

COURSE SYLLABUS

Course Title	Course Code	Semester	Course Hour/Week		Credit	ECTS
			Theory	Practice		
Drawing I	COMM107	I			3	5
Course Type	Compulsory Course	Department Elective	Faculty Elective	University Elective	CoHE (YÖK) Elective	Other
	X					
Level of Course	Associate Degree (Short Cycle)		Undergraduate (First Cycle)		Graduate/ Doctoral (Second /Third Cycle)	
	-		Yes		-	

Language of Instruction	English
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Course Instructor(s)	Batu Gündal	E-mail : batu.gundal@arucad.edu.tr
		Office :
Course Objectives	<p>This course is a comprehensive exploration of fundamental drawing and design techniques aimed at developing students' visual communication and spatial composition skills. Beginning with a foundation in basic geometric forms, students learn to observe, construct, and represent objects from different angles. Emphasis is placed on understanding line quality, value, texture, and the interplay of light and shadow to create depth. As the course progresses, learners delve into compositional strategies, material rendering, and environmental layouts. Through applied exercises in one-point and two-point perspective, they develop the ability to design realistic and abstract compositions. The curriculum culminates in the creation of sophisticated interior and exterior renderings that integrate technical proficiency with individual expression, fostering the ability to convey conceptual and concrete ideas through drawing.</p>	

	Students will able to:	Teaching Methods	Evaluation Methods
Course Learning Outcomes	Identify and recall key drawing tools, basic geometric forms, and essential terminology related to line, value, texture, and perspective.	Anatomy lectures, drawing sessions	Mid-Term Project / Final Project
	Explain the significance of line variation, light and shadow, and spatial relationships in creating visual depth and realistic forms.	Lectures and diagrams	Mid-Term Project / Final Project
	Apply shading, lighting, and perspective techniques to create compositions that demonstrate depth, form, and accurate proportions.	Drawing exercises Instructor demonstrations	Mid-Term
	Analyse and critique spatial organization and compositional balance by utilizing positive and negative space and design principles.	drawing Critique sessions analysing mark-making and expression	Mid-Term
	Evaluate the effectiveness of drawn compositions, considering materials, perspective accuracy, texture, and creative use of space.	Drawing exercises Instructor demonstrations	Mid-Term Project / Final Project

Course Content	Design and render original interior and exterior environments using advanced perspective techniques, demonstrating a synthesis of abstract and concrete concepts in visual form.	Drawing exercises Instructor demonstrations One-on-one critique and revision sessions	Mid-Term Project / Final Project
	This course introduces students to the foundational principles of drawing and composition, focusing on the development of technical skills and visual literacy. Through progressive weekly topics, students explore line quality, shape construction, light and shadow, texture, value, and spatial composition. Emphasis is placed on understanding and applying one-point, two-point, and isometric perspectives in both abstract and representational drawings. The course also integrates studies in material rendering and environmental design, allowing students to create interior and exterior scenes that reflect depth, realism, and personal expression.		

COURSE OUTLINE/SCHEDULE

Week	Topic	Implementation (theory/practice)	Required Reading, Preliminary preparation
1	Identify course requirements, assessment policies, and tools. Recognize and sketch basic geometric forms (cubes, spheres, cones) from various angles.	T/P	“The exceptionally simple theory of sketching” – George Hlavacs – Library Catalogue No: NC 730.H53 2014
2	Explaining the importance and varieties of lines. Demonstrate awareness of line weight, shadow, and light to show depth.	T/P	“Sketching and drawing” Library catalogue No : NC 750.P34 2011
3	Apply understanding of positive and negative space to basic shape drawings. Conduct value and texture studies.	T/P	“The exceptionally simple theory of sketching” – George Hlavacs – Library Catalogue No: NC 730.H53 2014

4	Apply understanding of positive and negative space to basic shape drawings. Conduct value and texture studies.	T/P	“Sketching and drawing” Library Catalogue No : NC 750.P34 2011
5	Differentiate between light and shadow through still life drawing. Analyse form and structure using shading techniques.	T/P	“Sketching and drawing” Library Catalogue No : NC 750.P34 2011
6	Use line work and shading to create texture, form, and depth among multiple objects.	T/P	“The exceptionally simple theory of sketching” – George Hlavacs – Library Catalogue No: NC 730.H53 2014
7	Midterm Analyse composition and spatial arrangement using positive and negative space within confined formats.	T/P	“Sketching and drawing” Library Catalogue No : NC 750.P34 2011
8	Demonstrate knowledge of light/shadow interactions with various materials. Implement design principles in compositional sketches.	T/P	“The exceptionally simple theory of sketching” – George Hlavacs – Library Catalogue No: NC 730.H53 2014
9	Identify and differentiate perspective types (1-point, 2-point, isometric) in interior and exterior contexts. Apply perspective techniques using basic forms in environmental drawing.	T/P	“The exceptionally simple theory of sketching” – George Hlavacs – Library Catalogue No: NC 730.H53 2014
10	Design abstract compositions using 1-point and 2-point perspectives.	T/P	“The exceptionally simple theory of sketching” – George Hlavacs – Library Catalogue No: NC 730.H53 2014
11	Design abstract compositions using 1-point and 2-point perspectives. Construct complex abstract compositions applying shadow and light. Render depth and form effectively.	T/P	“The exceptionally simple theory of sketching” – George Hlavacs – Library Catalogue No: NC 730.H53 2014

12	Evaluate interior and exterior environments in perspective, integrating value and texture.	T/P	the exceptionally simple theory of sketching” – George Hlavacs – Library Catalogue No: NC 730.H53 2014
13	Construct complex abstract compositions applying shadow and light. Render depth and form effectively.	T/P	The exceptionally simple theory of sketching” – George Hlavacs – Library Catalogue No: NC 730.H53 2014
14	Explore interior design perspectives using form placement and object alignment techniques.	T/P	The exceptionally simple theory of sketching” – George Hlavacs – Library Catalogue No: NC 730.H53 2014
15	Produce detailed renderings of 2-point perspective environments with original artistic interpretation and strong technical execution.	T/P	The exceptionally simple theory of sketching” – George Hlavacs – NC 730.H53 2014
16	Final Exam Week		

Required Course Material(s) / Reading(s)/ Text Book(s)	<p>“Basic perspective drawing” Library Catalogue No :NC 750.M648 2013</p> <p>“Perspective made easy” Norling : Library Catalogue No: NC 750.N717 1999</p> <p>“Sketching and drawing” Library Catalogue No : NC 750.P34 2011</p> <p>“Teaching basics One point Perspective” Library Catalogue No:NC 750.R197 2012</p>
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Recommended Course Material(s)/ Reading(s) /Other	<p>Perspective drawing Handbook NC 750 . D3 200</p> <p>“The exceptionally simple theory of sketching” – George Hlavacs – Library Catalogue No: NC 730.H53 2014</p>
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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		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	Knows the historical development of the field of communication, basic concepts, theories.	x				
2	Knows the basic concepts and terminology related to the field of game design.			x		
3	Has knowledge about the history of computer and video games and developments in this field.	x				
4	Knows game design processes and related applications.	x				
5	Has the ability to utilize various disciplines such as communication, art, music, psychology, mythology, cinema, etc. in the game design process.				x	
6	Has the ability to analyse analog and digital game genres.	x				
7	Has the ability to use contemporary game engines and problem solving skills.	x				
8	Has the knowledge of questioning the game designs with an analytic and critical perspective.	x				
9	Has knowledge about media literacy.		x			
10	Has the competence to prepare projects based on ethical principles in game development processes.	x				
11	Has the competence to evaluate games as an art form.				x	
12	Has the competence to use game design concepts and methods in related fields such as design, software development and media.			x		
13	Has the competence to take part and responsibility in game development teams.				x	
14	Has the competence to collect, analyze and interpret analytical data about games and players.	x				
15	Has the competence to develop and present a digital game project by using game design practices effectively.		x			
16	Evaluates artificial intelligence applications in their studies with a critical approach in terms of aesthetics and originality, and uses them in accordance with ethical rules.	x				

ECTS / STUDENT WORKLOAD				
ACTIVITIES	NUMBER	UNIT	HOUR	TOTAL (WORKLOAD)
Course Teaching Hour (X weeks * total course hours)	14		4	56
Preliminary Preparation and self- study	14		2	28
Mid-Term	1		25	25
Quiz				
Assignment				
Project				
Field Study				
Presentation / Seminar				
Studio Practice				
Final Examination/ Final Project/ Dissertation	1		25	25
Other				
TOTAL WORKLOAD				134
TOTAL WORKLOAD / 25				5.36
ECTS				5

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 life.

Plagiarism is easy to avoid if you make sure you thoroughly identify and recognize your sources and do not copy from visual examples, designs or notes taken directly from your sources word for word. The maximum citation limit cannot exceed 20%. Artificial intelligence citations are also considered within this scope. If proven otherwise, the student will fail the course.

	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	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	X
	SDG 11: Sustainable Cities and Communities	
	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 according to the Course Learning Activities and Final Examination/ Project/ Dissertation Assessment Details as below, and comply with the Education and Examination Regulation set forth by the University.

Throughout the course, students will learn the theoretical base of the topic and they will be able to equip themselves with the practical know-how skills of Advertisement production. Also, students are expected to design a creative advertisement piece with the knowledge they have gained in the course.

During the class sessions, participation is a very important input for the learning process for the students. It is also vital to understand the effect of creativity input on the production process of advertisement.

70% attendance to courses is compulsory. Health reports belong to 30% absenteeism right.

PREPARED BY	Batu Gündal
UPDATED	08.10.2025
APPROVED	