COURSE SYLLABUS						
Course Title	**Course Code**	**Semester**	**Course Hour/Week**		**Credit**	**ECTS**
Industrial Design Project 5	INDD491	1	**Theory** 2	**Practice** 6	5	10
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)		E-mail: Office:
Course Objectives	The aim of this unit is to engage students in sophisticated concepts around understanding of the person-to-machine interface. This includes an appreciation of the core principles of anthropometrics, the concept of physical, semantic and cultural constraints. Mapping of control and feedback systems. Affordances and user-centred issues around a series of physical and virtual problems. The unit examines the theoretical underpinning of the interaction of humans with objects and systems from anthropometry and the physical world to psychological constructions of how people interact with objects. The project work is presented in digital and printed format. Final design proposals are also undertaken in detailed model or prototypical form where appropriate.	

Course Learning Outcomes	**Students To Do: Teaching Methods Evaluation Methods** Remembering: Identify and describe basic visual elements and principles of graphic representation. Emphasis on process oriented exercises and continuous feedback. Workshop, Class discussions, sketching. Encourage creativity by designing products that make people interact and understand each other. Understanding: Explain the relationship between sketching, isometric and perspective composition, and communication in design. Demonstrations and Visual Lectures: Introduction to freehand, technical, and compositional techniques Class discussions, weekly classwork's and homeworks's assignments. Understand and apply principles of cognitive functionality. Applying: Apply freehand drawing techniques to represent design ideas accurately and expressively. Weekly Practice, Assignment documentation and observation drawing. In class composition drawing and classwork's and homeworks's assignments. Understand and apply principles of the physical interaction between humans and objects. Analyzing: Evaluate and improve drawings through consideration of scale, proportion, and visual balance. Encourage reflective learning and collaborative improvement. Peer critiques, instructor feedback sessions. Develop emphatic skills according to Design Thinking theory. Evaluating: Critically assess presentation methods and justify visual communication choices. One on One Consultations; Individual progress guidance and targeted feedback. Midterm portfolio submission/ Final portfolio submission. Encourage on-field research, data collection, and debriefing. Creating: Produce cohesive poster design presentations integrating multiple drawing and representation techniques. Workshop, focusing on proportion, perspective, and visual hierarchy. Midterm submission / Final design and portfolio submission. Improve editing and presenting skills using different visual languages and communication strategies.
Course Content	**Topic: 'Product for Urban Lifestyles'** This experimental studio challenges students to explore new ways of designing with product for urban lifestyles through material experimentation, rethinking joinery, hybrid structures, and sensory qualities. The goal is to produce experimental yet functional prototypes that expand the boundaries of wooden product design.

COURSE OUTLINE/SCHEDULE			
Week	**Topic**	**Implementation (theory/practice)**	**Required Reading, Preliminary preparation**
1	Introduction to the course and the studio's topic.	T-P	No need for preliminary preparation.
2	Material exploration – experiments with bending, joinery, finishes, and hybridization	T-P	Guided case history research.
3	Material exploration – experiments with bending, joinery, finishes, and hybridization	T-P	Designing research activities.
4	Concept development – sketches, models, and material-driven ideas.	T-P	No need for preliminary preparation.
5	Concept development – sketches, models, and material-driven ideas.	T-P	No need for preliminary preparation.
6	Exercitation about "Design Thinking" methods applied to 'design with urban life.	T-P	Definition of the initial concept.
7	Concept and low fidelity prototype presentation.	P	Presentation and poster drafts.
8	Concept and low fidelity prototype presentation and Midterm.	P	Presentation and poster drafts.
9	Concept improvement through the feedbacks.	P	No need for preliminary preparation.
10	Focus on final presentation: Sketches.	P	No need for preliminary preparation.

11	Focus on final presentation: technical drawings: 2D / 3D	T-P	No need for preliminary preparation.
12	Focus on final prototypes: high-fidelity prototyping techniques.	P	No need for preliminary preparation.
13	Prototype development – scaled prototypes, mockups, and user testing.	P	No need for preliminary preparation.
14	Final prototype.	P	No need for preliminary preparation.
15	Final presentation review.	T-P	Student's Presentation+ final poster and project prototype.
16	**FINAL EXAM**		

Required Course Material(s) / Reading(s)/ Text Book(s)	• Kalb, P. R. (2013). *Art since 1980: charting the contemporary*. London, United Kingdom: Laurence King Publishing, Call Number: N6497.K362013 • Lesko, C. (2008). *Industrial design : materials and manufacturing guide*. Call Number: TS171.4.L472008. • Saville, L. (2008). *Design secrets : furniture : 50 real-life projects uncovered*. Call Number: NK2260.S267 2006
Recommended Course Material(s)/ Reading(s) /Other	• Bürdek, B. E. (2005). *Design: History, theory and practice of product design*. Birkhäuser. ISBN: 978-3764370299 • Cane, K. (2012*). Making and drawing*. A&C Black. ISBN: 978-1408134511 • Ching, F. D. K. (2014). *Interior design illustrated (3rd ed.).* Wiley. ISBN: 978-1118090718 • Fry, T. (2009). *Design futuring: Sustainability, ethics and new practice.* Bloomsbury Publishing. ISBN: 978-1350089952 • Hoadley, R. B. (2000). *Understanding wood: A craftsman's guide to wood technology.* Taunton Press. ISBN: 978-1561583584 • Manzini, E. (2015). *Design, when everybody designs: An introduction to design for social innovation.* MIT Press. ISBN: 978-0262028608 • Miller, R. (2012). *Design + environment: A global guide to designing greener goods.* Fairchild Books. ISBN: 978-1874719434

	• Norman, D. A. (2013). *The design of everyday things: Revised and expanded edition*. Basic Books. ISBN: 978-0465050659 • Papanek, V., & Hennessey, J. (1973). *Nomadic furniture: D-I-Y projects that are lightweight & light on the environment*. Pantheon. ISBN: 978-0764330247 • Postell, J. (2012). *Furniture design (2nd ed.).* John Wiley & Sons. ISBN: 978-1118090787 • Rawsthorn, A. (2018). *Design as an attitude*. MIT Press. ISBN: 978-3037645215 • Rittel, H. W. J., & Webber, M. M. (1973). *Dilemmas in a general theory of planning*. Policy Sciences, 4(2), 155–169. DOI:10.1007/BF01405730 • Saltık, B. (2025). *Designing modular furniture for urban living*. Duvar Publishing. ISBN: 978-625-5698-26-1 • Sauer, M. (2020). Modular design: *Flexible systems for a changing world.* Journal of Contemporary Design, 18(4), 56–67. DOI: 10.1007/978-3-642-35950-7_6460-4 Magazines: Interior Design, Casabella, Area, and all of those magazines and websites focused on design, such as Designboom, Dezeen, and others.

ASSESSMENT		
Learning Activities	**NUMBER**	**WEIGHT in %**
Mid-Term	1	40
Quiz		
Assignment		
Project		
Field Study		
Presentation / Seminar		
Studio Practice		
Other		

Contribution of Final Examination/Final Project/ Dissertation to the Final Grade	1	60
TOTAL	2	100

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)	15	1	12	180
Preliminary Preparation and self- study				
Mid-Term	1	1	30	30
Quiz				
Assignment				
Project				
Field Study				
Presentation / Seminar				
Studio Practice				
Final Examination/ Final Project/ Dissertation	1	1	50	50
Other				
TOTAL WORKLOAD				260
TOTAL WORKLOAD / 25				10,4
ECTS				10

ETHICAL RULES WITH REGARD TO THE COURSE
Plagiarism Disclaimer Detected and undetected plagiarism is a serious offense 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	x
	SDG 5: Gender Equality	
	SDG 6: Clean Water and Sanitation	
	SDG 7: Affordable and Clean Energy	
	SDG 8: Decent Work and Economic Growth	x
	SDG 9: Industry, Innovation and Infrastructure	x
	SDG 10: Reduced Inequalities	
	SDG 11: Sustainable Cities and Communities	
	SDG 12: Responsible Consumption and Production	x
	SDG 13: Climate Action	x
	SDG 14: Life Below Water	
	SDG 15: Life on Land	
	SDG 16: Peace, Justice and Strong Institutions	

17 PARTNERSHIPS FOR THE GOALS	SDG 17: Partnership for the Goals	x

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%. Midterm: 40% Final: 60%	
PREPARED BY	
UPDATED	
APPROVED	