AYDIN ADNAN MENDERES UNIVERSITY
COURSE INFORMATION FORM

Course Title	Cloth History								
Course Code	MOT156		Couse Level		Short Cycle (Associate's Degree)				
ECTS Credit	2	Workload	50 *(Hours)*	Theory	2	Practice	0	Laboratory	0
Objectives of the Course	To provide critical analysis of the sociological and cultural movements in historical fashion with an understanding of the importance and use of historical research in design practice								
Course Content	In this course, basic terminology and forms of historic dresses will be explained from primitive cultures to the beginning of 20th century with an understanding of the importance and use of historical research in design practice.								
Work Placement	N/A								
Planned Learning Activities and Teaching Methods	Explanation (Presentation), Case Study								
Name of Lecturer(s)	Ins. Mesude Serpil ALTUN								

Assessment Methods and Criteria		
Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	70

Recommended or Required Reading	
1	Course books, visual and written resources, internet, visual arts

Week	Weekly Detailed Course Contents	
1	Theoretical	Examining the history of natural and artificial fiber
2	Theoretical	Examining the historical developments on woven, knitted, nonwoven, printed, and dyed fabrics
3	Theoretical	The history of dress in different civilizations, first age
4	Theoretical	The history of dress in different civilizations, first age
5	Theoretical	The history of dress in different civilizations, Medieval age
6	Theoretical	The history of dress in different civilizations, Medieval age
7	Theoretical	The history of dress in different civilizations, new age
8	Theoretical	The history of dress in different civilizations, new age
9	Theoretical	The history of dress in different civilizations, modern age
10	Theoretical	The history of dress in different civilizations, modern age
11	Theoretical	Examining the dress-making geographically as well as the variations on dress-making depending on seasonal changes.
12	Theoretical	Examining the dress-making in terms of culture, religion, ethnicity, and folklore comparatively
13	Theoretical	Turkish clothing history, Seljukian Era
14	Theoretical	Turkish clothing history, Ottoman Era

Workload Calculation				
Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	2	28
Midterm Examination	1	10	1	11
Final Examination	1	10	1	11
			Total Workload (Hours)	50
			[Total Workload (Hours) / 25*] = **ECTS**	2
**25 hour workload is accepted as 1 ECTS*				

Learning Outcomes	
1	will be able to analyze the historical developments on natural and artificial fiber.
2	will be able to analyze the historical developments on woven, knitted, nonwoven, printed, and dyed fabrics
3	will be able to evaluate historical dresses with the different social, critical, political and historical approaches
4	will be able to evaluate chronically Turkish clothing history.

5	will be able to evaluate chronically Turkish clothing history.
6	will be able to evaluate chronically Turkish clothing history.

Programme Outcomes *(Computer - Aided Design and Animation)*	
1	Using the basic knowledge and skills acquired in the field, interpret and evaluate data, identify problems, to analyze, to have the ability to develop evidence-based solutions.
2	To select and effectivly use modern techniques that are for applications relevant to the filed
3	Gaining the application skill by examining the relevant processes in industrial and service sector
4	To find solution when encounters unforeseen situations in the field, to gain the ability to be able to take responsibility in a team or make individual research.
5	To gain the awareness of the need for lifelong learning, continuous self-renewal monitoring and awareness of developments in science and technology
6	To gain the ability to use computer software and hardware required by the basic level of the field.
7	To be conscious about occupational safety, occupational health, environmental protection and quality.
8	Effective communication and follow the innovations in the field.
9	In mathematics, science and engineering directed to his/her field of basic theoretical and practical knowledge.
10	Having the planning skills related to Computer Aided Design and Animation program to meet the needs of the sector.
11	Gaining skills on technical drawing, computer-aided drafting, design using simulation programs in the field of making and using a variety of software systems and components to choose, to calculate the basic sizing, draw plans and projects.
12	Ability to use the methods and techniques of career planning and discussing the effects of character traits on career preferences.
13	Ability to plan a career in their own profession.

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

	L1	L2	L3	L4	L5	L6
P2	1	2	1	1	1	1
P3		2				