

YAŞAR UNIVERSITY FACULTY OF ART AND DESIGN DEPARTMENT OF INDUSTRIAL DESIGN COURSE SYLLABUS

Course Title	Course Code	Semester	Course Hour/Week		rse Hour/Week Yaşar Credit	
DESIGN THINKING	ID0450	SPRING-FALL	Theory 2	Practice 2	3	5
Course Type Compulsory	ХЕ	lective				

Language of Instruction	ENGLISH
Level of Course	☐ Associate Degree (Short Cycle) X Undergraduate (First Cycle) ☐ Graduate (Second Cycle) ☐ Doctoral Course (Third Cycle)
Special Pre-Conditions of the Course	3rd and 4th year student can take the course, can be given Spring and Fall Semester, appropriate for all departments-

Course Coordinator	Dr.Öğr.Gör. TOLGA BENLİ	Mail: tolga.benli@yasar.edu.tr Web:	
Course Instructor(s)	CAN GÜVENİR Part -Time Lecturer	Mail: can@canguvenir.com Web: www.canguvenir.com	
Course Assistant(s)/Tutor (s)		Mail: Web:	
Aim(s) of the Course	develop entrepreneurship skills	erience the design based thinking methods and by design, experience design process and be a rking area, learn to collaborate, criticise and	
Learning Outcomes of the Course	skills and creative prol design process - Inform about design a business canvas - Experience the design	f being a part of a multi discipliner working blem solving methods by design thinking and nd innovation based entrepreneurship process by the design thinking methods eative thinking, creative problem solving,	
Course Content	This course includes the methods of design thinking and experience the iterative process of mindset as Understand, Empathy /Observe, Defin Ideate, Prototyping, Testing and implementing. Also, course question the future possibilities of working in multi disciplinary study by design actions.		

	COURSE OUTLINE/SCHEDULE (Weekly)					
Week	Topics	Preliminary Preparation	Methodology and Implementation (theory,practice, assignment etc)			
1	Introduction / WarmUp Project - Insight	No preparation	P01 : WarmUp Project/ Teaming/ Insight T01 : Theoretical Information / Insight			
2	Ideation / Prototype	Submission : Insight	P01 : Ideate / Prototype T02 : Ideation			
3	Implement / Presentation	Submission : Ideate	P01 : Presentation T03 : Implementing			
4	Reflection on Project	Submission : Project Report	P02 : Teaming T04 : Team Interaction			
5	Partner Project Start Design in the real world	Teaming	P02 : Project Brief / Understand T05 : Understand			
6	Design Research Method : Desk Research	Submission: Desk Research	P02 : Stakeholders T06 : Partner Relations			
7	Kick Off Meeting	Desk Research Revisions	P02 : Partner Meeting T07 : Project Management			
8	Design Research Method : Field Research	Submission : Kick Off Report	P02 : Interviewing T08 : Interview / Immersion			
9	Field Research Implementation	Interview Rehearsal	P02 : Field Research T09 : Observation			
10	Synthesis	Submission : Field Research	P02 : Point of View / Problem Definition T10 : Synthesis			
11	Ideation	Submission : Synthesis	P02 : Ideation T11 : Creative Problem Solving			
12	Prototyping	Submission : Ideation	P02 : Prototyping/ Testing T12 : Prototyping			
13	Testing	Submission : Prototyping	P02 : Prototyping/ Testing T13 : Testing			
14	Iteration	Submission : Testing Report	P02 : Refine Prototyping / Pitching T14 : Iteration			
15	Final	Final Report and Project Submission	P02 : Final Presentation			

Required Course Material (s) /Reading(s)/Text Book (s)	 Arthur VanGundy. 101 Activities for Teaching Creativity and Problem Solving 		
Recommended Course Material (s)/Reading(s)/Other	 Cross, Nigel. Design Thinking Brown, Tim. Change by Design Kelley, David. Creative Confidence 		

ASSESSMENT				
Semester Activities/ Studies	NUMBER	WEIGHT in %		
Mid- Term	-	-		
Participation	15	required		
Quiz	-	-		
Assignment (s)	10	70		
Project/ Final Project/ Dissertation and Preparation	2	30		
Laboratory / Practice (Virtual Court, Studio Studies etc.)	-	-		
Field Studies (Technical Visits)	1	required		
Presentation/ Seminar	-	-		
Final Examination/	-	-		
Other (Placement/Internship etc.)	-	-		
TOTAL	28	100		
Contribution of Semester Activities/Studies to the Final Grade		70		
Contribution of Final Examination/Final Project/ Dissertation to the Final Grade		30		
TOTAL		100		

	CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME OUTCOMES					
No	Programme Outcomes		Level of Contribution (1- lowest/ 5- highest)			
		1	2	3	4	5
1	.To identify, formulate, and solve the industrial design problems					х
2	To be able to design and conduct design experiments as well as analyze and interpret data				х	
3	To design the desired performance measures for an existing system or a process				х	
4	To design (or redesign) a system, a component, or a process to meet the desired needs					х
5	To use the techniques, skills, and modern engineering tools necessary for design practice	х		х		
6	To apply the knowledge of art, science, and engineering	х				
7	To identify and assess the impact of design solutions in a global and societal context	х				
	To recognize the the importance and employ the requirements of life-long-learning while keeping the knowledge as valid and updated by following the recent developments	e x				
9	To demonstrate the professional and ethical responsibility in professional life	Х		х		
10	To conduct an effective communication and work effectively in a team					Х
	To demonstrate the necessary skillset to use foreign language in developing communication with foreign counterparts					х
	To apply skills of using information technology and computer programs to improve in the field of design		х			

ECTS (STUD	ENT WORKLOAD)		
ACTIVITIES	NUMBER	UNIT	HOUR	TOTAL WORKLOAD
Course Teaching Hour (14 weeks* total course hours)	14	week	4	56
Preliminary Preparation and finalizing of course notes, further self- study	14	week	1	14
Assignment (s)	10	number	1	10
Presentation/ Seminars				
Quiz and Preparation for the Quiz	-		-	-
Mid- Term(s)	-		-	
Project (s)	2	number	20	40
Field Studies (Technical Visits, Investigate Visit etc.)	1	Week	5	5
Practice (Laboratory, Virtual Court, Studio Studies etc.)				
Final Project/ Dissertation and Preparation				
Final Examination				
Other (Placement/Internship etc.)				
Total Workload				125
Total Workload/ 25				5
ECTS				5

ETHICAL RULES WITH REGARD TO THE COURSE (IF AVAILABLE)

- Students are required to make their projects on their own.
- Projects must be handed in on the predetermined due date. The grade will be dropped 10% for the projects submitted in one
 week. Projects those are late more than one week will not be accepted.
- 80% attendance is required. It is students' responsibility to get the information about the project and homework given in the missing class, and to fulfill the requirements for the next week.

STUDENT WITH DISABILITIES OR SPECIAL NEEDS

Students with disabilities or special needs are encouraged to contact the instructor and the Unit for Student with Disabilities (http://eob.yasar.edu.tr/) for academic adaptations.

ASSESSMENT and EVALUATION METHODS:			
Final Grades will be determined according to the Yaşar University Associate Degree, Bachelor Degree and Graduate			
Degree Education and Examination Regulation.			
PREPARED BY/DATE CAN GÜVENİR / 29.11.2019			
UPDATED BY/DATE CAN GÜVENİR / 29.11.2019			
APPROVED BY/DATE			