AYDIN ADNAN MENDERES UNIVERSITY
COURSE INFORMATION FORM

Course Title	Jewelry Design								
Course Code	MOT261		Couse Level	Short Cycle (Associate's Degree)					
ECTS Credit	2	Workload	50 *(Hours)*	Theory	2	Practice	0	Laboratory	0
Objectives of the Course	To explain the basic elements of art and design principles by looking from the perspective of jewelry design; to give information about the art of jewelery, precious metals and precious and semi-precious gemstones and as well as fashion and art trends, also the reflections of architectural, plastic and decorative arts on jewellery design with the support of visual presentations.								
Course Content	Symbolic meanings of prehistoric periods from different cultures; materials and techniques used; cultural structure, belief systems, art movements and effects of fashion on jewelry design; design methods; new materials and approaches of contemporary artists to jewelry design; Introducing leading domestic and foreign jewelry designers.								
Work Placement	N/A								
Planned Learning Activities and Teaching Methods	Explanation (Presentation)								
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	Hugh TAIT, Seven Thousand Years of Jewellery, Firefly Books, London, 2008
2	Altan TÜRE, World Jewelry History-I-From Prehistoric Ages to Medieval, IKO Publications, İstanbul, 2011

Week	Weekly Detailed Course Contents	
1	Theoretical	Symbolic language of jewelry used in the Paleolithic period
2	Theoretical	The art of jewelry in ancient Egypt, Mesopotamia and Crete
3	Theoretical	Ancient Greek, Roman and Byzantine jewelry
4	Theoretical	The art of jewelry in ancient Anatolian civilizations
5	Theoretical	The art of jewelry in Romanesque, Gothic and Renaissance periods
6	Theoretical	The art of jewelery in Europe and the Ottoman Empire from the 17th century to the end of the 19th century
7	Theoretical	20th century art movements and reflections on jewelry design
8	Theoretical	20th century art movements and reflections on jewelry design
9	Theoretical	Design process and jewelry design methods
10	Theoretical	Design process and jewelry design methods
11	Theoretical	Basic principles of design
12	Theoretical	The relationship between the concept of aesthetics and design principles
13	Theoretical	Jewelry and symbolism
14	Theoretical	Precious and semi-precious gemstones used in jewelry design

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	To be able to understand the basic elements and design principles of jewelry design
2	have knowledge about the development of jewelry art from prehistoric times to present
3	To be able to have knowledge about precious and semi precious stones used in jewelry and jewellery design
4	Have knowledge about how art movements influence the development of jewelry design
5	To be able to understand and interpret the symbolic language in the jewelry as a non-verbal communication tool

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	L4	L5
P5	3	4	4	2