COURSE SYLLABUS						
Course Title	**Course Code**	**Semester**	**Course Hour/Week**		**Credit**	**ECTS**
Final Major Project Proposal	INDD401	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)	Asst. Prof. Dr. Burçin SALTIK	E-mail: burcin.saltik@arucad.edu.tr Office: FM-OFF02
Course Objectives	Manage a full project: From the research phase to a concept presentation. Students are asked to work on the proposal for their final project: They are expected to propose a credible project based on proper case studies selection, UX-based analysis, and materials research.	
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. Identify a significant market or societal need and kick-start their project by developing a design brief. 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. Learning to use the right materials for each purpose according to the user's experience, and market research. 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. Research and choose the right components for your project and detail their use. Analyzing: Evaluate and improve drawings through consideration of scale, proportion, and visual balance. Encourage reflective learning and collaborative improvement. Peer critiques, instructor feedback sessions. Work following the main design thinking steps. 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. Present a complete final proposal based on proper research and concrete data. 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. Prepare a comprensive concept proposal.
Course Content	**<u>Topic: "Design for Urban Life"</u>** As cities grow denser, urban dwellers face challenges in space, mobility, sustainability, and wellbeing. This final major project proposal invites you to design innovative, human-centered solutions that make life in cities more livable, enjoyable, and sustainable. Your project can take the form of a product, furniture, system, or urban intervention, but it must be prototype-ready and address a real user need in urban life.

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	Case studies research.	T-P	Guided case history research.

3	"Design Thinking" approach to the project.	T-P	Presentation of the research results.
4	Users observation and analysis.	T-P	Presentation of the research results.
5	Scenario and personas' definitions.	T-P	Definition of the initial concept.
6	Project's proposal definition.	T-P	Definition of the initial concept.
7	Work on the proposal definition.	T-P	Definition of the initial concept.
8	Work on the proposal definition and Midterm.	T-P	Definition of the initial concept.
9	Work on feedbacks and human perception.	T-P	No need for preliminary preparation.
10	Principles of ergonomics.	P	No need for preliminary preparation.
11	Market research about materials and budget calculation.	P	Market research preparation.
12	Market research about processes and budget calculation.	T-P	Presentation about market research.
13	Sketches and preliminary technical drawings. AI use for scenario and concept.	P	Presentation+ posters and research book.
14	Preliminary rendering and 3D view shots.	T-P	Presentation+ posters and research book.
15	Final presentation review.	T-P	Presentation+ posters and research book.
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 • 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.* JRP|Ringier. ISBN: 978-3037645215 • Rittel, H. W. J., & Webber, M. M. (1973). *Dilemmas in a general theory of planning*. Policy Sciences, 4(2), 155–169. https://doi.org/10.1007/BF01405730 • Saltik, 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		

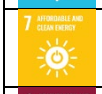
4	Understand sustainability principles, environmental impacts, and life-cycle considerations in industrial design				x	
5	Analyze design problems, user needs, and market requirements to develop appropriate product design solutions.		x			
6	Generate creative product concepts using sketching, ideation 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		
13	Manage design projects considering production constraints, market needs, and economic feasibility.			x		
14	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	10	150
Preliminary Preparation and self- study				
Mid-Term	1	1	45	45
Quiz				

Assignment				
Project				
Field Study				
Presentation / Seminar				
Studio Practice				
Final Examination/ Final Project/ Dissertation	1	1	65	65
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	x
	SDG 4: Quality Education	x
	SDG 5: Gender Equality	

	SDG 6: Clean Water and Sanitation	
	SDG 7: Affordable and Clean Energy	x
	SDG 8: Decent Work and Economic Growth	
	SDG 9: Industry, Innovation and Infrastructure	x
	SDG 10: Reduced Inequalities	
	SDG 11: Sustainable Cities and Communities	x
	SDG 12: Responsible Consumption and Production	x
	SDG 13: Climate Action	
	SDG 14: Life Below Water	
	SDG 15: Life on Land	x
	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%. Midterm: 40% Final: 60%	
PREPARED BY	Asst. Prof. Dr. Burcin Saltik.
UPDATED	December 2023, September 2024, September 2025.
APPROVED	