



AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Computer Aided Design I							
Course Code		BDT106		Couse Level		Short Cycle (Associate's Degree)			
ECTS Credit	5	Workload	125 (<i>Hours</i>)	Theory	3	Practice	1	Laboratory	0
Objectives of the Course		This course is intended to provide knowledge and skills to computer-aided design.							
Course Content		Basic drawing elements, teaching coordinate system, basic drawing commands, writing, dimensioning and isometric drawings. Applications for 3D and 2D drawing.							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Demonstration, Discussion, Case Study, Problem Solving					
Name of Lecturer(s)		Ins. Atilla DEVELİOĞLU							

Assessment Methods and Criteria

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

Recommended or Required Reading

1	1. ŞAHİN, HİKMET (2004) BİLGISAYAR DESTEKLİ TASARIM. İSTANBUL: ALTAŞ
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Week	Weekly Detailed Course Contents	
1	Theoretical	Basic drawing elements, coordinate systems used in the program.
2	Theoretical	Screen editing commands.
3	Theoretical	Capture commands and applications.
4	Theoretical	Basic drawing commands (Angle, polygon, solid, rectangle)
5	Theoretical	Eclips, line, polyline, circle, scanning
6	Theoretical	Writing (Alignment, mean, right, angled text, style)
7	Theoretical	Writing (Alignment, mean, right, angled text, style)
8	Theoretical	Revising and editing commands (erase, undo, renew, copy, rotate, scaling, extend, trim)
9	Theoretical	Dimensioning, isometric drawings, 3D plane
10	Theoretical	Modeling 3D surface, giving background and paint.
11	Theoretical	Solid modeling, printer settings, print
12	Theoretical	2 and 3 dimensional drawing applications
13	Theoretical	2D drawing applications
14	Theoretical	3D modelling

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	3	42
Lecture - Practice	14	1	1	28
Assignment	6	3	2	30
Term Project	1	2	1	3
Midterm Examination	1	10	1	11
Final Examination	1	10	1	11
Total Workload (Hours)				125
[Total Workload (Hours) / 25*] = ECTS				5
*25 hour workload is accepted as 1 ECTS				

Learning Outcomes

1	Explain usage and initial surface
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2	Definition of basic drawing commands(circle,arc,line,eclips,polygon,rectangle,point,text etc.)
3	Definition of basic editing and quering commands(erase,move,copy,rotate,dimensioning,getting mirror image,division etc.)
4	Explanation of image control processes.
5	Definition of blocking processes and layers.
6	Explanation of definitions and concepts about dimensioning.
7	Showing the processes needed for taking print out from printer and plotter

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 effectively use modern techniques that are for applications relevant to the field
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	L7
P1		3	3	3	3	3	3
P4	2						
P8	4						
P11		3	3	3	3	3	3

