AYDIN ADNAN MENDERES UNIVERSITY
COURSE INFORMATION FORM

Course Title	Coloration Technology								
Course Code	OTT256		Couse Level	Short Cycle (Associate's Degree)					
ECTS Credit	4	Workload	100 *(Hours)*	Theory	3	Practice	1	Laboratory	0
Objectives of the Course	To teach the techniques and applications of vehicle body paint and coating.								
Course Content	To make paint on surfaces made from various materials, to recognize paint systems and apparatus, to recognize paint types and materials.								
Work Placement	N/A								
Planned Learning Activities and Teaching Methods	Explanation (Presentation), Experiment, Discussion, Project Based Study, Individual Study								
Name of Lecturer(s)	Ins. Erdoğan PİRELİ								

Assessment Methods and Criteria		
Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	70

Recommended or Required Reading	
1	Megep lecture notes
2	Motor Vehicle Lecture Notes (Color Studies on Vehicle)
3	Motor Vehicles Lecture Notes (Undercoat Paint)
4	Motor Vehicle Lecture Notes (Isolation and protective product applications)
5	Motor Vehicles Lecture Notes (Color Preparation)

Week	Weekly Detailed Course Contents	
1	Theoretical	Paste pull the ferrous metal surface
2	Theoretical	Pull-based paste to non-ferrous surfaces
3	Theoretical	Plastic surface sealant drawing
4	Theoretical	Paste drawing on pre-painted surfaces
5	Theoretical	Paste drawing on pre-painted surfaces
6	Theoretical	Recognition of airbrushes
7	Theoretical	Understanding the paint gun set.
8	Theoretical	Use of spray guns and spraying techniques
9	Intermediate Exam	midterm
10	Theoretical	Hair (Primary) primers
11	Theoretical	Primer preparation techniques
12	Theoretical	Issues to be considered in making masking
13	Theoretical	Issues to be considered in the preparation Primer
14	Theoretical	Acrylic liners can be colored
15	Theoretical	Learning the place of use of acrylic primer.
16	Theoretical	Final Exam

Workload Calculation				
Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	3	0	14	42
Lecture - Practice	1	0	14	14
Assignment	1	0	10	10
Individual Work	2	0	10	20
Quiz	2	0	6	12
Midterm Examination	1	0	1	1

Final Examination	1	0	1	1
			Total Workload (Hours)	100
			[Total Workload (Hours) / 25*] = **ECTS**	4
**25 hour workload is accepted as 1 ECTS*				

Learning Outcomes	
1	It can make putty on metal surfaces with and without iron base.
2	She knows how to make putty on plastic surfaces.
3	He knows his paint systems.
4	He makes the paint stroke with the right technique.
5	Know primers and primer preparation techniques.
6	Knows acrylic liners and application methods.

Programme Outcomes *(Automotive Technology)*	
1	To be able to interpret and evaluate data, identify problems, analyze them, and develop evidence-based solutions by using basic knowledge and skills in the field.
2	Must be able to choose and effectively use the modern techniques, tools and information technologies necessary for field related applications.
3	Must be able to gain practical skills by examining relevant processes in industry and service sector on site.
4	They must be able to produce solutions, take responsibility for teams or do individual work when they encounter situations unforeseen in the field related applications.
5	Awareness of the need for lifelong learning; it must be able to follow the developments in science and technology and to constantly renew itself.
6	Must be able to use computer software and hardware at the basic level required by the field
7	Must have job security, worker health, environmental protection knowledge and quality awareness.
8	He must possess a level of foreign language knowledge that is capable of following the innovations in his area of expertise and communication techniques.
9	Must be able to acquire basic theoretical and practical knowledge about the field in mathematics, science and basic engineering.
10	It should have the ability to plan the processes / processes of the Automotive Program to meet the expectations of the sector.
11	To be able to design the systems and components related to the field by using technical drawing, computer aided drawing, designing using simulation programs and using various softwares, to be able to make basic sizing calculations, to be able to master professional plans and projects.

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
P1	5	5	5	5	5	5
P2	4	4	4	4	4	4
P3	4	4	4	4	4	4
P4	5	5	5	5	5	5
P5	5	5	5	5	5	5
P7	4	4	4	4	4	4
P8	3	3	3	3	3	3
P9	1	1	1	1	1	1
P10	4	4	4	4	4	4