ENDÜSTRİ ÜRÜNLERİ TASARIMI /Ders-Program Yeterlilikleri Matrisi

Ders Kodu	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
IDE 101	3	2	3	3	3	2	2	2	2		2		3	2	2	2
IDE 103	2	2	2	3	3						2		2	2	3	
IDE 105	2						2		2	2	2	2	3	3	3	2
MATH 101																
IDE 107	2	2	3					2	3		2		2	2	2	2
ENG 103																
TLL 101																
IDE 102	3	2	3	2	3	3	2	2	3	2	3	2	3	3	3	2
IDE 104	3		3	3	3	2					2		3		3	
IDE 106	2	2	3	2	3	2	2	2	2		2	2	3	2	2	2
IDE 108	3	3	2				2	2	2		3		3	3	3	2
IDE 110	3	3	3	2	2	3	3	2	2	2	3	2	3	2	3	2
ENG 104																
TLL 102																
IDE 201	3	3	3	3	3	3	3	3	3	2	3	3	3	2	3	2
ARCH 203																
IDE 205	3	2	3	2	3	2	2	2	2		2	2	3	2	2	2
IDE 207	3		3		2	3			3		2		3		2	
IDE 209	3	3	2	2				3	2		3		2	3	3	
COD 305																
SEC 201																
IDE 202	3	3	3	3	3	3	3	3	3	2	3	3	3	2	3	2
IDE 204	3		3	3	3	2			2				3		3	
IDE 206	2	2				2	3						2			
IDE 208	3	3	3	3	2	3	3	2		2	3	2	3	2	3	
IDE 210	3	3	2	2				3	2	2	3	2	2	3	3	
BUS 101																
SEC 202																
IDE 301	3	3	3	3	3	3	3	3	3	2	3	3	3	2	3	2
HIST 201																
MKTG 201																
IDE 303	2							2	2	3	3	3	2	3	2	2
IDE 302	3	3	3	3	3	3	3	3	3	2	3	3	3	2	3	2
BUS 102																
HIST 202																
IDE 304	3	3	2	2				3	2		3		2	3	3	
IDE 401	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
IDE 403	3	2	2	3	2	2		3		3	3	3	3	3	3	
IDE 437*	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
IDE 447*	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
IDE 457*	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
IDE 477*	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
IDE 487*	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
IDE 402	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
IDE 404										2		2	2		2	3
IDE 438**	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
IDE 448**	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
IDE 458**	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
IDE 478**	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
IDE 488**	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
IDE 001	2				2								2			
IDE 002	2	2	2		3	2	2	2	2				2	3		2	2
IDE 003	2	2	2		3	2	2	3	2	2			2	3		2	2

Program Yeterlilikleri

1. Gain the ability of critical thinking and self-learning.

2. Gain design research skills; data collection, user and context observation, data analysis and interpretation.

3. Acquire knowledge and skills of creative problem solving methods; problem identification, problem redefinition and decomposition for innovative design solutions.

4. Gain working knowledge of principles of visual organization, including the ability to work with visual elements in two and three dimensions; colour theory and its applications.

5. Gain skills for communicating design concepts through drawing; 3D and 4D models; and prototyping.

6. Conceive innovative design concepts for user- centered products, services and systems.

7. Acquire knowledge on end-user psychology, human factors and user interactions.

8. Gain teamwork skills for multidisciplinary design projects applicable to their areas of specialization.

9. Gain a working knowledge of evaluating, choosing and applying materials, technologies and modern manufacturing methods applicable to their areas of specialization.

10. Understand and evaluate company strategies and organizational culture by gaining entrepreneurial and managerial skills for design projects.

11. Become skillful in observing, discovering and evaluating the current major issues, processes and directions both on local and global levels applicable to their areas of specialization.

12. Acquire functional knowledge of basic business and professional practice with an entrepreneurial focus and gain leadership skills.

13. Develop an understanding of the professional terminology and vocabulary of design applicable to their areas of specialization.

14. Acquire knowledge on economic, historical, cultural and technological contexts of design.

15. Present ideas and concepts by gaining knowledge and skills in verbal and written communication and in electronically and graphically expression technics at a professional entry level in design.

16. Acquire knowledge on professional ethics, legal responsibilities and rights in design industry.