D4 D7 L (Court, Assessed)											
	A (1 D)1 1	PART I (Senate Approval)									
Offering School	Antalya Bilim University-Faculty of Fine Arts and Architecture										
Offering Department	Architecture										
Program(s) Offered to	Architecture Core Course										
Course Code Course Name	ARC 1103 Architectural Representation Techniques I										
Language of Instruction	English										
Type of Course	Theory + Practice	ê									
Level of Course	Undergraduate					r					
Hours per Week	Lecture: 3	Laboratory: Recitation:	Practical: 2	Studio:		Other:					
ECTS Credit Grading Mode	6 Letter Grade										
Pre-requisites	None										
Co-requisites	None										
Registration Restriction	T C C A				1.111	10 x x1 x1 x	1. 0				
Educational Objective	Investigating the role of visualization and representation in design; It aims to develop communication, discovery and learning skills specific to the discipline of architecture and to acquire the necessary skills for spatial abstraction, analysis and visualization at different scales. The course covers 2D and 3D drawing and diagramming techniques, analog, material, digital and hybrid representation languages in sequentially designed individual and group projects. To give knowledge of the graphic techniques and conventions for architects; understanding architectural information and visual formatting for creating concept, to improve free hand drawing-sketching then technical drawing and presentation skills and to further introduce CAD.										
Course Description	Developing the skills to explore and learn the role of visualization and representation during design and its communication specific to the discipline of architecture and the requisite skills of spatial abstraction, analysis and visualization at different scales. The course covers 2D and 3D drafting and diagramming techniques, analog, material, digital and hybrid languages of representation, in sequentially designed individual and group projects. Variety of design, visualization and programming software from various platforms such as Adobe and Autodesk are introduced.										
Learning Outcomes	LO1	1 Develop the main conventional sketching&drawing techniques of architecture									
	LO2	Develop the main conventional presentation skills of architecture									
	LO3	Gain the ability of graphic design and visual expression in various drawing environments									
	LO4	Make visual presentation in the digital environment									
	L05	Gain the ability to be innovative about presentation skillsets									
	1	PART II (Faculty Board Approva		1	T	T	-				
		Program Outcomes	L01	LO2	LO3	LO4	LO5				
	PO1	Ability to communicate effectively and write and present a report in Turkish and English.		Х							
Basic Outcomes (University-wide)	PO2	Ability to work individually, and in intra-disciplinary and multi- disciplinary teams.	Х								
	РОЗ	Recognition of the need for life-long learning and ability to access information , follow developments in science and technology, and continually reinvent oneself.	Х	х	Х	Х	х				
	PO4	Knowledge of project management, risk management, innovation and change management, entrepreneurship, and sustainable development.		Х							
	PO5	Awareness of sectors and ability to prepare a business plan.									
	P()(Understanding of professional and ethical responsibility and									
	PO6	demonstrating ethical behavior.									
Faculty Specific Outcomes	PO7	Gain the ability of conceptualizing, applying, analyzing, synthesizing and evaluating information effectively (Critical Thinking)	Х	Х	Х	Х	Х				
	PO8	Produce innovative ideas and products with creativity (Creativeness).	Х	Х	Х	Х	Х				
	РО9	Gain the ability of leadership, entrepreneurship and self-leadership skills (Leadership and Entrepreneurship).		Х							
	PO10	Care about the ethical values and principles; behave in accordance with these in professional and social life (Ethical Behavior).		Х	Х						
	PO11	Understand, define and reach the information that they need; use information effectively and share it with others (Information Literacy).	Х	Х	Х	Х	Х				
	PO12	Use information effectively and communication technologies while learning, and can share their knowledge and experience with others using technology and visual means (Information and Communication Technology Literacy).	Х	х	Х	Х	Х				
	PO13	Leams the concepts of architectural design and theories of architecture as well as the intellectual, historical and cultural background to evaluate them from a critical perspective and use them in developing design solutions. One can express one's solutions verbally and in written form. (Knowledge and Ability)	х	х	х	х	х				
	PO14	Knows to express each stage of the design process formally by using hand drawings together with the European Computer Driving Licence and other software technologies. (Knowledge and Communication Competence)	Х	Х	Х	Х	Х				
	PO15	Designing space (environment, construction, building) on different scales that are sensitive to the natural and built environment within the framework of basic design and architectural principles. One also knows research methods. (Knowledge and Ability)	Х	х	Х	Х	Х				
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Discipline Specific Outcomes (program)	PO16	Language Portfo	ne foreign language at B1 General Level of European olio to express oneself and to follow developments in itecture. (Knowledge and Communication	Х	Х	х	Х	х
	PO17	Executes an inde multidisciplinar knowledge and to work indepen	Х	Х	х	х	х	
	PO18	To knowledge a systems regardin present). (Know	Х	Х	Х	х	Х	
	PO19	Develops a design by recognizing h importance of the	Х					
	PO20	theories and prep documentation a	nowledge and ability about contemporary restoration paration of restoration project by using research, and different measurement methods in the process of e current state of historic buildings and environments. Ability)					
	PO21		nable solutions to current problems by following the ad technologies in the field of production. (Ability)	Х	Х		Х	Х
	PO22	sustainability pr	op designs about environmental and social inciples, the issues related to disasters and accessible et community needs. (Knowledge and Ability)					
	PO23	environmental d learns necessary structural behavi	y to use modern technologies in building and esign, to develop and produce innovative solutions; information about building materials, techniques and iors, the laws, regulations and standards and includes gn process. (Knowledge and Ability)				X	Х
	PO24		c knowledge of lighting, acoustics, air conditioning n the design of environmental systems. (Knowledge)					
	PO25	structural element design, and const	prical development of structural systems, types of nts such as foundation, wall, flooring, stairs, roof, struction techniques of these elements and applies this he projects. (Knowledge and Ability)					
	PO26	leadership for th individuals and one's suggestion verbally and wri with the awarene	in project management, organization, planning, and e realization of professional practice and informs institutions on issues related to a field and shares as for solutions to the experts or non-experts in tten form. To produce collaborations and projects ess of social responsibility (Competence to take ad social and Ability)					
	PO27		g learning and identifying the necessary needs for elopment and self-development. (Learning					
	PO28	considering soci responsible for t provides profess	s of professional and ethical behavior; collects data al, environmental, and ethical results. One is he environment, the professional problems and ional services like occupational health and safety frameworks. (Field Specific Competence)	х			х	х
		T	PART III (Department Board Appr			l. e.		
	Subject S1	Week	Subject Explanation First day of the class; greetings, introduction of the	L01 V	LO2	LO3	LO4	L05
Course Subjects, Contribution of Course Subjects to Learning Outcomes, and Methods for Assessing Learning of Course Subjects		1	course What is architectural information Visual and Oral Presentation Techniques – Body	Х				
	S2	2	language			ļ	ļ	
	S3	3	Sketch - Tools and materials – line, shape, form, texture, surface geometry, letters	Х	Х	Х		
	S4	4	Sketch Techniques, Colouring, Shading, etc. – Sketch – Creating a concept via sketching	Х	Х	Х		
	S5	5	Scale - Measuring, scale types Human – Movement -Activity	Х	Х	Х		
	S 6	6	Orthographic Projection - Plans, sections, elevations - Freehand	Х	Х	Х		
	S7	7	Orthographic Projection - Plans, sections, elevations - Freehand	Х	Х	Х		
	S8	8	Midterm Exam					
	S9	9	Balance-Khytm-Emphasis Geometric layout, backgrounds, frames	Х	X	Х		
	S10	10	Orthographic Projection – Site Plan colouring a project	X	X	X	Х	X
			– Digital Environment Questions & Tips about AutoCAD 3D Images – Perspective types	X	X	X		
	S11 S12	11	3D Images – Axonometric types & Diagrams Introduction to Photoshop	X	X	X	X	Х

	\$13	13	I avout and Presentation in Digital Environment	Х	X	Х	Х	Х		
	\$13		Layout and Presentation in Digital Environment Final Review - Final work products and final	-						
	814	14	presentation	Х	Х	Х	Х	Х		
	No	Туре		Weight	Implemen	tation Rule	Make-	Up Rule		
	A1	Exam		80%						
	A2	Quiz								
Assessment Methods, Weight in Course Grade, Implementation and Make- Up Rules	A3	Homework		10%						
	A4	Project								
	A5	Report								
	A6	Presentation								
	A7	Attendence/Inte	eraction	10%						
	A8	Class/Lab./ Field Work								
	A9 TOTAL	Others								
Evidence of Achievement of Learning Outcomes	Students will demonstrate learning outcomes through class activities, debates and project assignments. These activities reflect a transdisciplinary approach, asking the student to make connections between different topics. Generally every topic is tested with at least one exam question. Upon successful completion of all assessment methods, the total scores will be averaged and converted into a final letter grade using the following percentages and grading									
	criteria. ASSESSMENT	EFFECT ON		1	1	1	1			
	METHOD	GRADING	GRADE	MARKS	VALUE	GRADE	MARKS	VALUE		
Method for Determining	Exam	80%	A+	100	4,00	C+	60-64 55-59	2,40		
Letter Grade	Homeworks	10%	A A-	95-100 85-94	4,00 3,70	C C-	55-59 50-54	2,20		
	Participation		B+	80-84	3,30	D+	45-49	1,70		
		1	В	75-79	3,00	D	40-44	1,50		
	No	Method	В-	65-74	2,70	F	0-39	0,00 Hours		
	No Time applied by			I	Expla			riours		
	2	Course Teachin	ng Hours					70hours		
	4									
Tanking M. J.	5									
Teaching Methods, Estimated Student Load	6 Time expected to	be allocated by	/ student	I				I		
	7	Preparing for p						20		
	<u>8</u> 9	Assignments Self Study for s	submissions					30		
	10			İ						
	11									
	12									
	TOTAL	L						150 hours		
			IV. PART							
	Name E-mail									
Instructor	Phone Number									
	Office Number		·							
	Office Hours		6 hours							
	Mandatory		None							
Course Materials	Recommended		Farrelly, L. (2014) Representational Techniques for Architecture Zell, M. (2008) Architectural Drawing Course Rossi, M. (2017) Imagine, Drawing, Representation. Representation of the Project, Michela Rossi. Bahamon, A. (2005). Sketch, Plan, Build: World Class Architects Show How It's Done. First Edition, Harper Design.							
Other	Scholastic Honesty		Violations of scholastic honesty include, but are not limited to cheating, plagiarizing, fabricating information or citations, facilitating acts of dishonesty by others, having unauthorized possession of examinations, submitting work of another person or work previously used without informing the instructor, or tampering with the academic work of other students. Any for of scholastic dishonesty is a serious academic violation and will result in a disciplinary action.							
	Students with Disabilities		Reasonable accommodations will be made for students with verifiable disabilities.							
	Safety Issues									
	Flexibility		Circumstances may arise during the course that preve therefore, the syllabus is subject to change. Students				component of t	his syllabus;		
Form No:ÜY-FR-1064 Yayın		2 Değ.No:0 De		win de notified	prior to any ch	unges.				