

**School of Fine Arts Design and Architecture / Industrial Design**  
**2023 - 2024 Academic Year**  
**INDUSTRIAL DESIGN STUDIO II**  
**Syllabus**

<b>Course Description</b>					
<b>Name</b>	<b>Code</b>	<b>Semester</b>	<b>T+A Hour</b>	<b>Credit</b>	<b>ECTS</b>
INDUSTRIAL DESIGN STUDIO II	EUT3115319	Fall Semester	2+6	5	8
<b>Prerequisites Courses</b>	ENDÜSTRİYEL TASARIM STÜDYOSU I; ENDÜSTRİ ÜRÜNLERİ TASARIMI STÜDYOSU I				
<b>Recommended Elective Courses</b>					
<b>Language of Instruction</b>	Turkish				
<b>Course Level</b>	First Cycle (Bachelor's Degree)				
<b>Course Type</b>	Required				
<b>Course Coordinator</b>	Assist.Prof. Seher Oya AKMAN				
<b>Name of Lecturer(s)</b>	Lect. Ozan KAYIKCI				
<b>Assistant(s)</b>					
<b>Aim</b>	This studio course aims to explore the different perspectives of students' design experiences.				
<b>Course Content</b>	This course contains; Introduction, distributing the first project brief, Studying on the project , Studying on the project , Studying on the project , Final Jury of First Project, Studying on the project , Studying on the project , Studying on the project , Studying on the project , Final Jury of Second Project, Studying on the project , Studying on the project , Studying on the project , Studying on the project , Final Jury of Third Project.				
<b>Course Learning Outcomes</b>			<b>Teaching Methods</b>	<b>Assessment Methods</b>	
1- Develops human design interactions and the ability to solve design problems by focusing on the form, function, and the needs of users.			14, 2, 6, 8	E, F	
2-Analyzes and implements a systematic progression from conceptual design to detailed design.			14, 2, 6, 8	E, F	
3-Learns to prepare effective and professional presentation and creates an effective portfolio in the virtual environment.			14, 2, 6, 8	E, F	
4- Defines design problems, develops and implements necessary solution suggestions.					
5- Develops design ideas and becomes ready to carry them to the production stage.					
6- Improves material knowledge by working with different materials.					
7- Recognizes the materials and tools that can be used during production.					
8- Resolves technical errors that may occur during production.					
<b>Teaching Methods</b>	14: Self Study Method, 2: Project Based Learning Model, 6: Experiential Learning, 8: Flipped Classroom Learning				
<b>Assessment Methods</b>	E: Homework, F: Project Task				
<b>Lecture Schedule</b>					
<b>Sequence</b>	<b>Topics</b>	<b>Preliminary Preparation</b>			
1	Introduction, distributing the first project brief				
2	Studying on the project				
3	Studying on the project				
4	Studying on the project				
5	Final Jury of First Project				
6	Studying on the project				
7	Studying on the project				
8	Studying on the project				
9	Studying on the project				
10	Final Jury of Second Project				
11	Studying on the project				
12	Studying on the project				
13	Studying on the project				
14	Final Jury of Third Project				
<b>Evaluation Methods</b>		<b>Weight(%)</b>			
(Midterm Exam)					
(Midterm Exam)					
Midterm Exam		50			
(General Exam)					
General Exam		50			

<b>Resources</b>
To be distributed by the lecturer. Koos Eissen_ Roselien Steur - Sketching _ Product design presentation -BIS. 2014 Don Norman_ The design of everyday things: Revised and expanded edition. Basic books, 2013. John Maeda_ The Laws of Simplicity. The MIT Press, 2020 Tim Parsons_ Thinking: Objects Contemporary Approaches to Product Design. Bloomsbury Publishing, 2009. Susan Weinschenk_100 Things Every Designer Needs to Know About People. New Riders, 2011 Cogito Dergisi (2016) Tasarım Ne Bekler? Sayı:83 Norman, D. (2013) The Design of Everyday Things Revised and Expanded Edition, New York: Basic Books. Schifferstein, H.N.J., Hekkert, P. (2007) Product Experience, USA: Elsevier.