



## AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		System Analyze and Design I							
Course Code		BDT291		Course Level		Short Cycle (Associate's Degree)			
ECTS Credit	2	Workload	50 ( <i>Hours</i> )	Theory	2	Practice	0	Laboratory	0
Objectives of the Course		In this course, it is aimed to have the students gain the abilities and knowledge about design, application and presenting of an application project.							
Course Content		Product analysis and presentation for a project product by utilizing scientific methods and techniques							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Experiment, Discussion, Case Study, Project Based Study, Individual Study, Problem Solving					
Name of Lecturer(s)		Lec. Ahmet Cumhur ÖZTÜRK							

### Assessment Methods and Criteria

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

### Recommended or Required Reading

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Week	Weekly Detailed Course Contents	
1	Theoretical	Selecting the subject to work on
2	Theoretical	Presenting the data gained
3	Theoretical	Describing functions and variables of system/product
4	Theoretical	Selecting necessary materials
5	Theoretical	Presenting the data gained
6	Theoretical	Preparing technical specifications or the flow chart of system/product
7	Theoretical	Making the program or calculations of system/product
8	Theoretical	Making the program or calculations of system/product
9	Theoretical	Building the medium that system/product will operate
10	Theoretical	Installing system/product
11	Theoretical	Installing system/product
12	Theoretical	Testing system/product
13	Theoretical	Testing system/product
14	Theoretical	Presenting the outputs of system/product as a report

### 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	Determining the aim and scope of a system/product
2	Detailed research about the subject of system/product
3	Making calculations/writing a software about system/product
4	To be able to determine solution suggestions and process steps



5	To be able to transfer the preparations on paper to computer environment.
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**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
P1	4	4	4		
P3	4	4			
P4			4		4
P8				5	

