	16
Mid-Term	1	1	3	3
Presentation / Seminar	2	1	3	6
Final Examination/ Final Project/ Dissertation	1	1	6	6
Other				
TOTAL WORKLOAD				79
TOTAL WORKLOAD / 25				3,16
ECTS				3

ETHICAL RULES WITH REGARD TO THE COURSE
Plagiarism Disclaimer Detected and undetected plagiarism is a serious offence at any time and it could have devastating effects on your degree result and future professional lives. Plagiarism is easy to avoid if you make sure to identify and acknowledge your sources thoroughly and do not copy directly from visual examples, designs, or notes that have in turn been taken word for word from your sources.

	SDG 1: No Poverty
	SDG 2: Zero Hunger
	SDG 3: Good Health and Well-Being ×
	SDG 4: Quality Education
	SDG 5: Gender Equality
	SDG 6: Clean Water and Sanitation
	SDG 7: Affordable and Clean Energy ×
	SDG 8: Decent Work and Economic Growth
	SDG 9: Industry, Innovation and Infrastructure ×
	SDG 10: Reduced Inequalities
	SDG 11: Sustainable Cities and Communities x
	SDG 12: Responsible Consumption and Production
	SDG 13: Climate Action ×
	SDG 14: Life Below Water
	SDG 15: Life on Land
	SDG 16: Peace, Justice and Strong Institutions
	SDG 17: Partnership for the Goals ×

ASSESSMENT DETAILS AND EVALUATION CRITERIA:	
Final grades will be determined based on the course learning activities and the assessment details for the final examination or project, as outlined below, in accordance with the University's Education and Examination Regulations. Students are required to attend at least 70% of the classes. The maximum allowable absenteeism is 30%. Presentation / Seminar: 30% Midterm: 30% Final: 40%	
PREPARED BY	Asst. Prof. Dr. Merve Senem Arkan.
UPDATED	October 2025.
APPROVED	