



AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Occupational Implementation and Project I							
Course Code		BPR257		Course Level		Short Cycle (Associate's Degree)			
ECTS Credit	5	Workload	125 (<i>Hours</i>)	Theory	3	Practice	1	Laboratory	0
Objectives of the Course		With this course students; will conduct research using the professional knowledge gained and present it in front of the community.							
Course Content		Advantages of research, basic concepts and data collection techniques. Determination of research topics in terms of students' interests and current developments in the computer field Investigate the resources appropriate to the content of the subject, creating content by using the resources related to the topic that are reached. Report research topics using report writing policies Present the report in front of the community by making it a presentation.							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Discussion, Project Based Study, Individual Study, Problem Solving					
Name of Lecturer(s)		Ins. Erkan GÜLER, Ins. Gizem GÜREL DÖNÜK, Ins. Mehmet Can HANAYLI, Ins. Taner KARATAS							

Assessment Methods and Criteria

Method	Quantity	Percentage (%)
Project	1	100

Recommended or Required Reading

1	Yazılım Geliştirme, K.Çamoğlu, Kodlab.
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Week	Weekly Detailed Course Contents	
1	Theoretical	Advantages of research, basic concepts and data collection techniques.
2	Theoretical	Advantages of research, basic concepts and data collection techniques.
3	Theoretical	Determination of research topics in the interest of students and current developments in computer field.
4	Theoretical	Determination of research topics in the interest of students and current developments in computer field.
5	Theoretical	Investigate the resources appropriate to the content of the subject, creating content by using the resources related to the topic that are reached.
6	Theoretical	Investigate the resources appropriate to the content of the subject, creating content by using the resources related to the topic that are reached.
7	Theoretical	Investigate the resources appropriate to the content of the subject, creating content by using the resources related to the topic that are reached.
8	Theoretical	Investigate the resources appropriate to the content of the subject, creating content by using the resources related to the topic that are reached.
9	Intermediate Exam	Midterm
10	Theoretical	Investigate the resources appropriate to the content of the subject, creating content by using the resources related to the topic that are reached.
11	Theoretical	Report research topics using report writing policies
12	Theoretical	Report research topics using report writing policies
13	Theoretical	Present the report in front of the community by making it a presentation.
14	Theoretical	Present the report in front of the community by making it a presentation.
15	Theoretical	Present the report in front of the community by making it a presentation.
16	Final Exam	Final Examination

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	3	42
Lecture - Practice	14	0	1	14
Term Project	1	0	32	32



Laboratory	25	0	1	25
Midterm Examination	1	5	1	6
Final Examination	1	5	1	6
Total Workload (Hours)				125
[Total Workload (Hours) / 25*] = ECTS				5
*25 hour workload is accepted as 1 ECTS				

Learning Outcomes

1	Data collection techniques
2	Determination of research topic
3	Data collection related to research topic
4	Report writing
5	Presenting the research in front of the community

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	5	5	5	5	5
P2	5	5	5	5	5
P3	5	5	5	5	5
P4	5	5	5	5	5
P5	5	5	5	5	5
P6	5	5	5	5	5
P7	5	5	5	5	5
P8	5	5	5	5	5
P9	5	5	5	5	5
P10	5	5	5	5	5
P11	5	5	5	5	5

