COURSE SYLLABUS						
Course Title	**Course Code**	**Semester**	**Course Hour/Week**		**Credit**	**ECTS**
Colloquium 4	INDD004	2	**Theory** 0	**Practice** 0	N.C.	1
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)	Inst. Mojtaba Karimnezhad	E-mail: mojtaba.nezhad@arucad.edu.tr Office:
Course Objectives	Aims to teach the evaluation ability of industrial product changes and evolution caused by different factors. It enables the students to develop design projects through a progressive process and arrive final version or prototype of the designed product.	

	Students To Do:	**Teaching Methods**	**Evaluation Methods**
Course Learning Outcomes	Identify and describe basic visual elements (line, shape, tone, texture) and principles (balance, contrast, hierarchy) used in graphic representation.	Process-oriented studio exercises, workshops, class discussions, continuous instructor feedback, sketching practices.	Weekly in-class exercises, homework submissions, participation in studio critiques.
	Explain the relationship between sketching	Demonstrations, visual lectures,	Weekly homework/classwork

	methods (freehand, isometric, and perspective) and effective communication of design ideas.	guided drawing sessions, class discussions, weekly assignments.	submissions, technical drawing exercises, short quizzes or written explanations (if applicable).
	Apply freehand drawing techniques to visually represent design ideas accurately and expressively using proportion, shading, and composition.	Weekly practice sessions, observation drawing exercises, guided studio work, assignment documentation.	Weekly sketch submissions, observational drawing assignments, portfolio progress checks.
	Analyze and improve drawings by evaluating scale, proportion, composition, and visual balance based on critique feedback.	Reflective learning activities, collaborative studio critiques, peer feedback sessions, instructor-led reviews.	Peer critique participation, revised drawing submissions, iterative improvement grading.
	Critically assess different presentation methods and justify visual communication choices according to user perception and design intent.	One-on-one consultations, individual progress mentoring, targeted feedback sessions, presentation technique workshops.	Midterm portfolio submission, final portfolio submission, instructor assessment of presentation rationale.
	Create a cohesive poster/design presentation by integrating multiple representation techniques (sketching, perspective, hierarchy, layout) into a professional visual outcome.	Workshops focused on proportion, perspective, composition, and visual hierarchy; studio-based production sessions.	Midterm project submission, final design submission, final portfolio evaluation.
Course Content	The colloquium aims to expose students to issues of design outside the classroom and provide exposure of different design thinking both among their classmates in their departments and other students in the faculty of design.		

COURSE OUTLINE/SCHEDULE			
Week	**Topic**	**Implementation (theory/practice)**	**Required Reading, Preliminary preparation**
1	Introduction.		See required books.
2	Presentations and seminars given by the students.		See required books.
3	Presentations and seminars given by the students.		See required books.
4	Presentations and seminars given by the students.		See required books.
5	Presentations and seminars given by the students.		See required books.
6	Presentations and seminars given by the students.		See required books.
7	Presentations and seminars given by the students.		See required books.
8	Presentations and seminars given by the students.		See required books.
9	Presentations and seminars given by the students.		See required books.
10	Presentations and seminars given by the students.		See required books.
11	Presentations and seminars given by the students.		See required books.
12	Presentations and seminars given by the students.		See required books.
13	Presentations and seminars given by the students.		See required books.

14	Presentations and seminars given by the students.		See required books.
15	Presentations and seminars given by the students.		See required books.
16	Final presentation review.		See required books.
17	**FINAL EXAM**		

Required Course Material(s) / Reading(s)/ Text Book(s)	• Dormer, P. (1993). *Design since 1945.London*: Thames & Hudson. Call number: NK1390.D66 2003 • Raizman, D. S. (2003). *History of modern design: Graphics and products since the industrial revolution*. Laurence King Publishing. Call number: NK1175 .R35 2010
Recommended Course Material(s)/ Reading(s) /Other	• Ferguson, R. (Ed.). (1992). *Discourses: Conversations in postmodern art and culture. The New Museum of Contemporary Art*; MIT Press. ISBN: 978-0262560634 • Kalb, P. R. (2013*). Art since 1980: Charting the contemporary*. Laurence King Publishing. ISBN: 978-1780673264 • Kocur, Z., & Leung, S. (Eds.). (2012). *Theory in contemporary art since 1985 (2nd ed.)*. Wiley-Blackwell. ISBN: 978-1444338577 • Raizman, D. S. (2003). *History of modern design: Graphics and products since the Industrial Revolution.* Laurence King Publishing. ISBN: 978-1856693486 • Stiles, K., & Selz, P. (Eds.). (2012). *Theories and documents of contemporary art: A sourcebook of artists' writings (2nd ed., rev. & expanded)*. University of California Press. ISBN: 978-0520253742. https://doi.org/10.1525/9780520947238

ASSESSMENT		
Learning Activities	**NUMBER**	**WEIGHT in %**

Mid-Term		
Quiz		
Assignment		
Project		
Field Study		
Presentation / Seminar		
Studio Practice		
Other		
Contribution of Final Examination/Final Project/ Dissertation to the Final Grade	1	100
TOTAL	1	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)				
Preliminary Preparation and Self- Study	16	1	2	32
Mid-Term				
Quiz				
Assignment				
Project				
Field Study				
Presentation / Seminar				

Studio Practice				
Final Examination/ Final Project/ Dissertation	1	1	1	1
Other				
TOTAL WORKLOAD				33
TOTAL WORKLOAD / 25				1.32
ECTS				1

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	x
	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	

	SDG 10: Reduced Inequalities	
	SDG 11: Sustainable Cities and Communities	
	SDG 12: Responsible Consumption and Production	x
	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	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%. Final: 100%	
PREPARED BY	Inst. Mojtaba Karimnezhad.
UPDATED	October 2021, September 2022 , September 2023, September 2024, September 2025, February 2026.
APPROVED	