DADTI (Sarada Ammunal)										
	raki i (Senate Approval)									
Offering School	Antaiya Bilim University-Faculty of Fine Arts and Architecture									
Offering Department Program(s) Offered to	Interior Architecture and Environmental Design Interior Architecture & Environmental Design Fleetive									
Course Code	IAED 3153									
Course Name	Industrial Product Design									
Language of Instruction	English									
Type of Course	Theory	Theory								
Level of Course	Undergraduate	L	L			a. 11				
Hours per Week	Lecture: 3	Laboratory:	Recitation: 3		Practical:	Studio:		Other:		
ECTS Credit	3 Lattan Grada									
Grading Mode										
Co-requisites	None									
Registration Restriction										
Educational Objective	Fo provide knowledge about the industrial product design concept and its relations with the customer To comprehend design criteria for industrial product design To provide information about the types of industrial product design Evaluating the visual and functional relations of industrial products									
Course Description	This course covers specific technical, ergonomic, and functional requirements in industrial product design. Both new designs and innovations are emphasized. The focus of the design components is on color, texture, ergonomic and cultural issues. Students are encouraged to draw different design options and obtain different design solutions from a comparative perspective. This course provides a general groundwork for best practices and gainful employment within the industrial design industry. Techniques in brainstorming, design development, presentation, and problem-solving are discussed in detail. Students primarily observe various guest designers and experts while participating in some design work of their own.									
	LO1	The course deals with the practice of creative and innovative industrial product design.								
	LO2	Use an investigative approach to design								
Learning Outcomes	LO3	Compose concepts, scenarios, and user profiles with lifestyle and consistent design ideas, through techniques								
	LO4 Uses professional basic techniques of surveying and examine the contex									
	LO5	Apply conceptu	al approach to the design							
PART II (Faculty Board Approval)										
			Program Outcomes		LO1	LO2	LO3	LO4	LO5	
	PO1	Ability to commu Turkish and Englis	nicate effectively and write and pres sh.	ent a report in						
Basic Outcomes (University-wide)	PO2	Ability to work in teams.	dividually, and in intra-disciplinary a	nd multi-disciplinary						
	РОЗ	Recognition of the information , follow reinvent oneself.	e need for life-long learning and abil w developments in science and techr	ity to access ology, and continually						
	PO4	Knowledge of pro change manageme	oject management, risk management, ent, entrepreneurship, and sustainable	innovation and e development.						
	PO5	Awareness of sec	tors and ability to prepare a busines	s plan.						
	PO6	Understanding o demonstrating et	f professional and ethical responsibil hical behavior.	ity and						
	PO7	Gain the ability synthesizing and Thinking).	of conceptualizing, applying, an d evaluating information effectiv	alyzing, ely (Critical						
Faculty Specific Outcomes	PO8	Produce innovat (Creativeness).	tive ideas and products with crea	ativity						
	PO9	Gain the ability skills (Leadersh	of leadership, entrepreneurship ip and Entrepreneurship).	and self-leadership						
	PO10	Care about the e with these in pro	ethical values and principles; bel ofessional and social life (Ethica	nave in accordance l Behavior).						
	PO11	Understand, def information effe Literacy).	ine and reach the information th ectively and share it with others (at they need; use Information						

	PO12	Use information learning, and car using technology Communication	effectively and communication technologies while a share their knowledge and experience with others and visual means (Information and Technology Literacy).					
	PO13	Global Context: cultural, econom	To have a global perspective and consider social, ic, and ecological contexts in all areas of work.					
	PO14	Collaboration: T that the field inte						
	PO15	Business Practic principles, proce the profession to	e and Professionalism: To understand the sses, and responsibilities that define the value of society.					
	PO16	Human-Centered dimensions of th experience and b	Design: To integrate physical, social, and cultural e built environment, considering human heavior in the design process through analysis.					
	PO17	Design Process: aspects of the de						
	PO18	Communication: and thoughts effo including in Eng	To have the ability to express and present ideas ectively through verbal, written, and visual means, lish, throughout the design and implementation					
Discipline Specific	PO19	History: To have make design dec	knowledge of the history of the profession and isions sensitive to cultural heritage and					
Outcomes (program)	PO20	Design Elements design elements	and Principles: To be proficient in adopting and principles in design approaches.					
	PO21	Light and Color: and color in term effectively.						
	PO22	Products and Ma assembly, and m materials, and ac selections and ap and cost criteria.						
	PO23	Environmental S related to environ acoustics, therma and waste manage						
	PO24	Construction/Bu between interior construction and						
	PO25	Regulations and regulations, and including sustair accessibility, into incorporating the						
	I		PART III (Department Board Appr	oval)	I	I		
	Subject	Week	Subject Explanation	L01	LO2	LO3	LO4	LO5
	S1	1	Course introduction, syllabus overview					
	S2	2	*Industrial product design definition and criteria- Function, utility, meaning *Types of industrial products					
	83	3	*Human factor in product design, user approaches in product development process *Investigative approach for corporative identity for product design					
			Critiques for design and drawings Classwork: Proposals for design, sketches-critiques					
	S 4	4	*Factors that industrial design focuses on in the development process *Design process-from concept to production Student presentations and discussions					
Course Subjects, Contribution of Course Subjects to Learning	85	5	Aesthetic and functionality perception in product design Critiques					
Assessing Learning of Course Subjects	86	6	- Studio study Individual critiques for project development					

	S 7	7	*Review of industrial designs, critiques on project						
	S8	8	Midterm						
			Manufacturing Strategies in Industrial Design						
	S9	9	Critiques for midterm review, design revisions						
	S10	10	*Material,Production,Technology relations						
	611	11	The concept of sustainability in						
	511	11	industrial product, maintenance and operation.			<u> </u>			
	S12	12	What is Industrial Design Registration?			ļ			
	813	13	Critiques on project						
	S14	14	Critiques on project-final preparations						
	S15	15	Desk Critiques						
	No	Туре			Implemen	tation Rule	Make-	Up Rule	
Assessment Methods,	A1	Final Submissio	50%						
Weight in Course Grade,	A2	Midterm Submi	30%						
Up Rules	A3	Presentations/A	ssignments/ Project development	20%			1		
	A4								
	TOTAL				•			100%	
Evidence of Achievement of Learning Outcomes	Students will demonstrate learning outcomes through weekly homework, in-class assignments, Midterm exams and Final exam.								
	Upon successful co	ompletion of all asse	ssment methods, the total scores will be averaged and con	verted into a fina	l letter grade usir	ig the following p	percentages and g	rading criteria.	
	ASSESSMENT METHOD	EFFECT ON GRADING	MARK	GRADE	VALUE	MARK	GRADE	VALUE	
Mathad for Datarmining	Assignments	20%	A+	-		C+	60-64	2,30	
Letter Grade	Midterm	30%	А	95-100	4.00	С	55-59	2.00	
	Final Exam	50%	A-	85-94	3,7	C-	50-54	1,70	
	Final Su	bmission	B+	80-84	3,3	D+	45-49	1,30	
		75-79	3.00	D	40-44	1,00			
	No	Method	B-	65-74	2,7 Expls	F	0-39	0.00	
	Öğretim elemar	n tarafından uyg	ulanan süre		Expi	nation		nours	
	1	Course Teachin	Lectures and	14x2=28 hr					
	Time expected t	to be allocated by	y student						
Teaching Methods, Student Work Load	2	Assignments					2x3=6 hr		
	3	Midterm Prepa					1x10=10 hr		
	4	Midterm Submi	ssion					1x3=3 hr	
	5	Project Develop					14x1=14 hr		
	6	Final Preparati		1x11=11 hr					
	7	Final Submission						1x3=3 hr	
	TOTAL						75 hrs.		
			IV. PART						
	Na	ame		Lec. Elif Bakkaloğlu					
Instructor	E-I Phone	nall Number	<u>elit.b</u>	<u>akkaloglu@antalya.edu.tr</u>					
INSTFUCTOF	Office	Number							
	Office	fice Hours							
	Mandatory								

Course Materials	Recommended	 The Design of Everyday Things by Donald Norman Manufacturing Processes for Design Professionals by Rob Thompson Product Design and Development by Karl Ulrich, Steven D. Eppinger Sketching: Drawing Techniques for Product Designers by Koos Eissen, Roselien Steur The Art of Innovation: Lessons in Creativity from IDEO, America's Leading by Jonathan Littman The Design Thinking Playbook: Mindful Digital Transformation of Teams by Michael Lewrick 					
	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.					
Other	Students with Disabilities	Reasonable accommodations will be made for students with verifiable disabilities.					
	Safety Issues						
	Flexibility	Circumstances may arise during the course that prevents the instructor from fulfilling each and every component of this syllabus; therefore, the syllabus is subject to change. Students will be notified prior to any changes.					

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