AYDIN ADNAN MENDERES UNIVERSITY
COURSE INFORMATION FORM

Course Title	Computer Hardware						
Course Code	BDT259		Couse Level	Short Cycle (Associate's Degree)			
ECTS Credit	2	Workload	50 *(Hours)*	Theory	2	Practice	0	Laboratory	0
Objectives of the Course	With this course, students will gain competencies related to hardware installation procedures						
Course Content	Computer hardware, software and operating system, internet and internet browser, electronic mail management, news groups and forums, web based learning, word processor, transaction table						
Work Placement	N/A						
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Experiment, Demonstration, 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	Bilgisayar Donanımı- Mehmet ÖZGÜLER
2	Bilgisayar Donanımı-Ebubekir YAŞAR

Weekly Detailed Course Contents

Week	Weekly Detailed Course Contents	
1	Theoretical	Precautions for static electricity
2	Theoretical	Porperties of computer hardware
3	Theoretical	Porperties of computer hardware
4	Theoretical	Power supply needs of computer
5	Theoretical	Mainboard, processor, memory devices
6	Theoretical	Portable drives
7	Theoretical	portable drives
8	Theoretical	Midterm exam
9	Theoretical	Hardware cards
10	Theoretical	Computer peripherals
11	Theoretical	BIOS
12	Theoretical	BIOS
13	Theoretical	Error messages
14	Final Exam	Fİnal exam

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	1	14
Lecture - Practice	14	0	1	14
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	Checking hardware devises
2	Assembling hardware devices
3	Configuring BIOS
4	To detect the failure of hardware elements

5	To know the properties of hardware elements

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
P1					1
P2	3	3	1	3	3