

Vocational School / Computer Programming

2024 - 2025 Academic Year

GUIDED STUDY II

Syllabus

Course Description					
Name	Code	Semester	T+A Hour	Credit	ECTS
GUIDED STUDY II	BPR2214606	Spring Semester	4+0	4	4
Prerequisites Courses					
Recommended Elective Courses					
Language of Instruction	Turkish				
Course Level	Short Cycle (Associate's Degree)				
Course Type	Required				
Course Coordinator	Lect. Beyza KOYULMUŞ				
Name of Lecturer(s)	Lect. Beyza KOYULMUŞ				
Assistant(s)					
Aim	Aim to use and apply the courses that the student has seen throughout his/her education life effectively under the title of developing a project.				
Course Content	This course contains; Course Objectives and General Information About the Course,Planning, preparation, writing and expression studies related to their field of study,Selection of Project Topics (web, mobile, image processing, game development, data science etc. projects),Program Installation of Technologies to be used in Projects,Preparation of Main Architectures of Projects,Preparation of Databases to be used in Projects,Coding the Designs of Projects,Preparation of User Management Module of Projects ,Coding the Main Module of the Project,Coding the Detail Module of Projects,Conducting Functional Tests of Projects,Taking Projects Live,Student Presentations,Student Presentations.				
Course Learning Outcomes			Teaching Methods	Assessment Methods	
Prepares the main architectures of the projects.			11, 12, 14, 2, 6	A, E, F	
Prepares databases to be used in projects.			11, 12, 2, 8, 9	A, E, H	
Codes the designs of application projects.			10, 12, 14, 16, 2, 6	A, E, F	
Prepares the user management module.			11, 12, 14, 16, 2, 6	F, G	
Performs functional tests of projects			11, 12, 2, 6	A, E, F	
Defines the software development life cycle			11, 12, 2, 6	A, E	
Teaching Methods	10: Discussion Method, 11: Demonstration Method, 12: Problem Solving Method, 14: Self Study Method, 16: Question - Answer Technique, 2: Project Based Learning Model, 6: Experiential Learning, 8: Flipped Classroom Learning, 9: Lecture Method				
Assessment Methods	A: Traditional Written Exam, E: Homework, F: Project Task, G: Quiz, H: Performance Task				
Lecture Schedule					
Sequence	Topics	Preliminary Preparation			
1	Course Objectives and General Information About the Course				
2	Planning, preparation, writing and expression studies related to their field of study				
3	Selection of Project Topics (web, mobile, image processing, game development, data science etc. projects)				
4	Program Installation of Technologies to be used in Projects				
5	Preparation of Main Architectures of Projects				
6	Preparation of Databases to be used in Projects				
7	Coding the Designs of Projects				
8	Preparation of User Management Module of Projects				
9	Coding the Main Module of the Project				
10	Coding the Detail Module of Projects				
11	Conducting Functional Tests of Projects				
12	Taking Projects Live				
13	Student Presentations				
14	Student Presentations				
Evaluation Methods		Weight(%)			
Midterm Exam		40			
General Exam		60			

Resources