

Course Description					
Name	Code	Semester	T+A Hour	Credit	ECTS
INDUSTRIAL DESIGN STUDIO I	EUT2115316	Fall Semester	2+6	5	8
<b>Prerequisites Courses</b>	TASARIMA GİRİŞ II				
<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. Aslıhan YILMAZ, Lect. Sinan ÖDEKAN, Lect. Begüm ERÇAM KUMKUMOĞLU				
<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-Plans and implements a systematic progression from conceptual design to detailed design.			14, 2, 6, 8	E, F	
3-Develops an effective and professional presentation from your designs and practices creating an effective portfolio in the virtual environment.			14, 2, 6, 8	E, F	
4- Defines design problems, develops and implements necessary solution suggestions.			14, 2, 3, 6, 8	E, F	
5- Develops design ideas and is ready to carry them to the production stage.			12, 3, 6, 8	E, F	
6- Improves material knowledge by working with different materials.			10, 14, 3, 6, 8, 9		
7- Recognizes the materials and tools that can be used during production.			14, 2, 3, 6, 8, 9	F	
8- Resolves technical errors that may occur during production.			12, 14, 19, 2, 3, 8	F	
<b>Teaching Methods</b>	10: Discussion Method, 12: Problem Solving Method, 14: Self Study Method, 19: Brainstorming Technique, 2: Project Based Learning Model, 3: Problem Based Learning Model, 6: Experiential Learning, 8: Flipped Classroom Learning, 9: Lecture Method				
<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			50		
General Exam			50		

Resources	
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.	