



## AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Using Predefined Libraries in Graphics and Design							
Course Code		BDT207		Couse Level		Short Cycle (Associate's Degree)			
ECTS Credit	3	Workload	75 (Hours)	Theory	2	Practice	0	Laboratory	0
Objectives of the Course		Information about Direct3D and OpenGL, introduction to OpenGL programming,API(Application programming interface),start programming with OpenGL,definition of important OpenGL functions,basic functions,transformations,defining event functions,examples,sample softwares							
Course Content		Knows graphic design language. Knows to use concept.Knows to expereess the concept in chart illustration.Knows to use visual culture in graphic design. Knows relationship between culture and design. Knows the importance of visual culture in graphic design.Knows the language of graphic design.							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Demonstration, Discussion, Project Based Study, Individual Study, Problem Solving					
Name of Lecturer(s)		Ins. Didar SÖMEN BALCI							

### 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	Knows the language of graphic design.
2	Theoretical	Knows how to use the concept.
3	Theoretical	Knows to express the concept in chart illustration language.
4	Theoretical	Can do the work of graphic expression techniques.
5	Theoretical	Knows the concept.
6	Theoretical	Knows diagram.
7	Theoretical	Knows the sysnthesis
8	Theoretical	Knows comment.
9	Theoretical	Knows the concepts Monotone, Duotone, Tritone.
10	Theoretical	Knows the concepts of linear narrative,
11	Theoretical	Knows to use visual culture. in graphic design.
12	Theoretical	Knows to use visual culture. in graphic design.
13	Theoretical	Knows the relationship between culture and design.
14	Theoretical	Knows the importance of visual culture in graphic design.
15	Theoretical	Knows the language of graphic design.

### Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	2	28
Assignment	5	3	1	20
Reading	1	2	3	5
Midterm Examination	1	10	1	11
Final Examination	1	10	1	11
Total Workload (Hours)				75
[Total Workload (Hours) / 25*] = ECTS				3

\*25 hour workload is accepted as 1 ECTS



**Learning Outcomes**

1	Doing animation editing works
2	Applying advanced techniques
3	Creating interactive animations by action scripts
4	Interactive animation preparation
5	Using ready library

**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	2	1	2		
P2	3	2		3	
P3					1
P4	1	1			
P10	2		1	3	
P11			2	1	3

