

**Vocational School / Computer Programming**

**2024 - 2025 Academic Year**

**GUIDED STUDY I**

**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>
GUIDED STUDY I	BPR2114605	Fall Semester	4+0	4	4
<b>Prerequisites Courses</b>					
<b>Recommended Elective Courses</b>					
<b>Language of Instruction</b>	Turkish				
<b>Course Level</b>	Short Cycle (Associate's Degree)				
<b>Course Type</b>	Required				
<b>Course Coordinator</b>	Lect. Beyza KOYULMUŞ				
<b>Name of Lecturer(s)</b>	Lect. Beyza KOYULMUŞ				
<b>Assistant(s)</b>					
<b>Aim</b>	The aim of this course is to conduct research by using research methods related to the projects that students will develop, to create analysis reports, to prepare project plans, to report them and to present them effectively.				
<b>Course Content</b>	This course contains; Course Objectives and General Information About the Course,Planning, preparation, writing and expression studies related to their field of study,Selecting project topics (web, mobile, image processing, game development, data science etc. projects ),Planning of project development phases,What is Wriframe and How to Prepare It,Database Diagram Preparation,What is a Use Case, How to Prepare,Test Case (Test Scenario) ,How to Write a Technical Analysis Document,Business Analysis Document ,Software Development Life Cycle,Project Cost Calculation Feasibility Study,Investor / Client Presentation Preparation,Student Report Presentations.				
<b>Course Learning Outcomes</b>			<b>Teaching Methods</b>	<b>Assessment Methods</b>	
Prepares a customer presentation effectively			12, 14, 3, 6, 9	A, E, F	
Makes project cost calculation feasibility study			10, 14, 16, 9	A, E, F	
Defines the software development life cycle			10, 16, 9	A, E, F	
Creates a business analysis document			14, 9	A, E, G	
Plans the stages of project development			10, 14, 16, 9	A, E, F	
Prepares database diagram			14, 16, 9	A, E, F	
<b>Teaching Methods</b>	10: Discussion Method, 12: Problem Solving Method, 14: Self Study Method, 16: Question - Answer Technique, 3: Problem Baded Learning Model, 6: Experiential Learning, 9: Lecture Method				
<b>Assessment Methods</b>	A: Traditional Written Exam, E: Homework, F: Project Task, G: Quiz				
<b>Lecture Schedule</b>					
<b>Sequenc e</b>	<b>Topics</b>	<b>Preliminary Preparation</b>			
1	Course Objectives and General Information About the Course				
2	Planning, preparation, writing and expression studies related to their field of study				
3	Selecting project topics (web, mobile, image processing, game development, data science etc. projects )				
4	Planning of project development phases				
5	What is Wriframe and How to Prepare It				
6	Database Diagram Preparation				
7	What is a Use Case, How to Prepare				
8	Test Case (Test Scenario)				
9	How to Write a Technical Analysis Document				
10	Business Analysis Document				
11	Software Development Life Cycle				
12	Project Cost Calculation Feasibility Study				
13	Investor / Client Presentation Preparation				
14	Student Report Presentations				
<b>Evaluation Methods</b>		<b>Weight(%)</b>			
Midterm Exam		40			
General Exam		60			

<b>Resources</b>