COURSE SYLLABUS						
Course Title	**Course Code**	**Semester**	**Course Hour/Week**		**Credit**	**ECTS**
Colloquium 6	INDD006	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)	Asst. Prof. Dr. Burcin SALTIK	E-mail: burcin.saltik@arucad.edu.tr Office: FM-OFF02
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.	
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	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	Introduction.		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	Presentations and seminars given by the students.		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

Industrial Design programme + LO

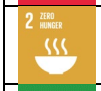
CONTRIBUTION OF COURSE LEARNING OUTCOMES TO PROGRAMME LEARNING OUTCOMES						
No	**PROGRAMME LEARNING OUTCOMES**	Level of Contribution (1-lowest/ 5-highest)				
		1	2	3	4	5
1	Understand knowledge of industrial design principles, design methodologies, history, aesthetics, form & function and product development 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)				
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	Asst. Prof. Dr. Burcin Saltik.
UPDATED	October 2021, September 2022 , September 2023, September 2024, February 2025, February 2026.
APPROVED	