

<b>Course Description</b>					
<b>Name</b>	<b>Code</b>	<b>Semester</b>	<b>T+A Hour</b>	<b>Credit</b>	<b>ECTS</b>
BASIC DESIGN	KTP1215841	Spring Semester	2+8	6	10
<b>Prerequisites Courses</b>					
<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>	Assoc.Prof. Aysun Ferrah GÜNER				
<b>Name of Lecturer(s)</b>	Assoc.Prof. Aysun Ferrah GÜNER, Lect. Tarık Emre KIRHALLI, Lect. Zeynep CİNİSLİ				
<b>Assistant(s)</b>	Res. Asst. Güliz S. Kabasoğlu				
<b>Aim</b>	Explaining design elements and principles, gaining sketching and design skills through practices, increasing creative abilities, developing aesthetic values, three-dimensional thinking and design skills, gaining creative problem-solving skills				
<b>Course Content</b>	This course contains; Introduction, design elements; point, line, direction, plane, volume, Design elements; shape-form, Visual communication and perception; shape-ground relations, Design elements; scale and proportion, Design elements; texture, Design elements; color, Mid-term exam, Design elements; movement, light, shadow, structure, light-space, color-space and time-space, Design principles; repetition, harmony, contrast, hierarchy, unity, balance, domination, Space, form, geometry, Space, form, geometry, Abstract, abstraction, Term project, Term project.				
<b>Course Learning Outcomes</b>			<b>Teaching Methods</b>	<b>Assessment Methods</b>	
Applying design principles and elements, creating and developing two- and three-dimensional compositions with design principles and elements, understanding and applying design process approaches, obtaining the ability to interpret design concepts in a spatial context, acquiring and developing the ability to transform abstract and concrete concepts into two- and three-dimensional compositions, developing design skills, gaining and developing creative problem solving skills			10, 11, 13, 19, 2, 3, 6, 9	E, F, I	
<b>Teaching Methods</b>	10: Discussion Method, 11: Demonstration Method, 13: Case Study Method, 19: Brainstorming Technique, 2: Project Based Learning Model, 3: Problem Based Learning Model, 6: Experiential Learning, 9: Lecture Method				
<b>Assessment Methods</b>	E: Homework, F: Project Task, I: Portfolio Task				
<b>Lecture Schedule</b>					
<b>Sequence</b>	<b>Topics</b>	<b>Preliminary Preparation</b>			
1	Introduction, design elements; point, line, direction, plane, volume	Lecture note, practice paper			
2	Design elements; shape-form	Lecture note, practice paper			
3	Visual communication and perception; shape-ground relations	Lecture note, practice paper			
4	Design elements; scale and proportion	Lecture note, practice paper			
5	Design elements; texture	Lecture note, practice paper			
6	Design elements; color	Lecture note, practice paper			
7	Mid-term exam				
8	Design elements; movement, light, shadow, structure, light-space, color-space and time-space	Lecture note, practice paper			
9	Design principles; repetition, harmony, contrast, hierarchy, unity, balance, domination	Lecture note, practice paper			
10	Space, form, geometry	Lecture note, practice paper			
11	Space, form, geometry				
12	Abstract, abstraction	Lecture note, practice paper			
13	Term project	Abstraction practice			
14	Term project	Abstraction practice, research			
<b>Evaluation Methods</b>		<b>Weight(%)</b>			
Midterm Exam		50			
General Exam		50			

<b>Resources</b>
<p>To be distributed by the lecturer</p> <p>A. F. Güner, G. S. Kabasoğlu, Tasarımın Temelleri 1 Uygulama Kitabı, 2019</p> <p>İ. Hulusi Güngör, Temel Tasarım, Bilgisayar Destekli Baskı ve Reklam Hizmetleri, İstanbul, 2005</p> <p>F.D.K. Ching, Mimarlık: Biçim, Mekan ve Düzen, Yem Yayınevi, İstanbul, 2010</p> <p>H. Demir Divanlıoğlu, Tasarımın Öge ve İlkeleri, Birsen Yayınevi, İstanbul, 1997</p> <p>Latife Gürer, Gül Gürer, Temel Tasarım, Birsen Yayınevi, İstanbul, 2004</p> <p>B. Denel, Temel Tasarım ve Yaratıcılık, ODTÜ Mimarlık Fak. Basım, Ankara, 1981</p> <p>M. Graves, The Art of Color and Design, Mc Graw-Hill, Newyork, 1951</p> <p>H. Yakup Öztuna, Görsel İletişimde Temel Tasarım, Pandora Yayınevi, 2008</p> <p>A. Fletcher, The Art of Looking Sideways, Phaidon Press, 2001</p> <p>R. Arnheim, Görsel Algıda Zeka, Görsel Düşünme, Metis Yayınları, 2009</p> <p>B. Güvenç, Mimarlık: Zaman, Mekân ve Değişim, Yem Yayınevi, İstanbul, 2008</p> <p>D. Lauer, S. Pentak, Design Basics, Cengage Learning, 2015</p> <p>W. Lidwell, K. Holden, J. Butler, Universal Principles of Design, Rockport Pub., 2003</p> <p>G. Rudge, I. Rudge, 1000 Designs for the Garden and where to find them, Laurence King Publishing, 2011</p> <p>Vitruvius, Mimarlık üzerine on kitap, Şevki Vanlı Mimarlık Vakfı, 2000</p>