



AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Computer-Aided Clothing Design							
Course Code		GIY252		Course Level		Short Cycle (Associate's Degree)			
ECTS Credit	3	Workload	75 (Hours)	Theory	2	Practice	0	Laboratory	0
Objectives of the Course		At the end of this course, students will be able to use geometric drawing commands, editing commands, coloring commands and saving commands in computer aided design programs; They will be able to draw human figures in computer environment, make clothes illustrations, make professional technical drawings, make texturing and coloring drawings, and prepare presentation files.							
Course Content		Drawing on the technical drawing of suture types, Drawing on the technical drawing of the auxiliary materials, Drawing on the technical drawing, Drawing on the technical drawings, Drawing on the technical drawings. To prepare a presentation file.							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Demonstration, Discussion, Individual Study, Problem Solving					
Name of Lecturer(s)									

Assessment Methods and Criteria

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

Recommended or Required Reading

1	TallonK., "Dijital Moda Çizimi", Güncel Yayıncılık, 2009
2	Kullanılan programlara ait kataloglar

Week	Weekly Detailed Course Contents	
1	Theoretical	Using geometric drawing commands
2	Theoretical	Using edit commands
3	Theoretical	Using coloring commands
4	Theoretical	Using save commands
5	Theoretical	Draw a human figure on computer
6	Theoretical	Draw a human figure on computer
7	Theoretical	Making clothes illustrations on computer
8	Theoretical	Making clothes illustrations on computer
9	Intermediate Exam	Midterm
10	Theoretical	Texturing and coloring on computer
11	Theoretical	Texturing and coloring on computer
12	Theoretical	Drawing in computer environment using professional technical drawing knowledge
13	Theoretical	To draw stitch types on technical drawing
14	Theoretical	To draw auxiliary materials on technical drawing
15	Theoretical	To prepare the portfolio
16	Final Exam	Final Exam

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	2	28
Assignment	10	0	2	20
Studio Work	10	0	2	20
Reading	5	0	1	5
Midterm Examination	1	0	1	1



Final Examination	1	0	1	1
Total Workload (Hours)				75
[Total Workload (Hours) / 25*] = ECTS				3
*25 hour workload is accepted as 1 ECTS				

Learning Outcomes

1	Running computer package programs.
2	Drawing geometric shapes and make coloring
3	Drawing human figure on computer
4	Using computer aided design program to draw and detail the clothes
5	Preparing presentation file on computer

Programme Outcomes (Garment Manufacturing Technology)

1	To be able to use theoretical and practical knowledge related to Garment Manufacturing Technology
2	To carry out brand management, marketing and promotional activities related to Garment Manufacturing Technology
3	Having the skills of data collection, research report preparation and presentation for the research, preparing the project
4	Being able to plan the processes / processes related to Garment Manufacturing Technology to meet the expectations of the sector, to be able to make business organization, production plan and control, prepare working instructions
5	To be able to determine textile raw materials and surface properties, to choose garment auxiliary materials, to be able to control materials
6	To be able to carry out steps of pattern preparation, grading, pattern layout preparation
7	To be able to use necessary equipments and machines for applications related to Garment Manufacturing Technology and to make adjustments and maintenance
8	To be able to use computer aided pattern and design programs, production applications in Garment Manufacturing Technology
9	Having the ability to manage and organize business by creating the idea of establishing a business in the field
10	To be able to create a model by applying technical drawings of clothing and basic arts education
11	To be able to realize basic sewing techniques, production stages of women's, men's and children's wear

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

	L1	L4	L5
P1	1	1	1
P2		2	4
P3		1	1
P4		2	2
P6		1	1
P7	1	1	1
P8	5	5	5
P10	3	5	5
P11		1	1

