



AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Basic Art Education							
Course Code		GİY182		Course Level		Short Cycle (Associate's Degree)			
ECTS Credit	2	Workload	50 (Hours)	Theory	2	Practice	0	Laboratory	0
Objectives of the Course		Definition of basic art training. It is aimed to teach the principles and elements in composition. To improve the students ability and skills by using exercises.							
Course Content		Make arrangements and interpretations with point-line applications. Make objects dark and light shade of light. Establishing composition by creating two and three dimensional forms. Color application to create a surface with texture interpretation. Develop students' skills with original studies.							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Demonstration, Discussion, Project Based Study, Individual Study, Problem Solving					
Name of Lecturer(s)		Ins. Saadet Nihal COŞKUN							

Assessment Methods and Criteria

Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	70

Recommended or Required Reading

1	"Temel Sanat Eğitimi", Yrd. Doç. Dr. BALCI, Yusuf Baytekin, Dr. SAY, Nuran Ya-Pa,2003,İst.
2	"Temel Sanat Eğitimi: Sanat Eğitimi Öğretim Sistemi ve Bilgi Kapsamı", GÜNAYDIN, Nevide, MOSS Eğitim, 2012, İst.
3	Basic Art Education Textbook
4	Lecture Notes

Week	Weekly Detailed Course Contents	
1	Theoretical	Definition of Basic design and its aimes. Giving the knowledge on the definition of the principles and elements, which give form to the art object.
2	Theoretical	To teach the structure of elements and principles(point, line, texture color, light-shadow, gap-occupancy, structure, rhythm, repetition, conformity, contrast, balance, sequence, order, integrity). Visual Presentation basic color information and visual applications(color circle, main color, intermediate color, applications)
3	Theoretical	Color Knowledge and Visual Applications Color Values and Harmony Negative - Positive Formations.
4	Theoretical	The point is, the point of the definition, as an element of visual expression, Point-Point relations, point types, art in nature and in dot-dash line definition of line effects in visual expression, line types and relationships, use a combination of dots and dashes Line in art and nature
5	Theoretical	Surface, Definition of surface, Effects of surface in visual expression,
6	Theoretical	Light and Shadow Use of Light and Shadow Role of Visual Design in Perspective theories
7	Theoretical	Design and creativity- Color, size, shape, surface application studies
8	Theoretical	Design Elements Contrast in Visual Expression Rhythm, Balance
9	Intermediate Exam	Midterm Exam
10	Theoretical	Practice studies for consolidation of learned information
11	Theoretical	Practice studies for consolidation of learned information
12	Theoretical	Practice studies for consolidation of learned information
13	Theoretical	Practice studies for consolidation of learned information
14	Theoretical	Practice studies for consolidation of learned information
15	Theoretical	Practice studies for consolidation of learned information
16	Final Exam	Final Exam



Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	2	28
Assignment	1	6	0	6
Studio Work	4	0	2	8
Midterm Examination	1	3	1	4
Final Examination	1	3	1	4
Total Workload (Hours)				50
[Total Workload (Hours) / 25*] = ECTS				2
*25 hour workload is accepted as 1 ECTS				

Learning Outcomes

1	To be able to do basic art works.
2	They learn principles of the design elements, interpretation and development of design skills.
3	Question the concepts of design and creativity in art education.
4	To adopt perspective, to be able to design by adding color element to basic drawing and application elements.
5	Defining the elements of the composition. Composition of design elements.

Programme Outcomes (Computer Programming)

1	Having knowledge and skills in web project preparation and publishing
2	Having the knowledge and skills necessary for proper use management of database applications
3	Having knowledge and skills for software development, testing and installation
4	Be able to use the hardware necessary for computer programming and solve the basic problems they have with hardware
5	To be able to use information and communication technologies at the level required by computer programming
6	To be able to produce solutions to problems encountered in the field
7	Having the competencies to make job planning in the profession
8	Communicating with colleagues and clients based on knowledge and skills
9	Be able to take responsibility as an individual or as a team member and to fulfill the responsibility
10	To be able to express written and oral expressions related to the study topic
11	Be able to adapt the winning information to new situations

Contribution of Learning Outcomes to Programme Outcomes 1:Very Low, 2:Low, 3:Medium, 4:High, 5:Very High

	L1	L2	L3	L4	L5
P1	1	1	1	1	1
P2	1	1	1	1	1
P3	1	1	1	1	1
P4	1	1	1	1	1
P5	1	1	1	1	1
P6	1	1	1	1	1
P7	1	1	1	1	1
P8	1	1	1	1	1
P9	1	1	1	1	1
P10	1	1	1	1	1
P11	1	1	1	1	1

