ABDULLAH GÜL
UNIVERSITY

COURSE RECORDS

FACULTY OF ARCHITECTURE

AGU
Department
of Architecture

ARCH101 Design 1: Basic Design

Hour per week	12 (6+6)
Credit	9
ECTS	12
Level/Year	Undergraduate/1
Type	Compulsory
Prerequisites	-
Description	The first semester design studio is characterized by design investigations that are developed through thinking, experiencing, and making. We use our personal and social environments as learning and experiencing platforms to explore different natural phenomena and different spatial constructs, thoughts, and visions.
	In the light of this basic methodological introduction, this course also aims to question what students have learned before and sharpen their minds about themselves and their environment restricted by a result of a set of cultural codes and biases based on taxonomic hierarchical nature of knowledge. In this manner, this course aims students to explore their inner and outer environment and their body as an intersection between those two. By doing that the cultural codes and preconditions on those adjectives will become a subject of questioning.
Objectives	Identifying basic terminology of design thinking.
	Expressing ideas through individual design works.
	Conducting design-related research on specific topics.
	Using digital and conventional media for design representation.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Design in two-dimensional and three-dimensional media by following instructions.
	LO2. Make use of materials and techniques throughout the research and design process, integrating them architectural drawing and lettering skills.
	LO3. Criticize design work using appropriate design terminology,
	LO4. Interpret design ideas through various modes and scales of representation including consideration of human body dimensions in relevant contexts.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	5	5	5	0	0	5	0	0	0	4	0	0
LO2	5	5	5	0	0	5	0	5	0	4	0	0
LO3	5	5	0	0	0	0	0	0	0	0	0	5
LO4	5	5	5	3	0	5	0	5	0	4	4	5

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Basics of Design	LO1, LO2, LO3
From 2D to 3D Design	LO1, LO2, LO3
Body, Motion and Form	LO2, LO3, LO4
Designing 3D Space	LO2, LO3, LO4

ARCH102 Design 2: Introduction to Architecture

Hour per week	10 (4+6)
Credit	7
ECTS	9
Level/Year	Undergraduate/1
Type	Compulsory
Prerequisites	ARCH101
Description	In continuity with the outcomes of the previous studio, this studio is dedicated to developing students' skills of experiential learning by interacting them with the architectural space in various context. The students will encounter with simple problems of architectural design along with a couple of themes introduced. By having several projects and some workshops, the students will have the chance to challenge with spatial issues and gain necessary skills and intellectual background to build up their own way.
Objectives	Identifying basic architectural principles in the design of small buildings, interior space, and sites.
	Explaining the fundamentals of visual perception and the principles and systems of order that inform two- and three-dimensional design, architectural composition.
	Describing appropriate representational media, including hand drawings and computer technologies, to illustrate essential formal elements at each stage of the design.
	Examining the relationship between human body dimensions and architectural spaces and elements.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Create architectural ideas using diverse modes and scales of representation for effective communication through various media tools.
	LO2. Develop research and critical thinking skills to comprehend and analyze information effectively throughout the design process.
	LO3. Make use of materials and techniques in the design process, conceptualizing and concurrently utilizing relationships between diverse scales and design fields.
	LO4. Analyze the connections among people, architecture, and time critically and informatively.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	5	5	3	2	0	5	0	5	0	4	5	5
LO2	5	5	5	2	0	5	0	0	0	3	5	5
LO3	5	5	3	2	0	5	4	4	0	4	5	5
LO4	5	5	5	2	0	0	4	5	0	4	5	5

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Designing Simple Functional Spaces	LO1, LO2, LO3
Learning Design by Research	LO1, LO2, LO4
Designing for More Complex Scenarios	LO1, LO2, LO3

ARCH112 Media Literacy	
Hour per week	4 (3+1)
Credit	4
ECTS	5
Level/Year	Undergraduate/1
Type	Compulsory
Prerequisites	-
Description	Media literacy is a way of thinking about the media; a way of deconstructing media messages to gain more control over them. The course is designed to help students develop an informed and critical understanding of the nature of an ever expanding and increasingly dominating media –as information sources, as entertainment, and as an industry– as well as to examine, interpret, and evaluate the messages contained within, and their social and cultural implications. The course will retool different media techniques into form generation devices for architectural design and communication.
Objectives	Understanding the relationships between architecture and media.
	Analyzing the meaning behind the visual message.
	Evaluating the relative strengths and weaknesses of a variety of media tools in terms of potential communication outcomes.
	Creating architectural media outputs through media tools (e.g., Photoshop, Rhino).
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Identify the characteristics of a visual in digital media by considering it across a range of methods.
	LO2. Discuss the message behind the visual and the media.
	LO3. Illustrate different media skills through concrete experiences.
	LO4. Make use of media skills to critique the media with the other media tools.
	LO5. Create expressions by using and combining different techniques (drawing, model, digital tools, etc.).

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	3	5	3	4	2	2	2	5	2	0	4	0
LO2	3	5	3	4	2	2	2	5	2	2	4	4
LO3	3	5	3	4	3	3	3	5	0	3	2	4
LO4	3	5	3	4	2	2	2	5	2	2	4	3
LO5	3	5	3	4	3	3	3	5	0	3	2	4

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Discussing the 'Meaning'	LO1, LO2
Developing Expression Skills	LO1, LO2, LO3
Technical Drawings & Models	LO2, LO3
Digital Expressions	LO3, LO4, LO5

ARCH122 Materials & Behaviors

Hour per week	3 (2+1)
Credit	3
ECTS	5
Level/Year	Undergraduate/1
Type	Compulsory
Prerequisites	-
Description	The "Materials & Behaviors" course is structured on the theme "Introduction to Materialization" to introduce the building materials. It focuses on the building materials through traditional, conventional, and innovative perspectives to discuss the developing and changing properties and usage possibilities of building materials. It starts with defining and classifying building materials, components, and elements. Then, the basic properties and general characteristics of the building materials are explained by focusing on the environmental factors, user, and performance requirements. The building materials are discussed in detail based on the building material selection criteria, the relationship between building material selection and architectural design concept and the materials' usage areas in the building element systems.
Objectives	Distinguishing the hierarchical relations between building materials, components, and elements.
	Recognizing the building materials and their basic properties.
	Specifying the different uses of the building materials in the buildings.
	Analyzing the relationship between building material selection and architectural design concept.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Explain the difference between building materials, components, and elements.
	LO2. Identify the basic properties, inherent characteristics, and performances of the building materials.
	LO3. Examine the building materials based on their usage in the buildings.
	LO4. Select appropriate building materials via detailed research and review processes.
	LO5. Develop proposals for the given design problems using the material knowledge.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	5	3	4	4	1	3	3	1	5	5	5	3
LO2	5	3	4	4	1	3	3	1	5	5	5	3
LO3	5	4	5	5	2	4	4	3	5	5	5	3
LO4	5	4	5	5	2	4	4	3	5	5	5	3
LO5	5	4	5	4	3	4	4	5	5	5	5	3

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Basic terminology	LO1
Building material types and their properties	LO1, LO2
Building materials' usage in buildings	LO2, LO3, LO4
Design exercises on building material selection	LO4, LO5

ARCH131 Architecture Today

Hour per week	3 (3+0)
Credit	3
ECTS	3
Level/Year	Undergraduate/1
Type	Compulsory
Prerequisites	-
Description	Architecture Today course intends to create a point of view on design, architecture, and related disciplines by evaluating and examining the architectural production of today and 20th century. Course emphasizes on contemporary art and philosophy, as a critical contribution on the architectural production. It criticizes the production of the space over design challenges and reminds the interdisciplinary interactions of the architecture. Course also intends to create a passion on architectural profession for freshmen students.
Objectives	Introducing inter-and trans-disciplinary behavior of architectural profession over investigating the interactions and relations between architecture, art, engineering, and social sciences.
	Instituting the interrelation between research and design.
	Generating an understanding on (contemporary) architecture.
	Creating a passion on architectural profession.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Identify the interactions of architecture, art, engineering, and social sciences.
	LO2. Criticize the role of an architect(ure) in contemporary world.
	LO3. Examine the process of an architectural production as a fact of interdisciplinary interaction.
	LO4. Determine the idea of alternative thinking, in terms of design.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	5	4	0	4	0	3	2	0	2	0	4	0
LO2	4	5	3	5	2	4	3	0	0	0	4	3
LO3	5	5	3	5	0	4	4	0	3	2	5	0
LO4	3	5	2	4	2	3	2	1	4	2	4	4

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Role of Architect(ure) and Design in 21st Century	LO1, LO2
Art, Design, Technology and Architecture	LO1, LO3
Space, as an Architectural Artifact	LO3, LO4
Utopia: Challenge of Architecture	LO2, LO3, LO4
Discussions on Architect(ure)s; Introducing "Research by Design" Idea	LO2, LO3, LO4

ARCH132 Architectural History & Theory 1	
Hour per week	3 (3+0)
Credit	3
ECTS	4
Level/Year	Undergraduate/1
Type	Compulsory
Prerequisites	ARCH101
Description	The course aims to create a critical point of view over cultures and architectures of the early civilizations from the settlement of first cities to the end of the Middle Ages and comprehend the interactions and conflicts of their social environment, technics, and technologies. Architectural and historical backgrounds of the cultures and ideas are examined to evaluate their formal characteristics in a contextual approach. The course also generates a research environment to discover not only the impressions or expressions and their artifacts, but also the social order, art, and culture of the ancient civilizations. It is also aimed to make students aware of the fact that architecture is the product of social, cultural, and political forces and cannot be understood without introducing those issues and studying their place in the civilization or national history being analyzed.
Objectives	Recalling the historical background of the Afro-Eurasian civilizations.
	Examining the relationship between architectures of civilizations and their cultures in history.
	Classifying different building techniques and technologies in the ancient and medieval world.
	Comparing the development process of building technologies and culture.
Learning Outcomes	*By the end of the course, the student will be able to* LO1. Determine how societies and lifestyles define cultures.
	LO2. Compare the effects of the local characteristics on the development of architecture.
	LO3. Criticize historical continuity and architectural development.
	LO4. Determine 'the building' as an architectural artifact formed by social, economic, and cultural aspects.
	LO5. Create an intellectual opinion and a personal reflection on the history and culture of the architectural discourse.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	0	5	0	3	3	0	0	0	0	3	5	5
LO2	0	5	0	3	3	0	0	0	0	3	5	5
LO3	0	5	0	3	3	0	0	0	0	3	5	5
LO4	0	5	0	3	3	0	0	0	0	3	5	5
LO5	0	5	0	3	3	0	0	0	0	3	5	5

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

ARCH201 Architectural Design 1

Hour per week	10 (4+6)
Credit	7
ECTS	9
Level/Year	Undergraduate/2
Type	Compulsory
Prerequisites	ARCH102
Description	Architectural Design Studio-I intend to focus on dwelling problems to explore not only interior-exterior or public-private conflict, but also to learn from material, structure interaction, and the relationship between spatial functions and basic needs of daily life and new daily life. Design research into historic and current examples and context will provide a background for the problem of dwelling. The design journey is based on a holistic approach (the role of natural, built, and cultural environments; introduction to function, form, structure, and the principles of space organization as well as fundamental concepts of architecture; critical evaluation of contemporary architectural works; mappings, modelling and animation techniques, etc.).
Objectives	Examining the new needs of the changing society and users and the basics of architecture (basic functions related with the basic needs, basic roles of architectural materials and technologies in design process, etc.).
	Exploring the public and private conflict through examining interior and exterior spaces created by different cultures in the context.
	Enriching the architectural design perspectives and representation potentials.
	Comprehending the alternative ways of design as a research challenge.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Determine 'the building' as an architectural artifact formed by social, economic, and cultural aspects.
	LO2. Discuss the interaction between functions, needs and space, and how these come together to create an architectural program.
	LO3. Examine the formation of the space through material-structure and culture lifestyle interactions.
	LO4. Examine the interactions between the house, its inhabitants, the nature and/or the urban context, and the dwelling itself.
	LO5. Evaluate alternative ways of thinking in terms of research by design.
	LO6. Create a design idea based on design problems by using different means of expression.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	2	3	3	3	0	2	2	3	0	2	3	0
LO2	3	3	2	3	0	2	0	0	0	2	3	0
LO3	3	3	2	3	0	2	0	0	0	0	0	3
LO4	3	3	3	3	0	3	0	1	0	2	3	0
LO5	3	3	3	4	0	2	0	0	0	0	3	0
LO6	3	3	3	4	0	2	2	3	0	0	3	4

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Understanding Architectural Design & Discussing the Possibilities	LO1, LO2, LO3
Syntheses & Discussing the Possibilities	LO2, LO3, LO4
Developing Architectural Design and Technology	LO3, LO4, LO5
Promoting Architectural Design Idea	LO4, LO5, LO6

ARCH202 Architectural Design 2

Hour per week	10 (4+6)
Credit	7
ECTS	9
Level/Year	Undergraduate/2
Type	Compulsory
Prerequisites	ARCH201
Description	Architectural Design Studio 2 intends to focus on morphology to explore the interactions between space, function, and users as a design challenge. Following the path developed in the previous studios, the students are expected to represent their design idea with the appropriate tools, developing critical thinking about the social and cultural aspects of architecture. They are also expected to work with material and technological features to produce space and explore the architectonics of the design they create. These will incorporate form, morphology, topology, ergonomics, including special requirements and accessibility for the users, and last but not the least sustainability and environment friendliness.
Objectives	Examining the relationship between functions, users spatial order.
	Developing small-scaled architectural/spatial designs.
	Enriching the architectural design perspectives and representation potentials.
	Comprehending the alternative ways of design as a research challenge.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Determine space as an architectural artifact.
	LO2. Discuss the interaction between functions, needs and space, and how these come together to create an architectural program.
	LO3. Examine the formation of the space through space/place interactions.
	LO4. Evaluate alternative ways of thinking in terms of research by design.
	LO5. Create a design idea based on design problems by using different means of expression.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	3	3	3	2	0	3	3	0	3	3	3	0
LO2	3	3	3	3	0	3	3	3	0	3	3	3
LO3	3	4	3	0	0	0	3	2	0	3	0	0
LO4	3	4	3	3	0	4	3	3	0	4	3	0
LO5	3	4	3	4	0	0	0	4	3	0	0	4

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Discussing the possibilities	LO1, LO2
Conceptualizing Architectural Design Idea	LO2, LO3, LO4
Developing Architectural Design and Technology	LO2, LO3, LO4
Promoting Architectural Design Idea	LO4, LO5

ARCH221 Elements & Components 1	
Hour per week	4 (3+1)
Credit	4
ECTS	6
Level/Year	Undergraduate/2
Type	Compulsory
Prerequisites	ARCH101, ARCH122
Description	"Elements & Components 1" course is structured on the theme "Systems & Construction". It follows the "Materials & Behaviors" course by dealing with the transition from material to component and building element. The overall intention of the course is to equip the students for a successful building element system design process by providing awareness of its relationship with the architectural design concept and the variety of building materials and detailing options. The course starts with introducing the basic concepts related to building, building systems, performance-based design principles, and construction technologies. The building element systems are then discussed by focusing on basics, classifications, performance-based detail design principles, and construction technologies emphasizing the characteristics of each building element system.
Objectives	Identifying the building as a system with its sub-systems.
	Explaining the performance-based design principles used for designing building element systems.
	Recognizing the construction technology concept as an input of the building element system design process.
	Relating the user requirements and environmental factors when defining the design parameters.
Learning Outcomes	*By the end of the course, the student will be able to* LO1. Explain the building systems and sub-systems and their integration and relation. LO2. Utilize the performance-based design principles to building element system designs. LO3. Examine the role of construction technology components in the building element system design process and the realization of the design. LO4. Interpret the building element system designs based on the user requirements and environmental factors. LO5. Develop detailed drawings and models of building element systems for illustrating the use of materials and components.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	4	5	5	4	1	4	3	3	3	4	4	3
LO2	4	5	5	4	1	4	4	3	3	4	4	3
LO3	4	5	5	4	1	4	4	3	3	4	4	3
LO4	4	5	5	4	1	4	3	3	3	4	4	3
LO5	5	4	5	4	3	4	4	5	5	5	5	3

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

ARCH222 Elements & Components 2	
Hour per week	4 (3+1)
Credit	4
ECTS	6
Level/Year	Undergraduate/2
Type	Compulsory
Prerequisites	ARCH201, ARCH221
Description	The "Elements & Components 2" course is structured on the theme "Design & Integration" by following the outcomes of the "Elements & Components 1" course. The course's overall intention is to equip the students for a successful detailed design process by experiencing a construction project development process using the roadmaps given in the "Elements & Components 1" course. For this purpose, the construction project of the "Housing Project" designed as the outcome of "ARCH 201 Architectural Design 1" is developed by producing design development drawings, architectural detail designs, system details, and construction drawings using the performance-based detail design principles and focusing on the material and construction technique selection criteria.
Objectives	Explaining the architectural detail design and integration principles in relation with the performance-based design principles.
	Recognizing the relationship between the architectural design concept and detailed design.
	Describing the construction technology selection principles used for the detailed design development.
	Demonstrating the technical drawing principles for the construction project development.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Explain the architectural detail design principles focusing on the integration of the building element systems.
	LO2. Apply performance-based design principles for building element system and architectural detail designs.
	LO3. Examine the relationships between architectural design concept and detailed design.
	LO4. Select appropriate construction technology components for the detailed design development.
	LO5. Develop detailed drawings and models for identifying the assembly and integration of materials, systems, and components.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	5	5	5	5	1	5	5	3	5	3	5	3
LO2	5	5	5	5	1	5	5	3	5	3	5	3
LO3	5	5	5	5	1	5	5	3	5	3	5	3
LO4	5	5	5	5	1	5	5	3	5	3	5	3
LO5	4	4	5	4	1	4	4	5	5	3	5	3

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

ARCH223 Structure 1

Hour per week	3 (2+1)
Credit	3
ECTS	4
Level/Year	Undergraduate/2
Type	Compulsory
Prerequisites	-
Description	The course discusses the physical laws underlying structural principles. It highlights the relationship between the shape of interconnected structural elements and their role within the overall structure. The opportunities offered by structural forms to the definition of the architectural spaces are emphasized. It introduces the relationships between material and geometrical proprieties of elements and structural behavior.
Objectives	Transmitting sufficient theoretical background to understand the principles of structural design.
	Speculating on the configuration of form and structural elements and systems.
	Gaining an understanding of how structures resist loads through form.
	Exploring the creative potential of structural solutions and the influence on the organizational and symbolic architectural results.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Determine the main physical laws underlying structural behaviors and their relation to structural forms.
	LO2. Examine basic structural types and systems, their behavior, performance characteristics, and their potential for contributing to architectural form.
	LO3. Identify common structural and building construction systems and their characteristics as well as their advantages and disadvantages.
	LO4. Evaluate structural systems, sizing simple main structural elements at the level of preliminary design.
	LO5. Modify the structural design at a macro scale level under the architectural decisions.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	5	4	0	2	0	0	4	0	0	3	3	2
LO2	5	2	2	3	1	2	2	0	0	3	5	3
LO3	2	5	0	3	3	3	2	2	4	4	3	4
LO4	3	4	2	5	0	2	3	3	3	4	3	5
LO5	3	3	2	4	2	3	5	2	3	5	4	4

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

ARCH224 Structure 2

Hour per week	3 (2+1)
Credit	3
ECTS	4
Level/Year	Undergraduate/2
Type	Compulsory
Prerequisites	-
Description	The course introduces the relationship between load, section, and material. It presents the structural principles underlying the most common structural elements. It discusses the organization of such elements within the overall structure also emphasizing their architectural relevance. It exemplifies the selection criteria between alternative structural systems and their optimization at the macro level.
Objectives	Dimensioning structural elements made of different materials.
	Optimizing the macro level, the longitudinal and cross section of structural elements based on their moment/force diagrams.
	Speculating on the different kind of stresses and related relevance to which a structure can be subjected based on its shape and boundary conditions.
	Exercising from the first architectural sketches which parts will be structurally more problematic, the problems they will face and possible solutions at the macro level.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Evaluate main structural laws underlying structural behaviors and their relation to structural section.
	LO2. Identify common structural and building construction systems.
	LO3. Define structural characteristics as well as their advantages and disadvantages.
	LO4. Create a reasonable frame of a structure on architectural organization of space.
	LO5. Modify the structural design at a macro scale level under the architectural decisions.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	5	4	0	2	0	0	4	0	0	3	3	2
LO2	5	2	2	3	1	2	2	0	0	3	5	3
LO3	2	5	0	3	3	3	2	2	4	4	3	4
LO4	3	4	2	5	0	2	3	3	3	4	3	5
LO5	3	3	2	4	2	3	5	2	3	5	4	4

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

ARCH231 Architectural History & Theory 2

Hour per week	3 (3+0)
Credit	3
ECTS	4
Level/Year	Undergraduate/2
Type	Compulsory
Prerequisites	-
Description	Architectural History & Theory II course aims to create a critical point of view over cultures and architectures of Afro-Eurasia region from medieval times to the end of the eighteenth century and enable the students comprehend the interactions and conflicts of their social environment, technics, and technologies. Architectural and historical backgrounds of the civilizations and ideas will be critically investigated to evaluate their formal characteristics in a contextual approach. The course also generates a research environment to discover not only the impressions or expressions and their artifacts, but also the social order, art, and culture of the Afro-Eurasian civilizations. It is also aimed to make students aware of the fact that architecture is the product of social, cultural, religious, and political forces and cannot be understood without introducing those issues and studying their place in the civilization or national history being analyzed.
Objectives	Recalling the historical background of the Afro-Eurasian civilizations.
	Examining the relationship between architectures of civilizations and their cultures in history.
	Classifying different building techniques and technologies in the early modern world (15th to 18th centuries).
	Comparing the development process of building technologies and culture.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Determine how societies and lifestyles define cultures.
	LO2. Compare the effects of the local characteristics on the development of architecture.
	LO3. Criticize historical continuity and architectural development.
	LO4. Determine 'the building' as an architectural artifact formed by social, economic, and cultural aspects.
	LO5. Create an intellectual opinion and a personal reflection on the history and culture of the architectural discourse.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	0	5	0	3	4	0	0	0	0	3	5	5
LO2	0	5	0	3	4	0	0	0	0	3	5	5
LO3	0	5	0	3	4	0	0	0	0	3	5	5
LO4	0	5	0	3	4	0	0	0	0	3	5	5
LO5	0	5	0	3	4	0	0	0	0	3	5	5

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

ARCH232 Architectural History & Theory 3	
Hour per week	3 (3+0)
Credit	3
ECTS	4
Level/Year	Undergraduate/2
Type	Compulsory
Prerequisites	ENG101
Description	Architectural History & Theory III course aims to create a critical point of view over cultures and architectures of the modern times, namely, 19th and 20th century and comprehend the interactions and conflicts of their social environment, technics, and technologies. Architectural and historical backgrounds of the civilizations and ideas are examined to evaluate their formal characteristics in a contextual approach. The course also generates a research environment to discover not only the impressions or expressions and their artifacts, but also the social order, art, and culture of the modern world. It is also aimed to make students aware of the fact that architecture is the product of social, cultural, and political forces and cannot be understood without introducing those issues and studying their place in the civilization or national history being analyzed.
Objectives	Recalling the historical background of the Afro-Eurasian civilizations.
	Examining the relationship between architectures of civilizations and their cultures in history.
	Classifying different building techniques and technologies in the modern world (19th and 20th Centuries).
	Comparing the development process of building technologies and culture.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Determine how societies and lifestyles define cultures.
	LO2. Compare the effects of the local characteristics on the development of architecture.
	LO3. Criticize historical continuity and architectural development.
	LO4. Determine 'the building' as an architectural artifact formed by social, economic, and cultural aspects.
	LO5. Create an intellectual opinion and a personal reflection on the history and culture of the architectural discourse.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	0	5	0	3	5	0	0	0	0	3	5	5
LO2	0	5	0	3	5	0	0	0	0	3	5	5
LO3	0	5	0	3	5	0	0	0	0	3	5	5
LO4	0	5	0	3	5	0	0	0	0	3	5	5
LO5	0	5	0	3	5	0	0	0	0	3	5	5

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

ARCH250 Professional Practice on Site

Hour per week	2 (0+2)
Credit	1
ECTS	2
Level/Year	Undergraduate/2
Type	Compulsory
Prerequisites	ARCH122, ARCH221
Description	The Professional Practice on Site aims to provide internship experience at a construction site to understand the roles/responsibilities of an architect during the construction process. It can be carried out in a construction or restoration site, which employs at least one specialist architect or national/international excavation and surface research projects recognized by the Ministry of Culture and Tourism of Republic of Turkey employing at least one specialist architect. Within the scope of the construction site internship, following the phases of the building construction, drawing as-built projects and conducting survey measurements and drawings, survey studies, quantity surveys, construction project/detail design revisions can be performed under the supervision of the responsible architect of the site.
Objectives	Identifying current construction practices to improve professional capacity and abilities.
	Using architectural design knowledge in a construction site.
	Examining the requirements of the construction project by focusing on construction management abilities.
	Relating the roles of the project owner, contractor, and subcontractor.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Determine the characteristics of the construction sites for improving professional capacity and abilities.
	LO2. Apply architectural design knowledge to the construction site.
	LO3. Examine construction management practices.
	LO4. Identify the relationship between different shareholders of the construction practice.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	5	3	4	3	5	3	5	3	5	5	4	5
LO2	5	5	5	3	5	5	5	4	5	5	4	4
LO3	4	4	4	5	5	4	3	4	5	5	4	5
LO4	3	4	3	5	5	4	3	4	5	5	4	5

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Internship Practice	LO1, LO2, LO3, LO4

ARCH301 Architectural Design Studio 3

Hour per week	10 (4+6)
Credit	7
ECTS	9
Level/Year	Undergraduate/3
Type	Compulsory
Prerequisites	ARCH202, ENG101
Description	Architectural Design Studio 3 focuses on re-production of a spatial experience close to the urban periphery. The studio performs spatial research by working on the interaction of the urban core by suggesting a new era' public places. The studio makes research about the contradictions on socio-spatial problems in-between the urban core and periphery. Furthermore, the tension between two discrete phenomena must be reconsidered with a new perspective. In this respect, the studio aims to propose a design solution for the surrounding area behind urban core, to re-design the peripheral relationship of urban development.
Objectives	Describing the social relationships of the society and their integration into the urban fabric.
	Examining the public interactions of the society through the interior and exterior spatial forms.
	Recognizing the architectural design perspectives and representation potentials.
	Identifying the alternative ways of design as a research challenge.
	Demonstrating fundamental roles of architectural materials and technologies in the design process based on economic, cultural, and environmental sustainability and accessibility.
Learning Outcomes	By the end of the course, the student will be able to
	LO1. Define the social, economic, and cultural aspects of the society as the design input.
	LO2. Relate the interactions of the society and urban fabric.
	LO3. Model the role of the identity of the place in the design process.
	LO4. Discover the interaction between function, requirements, and space and their integration to develop an architectural program.
	LO5. Criticize the formation of the space through material-structure and space-place interactions.
	LO6. Develop the design problem using different representation techniques.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	5	4	5	5	5	4	5	5	5	5	5	5
LO2	5	5	5	5	5	4	5	4	5	5	5	5
LO3	5	5	5	5	5	4	5	4	5	4	5	5
LO4	5	5	5	4	5	5	5	4	4	5	5	5
LO5	5	5	5	4	4	4	4	5	5	5	5	5
LO6	5	5	5	4	3	5	4	5	4	5	5	5

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

ARCH302 Architectural Design 4

Hour per week	10 (4+6)
Credit	7
ECTS	9
Level/Year	Undergraduate/3
Type	Compulsory
Prerequisites	ARCH301
Description	The studio intends to focus on a local problem that can be used as a tool to transform the city in a global perspective. It deals with an existing building or a site with cultural heritage value and seeks to reconsider their social and physical functions in their current context. Students will be working in different scales to understand the relationships between the urban fabric and the architectural artifact. The studio not only emphasizes solving the architectural program as a spatial problem but is also concerned with gathering the technological and environmental design aspects. It aims to feel, understand, and read the physical, social character or the intangible values of the place by gathering data on site by using different methods than interpreting and present them by using any kind of techniques such as sketches, analysis, collages, videos, models, 3ds etc.
Objectives	Analyzing a city with its all components and developing the interaction between the design and the surrounding urban fabric.
	Experiencing the different scales of design and creating the local dynamics of the city and linking them in a global context.
	Creating basic rules of architectural materials and technologies in the design process, based on economic, cultural, and environmental sustainability and accessibility.
	Enriching the architectural design perspectives and representation potentials and comprehending the alternative ways of design as a research challenge
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Identify the urban functions and redefine them.
	LO2. Propose a global attitude in design by using local problems as a reference for global issues.
	LO3. Evaluate the social and physical aspects of the urban form and the existing buildings and consider to them as a design input.
	LO4. Examine the formation of the space through material/structure and space/place interactions.
	LO5. Create a design solution by using different means of expression.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	1	1	5	5	4	5	5	3	5	5	4	5
LO2	3	3	4	5	5	4	5	4	5	4	5	3
LO3	5	5	5	5	5	5	5	4	5	2	5	4
LO4	5	4	5	5	5	5	5	4	5	2	5	4
LO5	4	5	4	4	3	3	3	5	4	2	4	5

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

ARCH311 Urban Studies	
Hour per week	4 (3+1)
Credit	4
ECTS	6
Level/Year	Undergraduate/3
Type	Compulsory
Prerequisites	ENG101
Description	Overall aim of the course will be developing a design paradigm (in abstract level) and designing a neighborhood unit. The course introduces the dimensions of urban design & planning as well as the social, economic, and political processes in relation to production of urban space. The course involves in a design exercise to establish a relationship between urban and architectural scales both in abstract and concrete.
Objectives	Creating consciousness in the (urban) environment.
	Enhancing design thinking skills in landscape & urbanism.
	Elaborating on the visual thinking skills about landscape & urbanism.
	Recognizing the relationship between architecture and urban design, landscape architecture, city & regional planning.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Determine the relationship between the categories of the environment, design, place, urbanism, and architecture.
	LO2. Examine the relationship between the built environment and natural environment.
	LO3. Assess a relationship between economic, social, and cultural processes and production of urban space.
	LO4. Compose a morphological structure in various scale (from urban planning to architectural scale).
	LO5. Create a theoretical background about urban design, landscape architecture, city & regional planning.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	5	5	4	3	5	3	3	2	5	2	3	5
LO2	5	5	5	4	4	4	4	3	5	3	3	3
LO3	4	4	4	5	3	4	5	3	4	3	4	5
LO4	4	4	5	5	4	4	2	5	3	4	4	3
LO5	5	3	5	4	4	4	4	4	5	5	5	3

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Basic Concepts of Urban Design	LO1, LO2, LO3
Socio-Economic Forces for Design	LO3, LO4, LO5
Design Thinking in Urbanism	LO2, LO3, LO4

ARCH332 Conservation Theory & Practice

Hour per week	4 (3+1)
Credit	4
ECTS	6
Level/Year	Undergraduate/3
Type	Compulsory
Prerequisites	ARCH2XX
Description	Conservation Theory course intends to create a critical point of view about cultural heritage. In addition to the historic development of contemporary conservation theory, the course will focus on national and international case studies to discuss how research and architectural design interacts with heritage. The practical part of the course intends to teach basic classical and contemporary ways of documenting architectural and urban heritage and will include a case study consisting of fieldwork (survey, documentation) and architectural research. In addition, it is aimed to prepare a survey, restitution, and conservation project according to the current legislation in Turkey.
Objectives	Discussing the conceptual and contextual evolution of cultural heritage preservation from Antiquity to our day. Instituting a critical framework to discuss the reflections of architectural preservation theory and principles on the approaches and implementations illustrated by case studies from Turkey and abroad. Arguing international and national criteria through declarations, charters, principles, legislation, and other related texts. Applying the documentation of architectural heritage, including the preparation of survey/documentation, restitution, restoration, and urban scale projects.
Learning Outcomes	*By the end of the course, the student will be able to* LO1. Identify the basics of conceptual and contextual evolution of cultural heritage preservation from Antiquity to our day. LO2. Determine cultural heritage values in various scales. LO3. Discuss the roles of main international charters in the field of cultural heritage preservation. LO4. Examine architectural survey and documentation. LO5. Analyze a historical building/environment. LO6. Develop a conservation project in building/urban scale.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	0	3	0	4	5	0	4	0	0	3	0	5
LO2	0	3	0	4	5	0	4	0	0	3	0	5
LO3	0	3	0	4	5	0	4	0	0	3	0	5
LO4	0	3	5	4	5	0	4	0	0	3	0	5
LO5	0	3	0	4	5	0	4	0	0	3	0	5
LO6	0	3	0	4	5	0	4	0	0	3	0	5

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

ARCH350 Professional Practice in Architectural Offices

Hour per week	2 (0+2)
Credit	1
ECTS	3
Level/Year	Undergraduate/3
Type	Compulsory
Prerequisites	ARCH222, ARCH301
Description	The Professional Practice in Architectural Offices aims to provide internship experience in an architectural office to understand the roles and responsibilities of an architect. The students are expected to take part in a short-term project as a design assistant, such as a competition project, carried out in an office environment, and to follow the overall design process. The production of the construction drawings and detail designs can be part of the office internship. Also, restitution, restoration, and architectural design projects within the scope of restoration and re-functioning projects carried out in specialized architectural offices producing restoration projects, and historical research/comparison studies for restitution projects can be evaluated within this internship. However, the office internships carried out in building inspection offices, drawing as-built projects, preparing quantity surveys, construction project/detail design revisions for an on-going construction, and conducting survey measurements and drawings will not be accepted in the context of architectural office profession practice.
Objectives	Recognizing the current architectural design practice for improving professional capacity and abilities.
	Using architectural design knowledge in an architectural office.
	Examining the requirements of the architectural design process by focusing on project management abilities.
	Relating the roles of the shareholders of the design practice from different specializations.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Determine the characteristics of architectural offices for improving professional capacity and abilities.
	LO2. Apply architectural design knowledge to professional design practice.
	LO3. Examine project management practices.
	LO4. Identify the relationship between different shareholders of the design practice.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	5	3	4	3	5	3	5	3	5	5	4	5
LO2	5	5	5	3	5	5	5	4	5	5	4	4
LO3	4	4	4	5	5	4	3	4	5	5	4	5
LO4	3	4	3	5	5	4	3	4	5	5	4	5

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Internship Practice	LO1, LO2, LO3, LO4

ARCH401 Architectural Design 5

Hour per week	8 (2+6)
Credit	5
ECTS	8
Level/Year	Undergraduate/4
Type	Compulsory
Prerequisites	ARCH302, ENG102
Description	The theme of this semester is new architectural design in historic context. The analyses include a reading, understanding and evaluation of the historic and cultural context at the given site. Design proposals will be based on the parameters defined by the analyses and respect the existing historic, social, and cultural fabric, which will be a palimpsest of different layers.
Objectives	Enhancing design thinking skills (learning to learn, research by design).
	Responding to the site characteristics, including urban context / street pattern / historic fabric / heritage, topography, ecology, economy, society, and culture.
	Transforming a wide range of variables into an integrated architectural design proposal through analyses/evaluation and syntheses.
	Developing a building solution with architectural materials and technologies and a structural system in the design process, based on economic, cultural, and environmental sustainability, and accessibility.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Discuss a global attitude in design by using local problems as a reference for global issues.
	LO2. Distinguish the social and physical aspects of the context and consider to them as a design input.
	LO3. Solve the interaction between function, needs, space, and place for solving an architectural design program and to develop alternative ways of thinking in terms of research by design.
	LO4. Examine the formation of the space through material/structure and space/place interactions.
	LO5. Create the design problem and communicate the idea by using different means of expression.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	5	5	2	5	5	3	5	3	3	5	5	5
LO2	5	5	2	5	5	3	5	3	5	5	5	5
LO3	5	5	3	5	4	3	5	5	5	5	5	5
LO4	5	5	4	3	4	5	5	5	5	4	5	4
LO5	5	5	5	4	2	4	4	5	3	2	5	5

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Discussing the Possibilities	LO1, LO2, LO3
Conceptualizing Architectural Design Idea	LO2, LO3, LO4
Developing Architectural Design and Technology	LO3, LO4, LO5
Promoting Architectural Design Idea	LO4, LO5

ARCH402 Architectural Design 6 / Capstone

Hour per week	8 (2+6)
Credit	5
ECTS	8
Level/Year	Undergraduate/4
Type	Compulsory
Prerequisites	ARCH401, ARCH2XX
Description	Studio course intends to develop a design solution by a research-based study on urban form, as a capstone. It focuses on a city form and its layers and seeks a contemporary architectural design challenge to reconsider its social and physical aspects in a global context. Students must propose contemporary and unique architectural perspectives and technologies which improves local and global solutions for a sustainable environments and societies.
Objectives	Considering architecture as a transition challenge.
	Examining the local dynamics of the city and linking them in a global context.
	Criticizing the role of the local dynamics and global effects on urban development.
	Discussing how to create a global impact in local by architecture.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Compose contemporary urban functions and architectural forms by using local problems as a reference for global issues.
	LO2. Criticize the interactions of society and urban fabric.
	LO3. Design an architectural artifact through material-structure and space-place interactions, in terms of research by design.
	LO4. Propose a conceptual design solution by using different means of expression.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	5	5	4	5	4	4	5	3	5	5	5	5
LO2	5	5	5	5	5	4	4	4	4	5	5	5
LO3	5	4	5	5	4	4	5	4	4	4	5	5
LO4	5	5	5	4	5	5	5	4	5	5	5	5

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Architecture as an Invertor	LO1, LO2
Conceptualizing Architectural Design Idea	LO1, LO2, LO3
Developing Architectural Design and Technology	LO2, LO3, LO4
Promoting Architectural Design Idea	LO3, LO4

ARCH421 Building Technologies

Hour per week	3 (3+0)
Credit	3
ECTS	5
Level/Year	Undergraduate/4
Type	Compulsory
Prerequisites	ARCH22X
Description	"Building Technologies" course is structured on the themes "Environmental Control" and "Environmentally Responsible Architecture". The significant contribution of the course is to equip the students to conduct research and design on the fundamentals of building technologies and their application to buildings. The "Environmental Control" module mainly tackles energy efficiency, fire safety, lighting design, acoustic design, and sanitary installation issues focusing on the current technological advances and innovations in the construction industry. The importance of the integrated and inter- and transdisciplinary collaborations are also part of these discussions. During the "Environmentally Responsible Architecture" module, the current issues considered critical for the built and natural environment are discussed through environmentally responsible architecture and green building envelopes subjects.
Objectives	Explaining the building service system design principles and architects' responsibilities for the design process.
	Analyzing the legislation on building and construction.
	Defining critical topics for the built environment focusing on the environmental responsibilities of the building industry.
	Assembling innovative and sustainable building technologies into the built environment through design.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Explain the requirements of building service systems by focusing on the importance of interdisciplinary studies and architects' responsibilities.
	LO2. Identify the design and construction process decisions based on the national and international regulations and standards.
	LO3. Examine the environmental control requirements of buildings by focusing on the interactions between natural and built environment.
	LO4. Select the appropriate technological solutions and innovations for a specific design problem.
	LO5. Develop detailed drawings and models showing the design decisions on the building service and building element systems.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	5	4	4	5	3	3	5	2	5	4	5	3
LO2	5	3	5	5	2	3	4	5	5	4	5	3
LO3	5	3	3	5	3	4	4	2	5	3	5	3
LO4	5	3	3	5	3	3	5	2	5	3	5	3
LO5	5	4	5	4	3	4	4	5	5	5	5	3

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

ARCH422 Professional Practice & Ethics

Hour per week	3 (3+0)
Credit	3
ECTS	5
Level/Year	Undergraduate/4
Type	Compulsory
Prerequisites	ARCH401, ARCH2XX
Description	The course will focus on the ethical issues and different kind of practices of the architecture as a profession in different phases of the building production process. First, ethical issues related to architecture will be discussed. Then, every aspect of the architecture profession will be discussed through real-life examples by analysing and discussing their relations with the ethical rules.
Objectives	Explaining the ethical issues on the architectural practice.
	Discussing different practices of architecture, as a profession.
	Discussing ethical issues with the different practices of architecture.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Explain the importance of the ethical issues related to architecture.
	LO2. Examine different practices of architecture as a profession.
	LO3. Identify ethical issues with the different practices of architecture.
	LO4. Develop individual design praxis through experiences.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	2	4	2	2	2	2	1	2	5	3	5	5
LO2	3	3	3	4	4	2	2	2	5	3	5	5
LO3	3	3	3	4	4	2	2	2	5	3	5	5
LO4	5	5	5	5	5	5	2	5	5	5	5	5

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Professional Practice and Ethics	LO1, LO2, LO3
Practice with an Architectural Project	LO4

CP100 Career Planning	
Hour per week	1 (1+0)
Credit	1
ECTS	1
Level/Year	Undergraduate/1
Type	Compulsory
Prerequisites	-
Description	This course aims to make it possible for students to be employed in suitable fields based on their education and skills while creating the creation of career awareness in the early period of higher education. Furthermore, it aims to raise awareness about the expectations and dynamics of business life and to enable help students to develop personal and professional skills. Career Planning provides information about different sectors, to develop students' skills, as well as to get to know the tools they can use.
Objectives	Increasing awareness about the importance of career planning in the preparation process for the professional world.
	Discovering their competencies and to understand the expectations of the professional world correctly.
	Developing their knowledge and skills in line with the requirements of the relevant sectors.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Explain career center activities.
	LO2. Identify options for career development.
	LO3. Apply the necessary skills for effective communication.
	LO4. Discuss the importance of professional relationship networks.
	LO5. Determine the support units at the university.
	LO6. Identify the effective use of necessary resources for their career.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	0	1	0	1	0	0	0	0	0	1	3	0
LO2	0	2	0	2	0	2	0	0	1	2	4	0
LO3	0	2	0	0	0	3	0	0	0	4	4	4
LO4	0	3	0	2	0	3	0	0	2	4	4	3
LO5	0	3	0	0	0	0	0	0	0	2	3	0
LO6	0	0	0	0	0	3	0	0	0	4	4	0

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
What is the Career?	LO1, LO2
What are the Concepts of Intelligence, Personality, Knowledge, Skill, Talent, and Competence?	LO3, LO2
Basic Communication Skills, Diction and Body Language	LO2
Soft Skills	LO2
National and International Exchange Programs	LO5, LO6
Sector Days: NGOs, Public, Private Sectors, SME, Academy etc.	LO4, LO6
Effective Interview Techniques	LO1, LO4, LO6
Resume and Cover Letter Preparation	LO1, LO4, LO6

MATH150 Calculus

Hour per week	4 (4+0)
Credit	4
ECTS	5
Level/Year	Undergraduate/1
Type	Compulsory
Prerequisites	-
Description	Course focuses on the differential and integral part of single variable Calculus. Properly it aims to create an awareness of functions occurring around us, to provide the learners to see the hidden mathematics in life and to guide them in the analyses and use of these functions by using differentiation and integration. Course covers the following topics: limits and continuity, differentiation, integration, application of definite integral, integral and transcendental functions and techniques of integration.
Objectives	Providing fundamental knowledge and skills to analyze the behavior of a single variable function in every aspect
	Constructing theoretical and conceptual understanding of essential mathematical tools to study single variable calculus.
	Developing the ability of using the notions and tools of basic mathematics to recognize and analyze a problem deduced from real life/nature and offering solutions to these problems by applying relevant computation and analysis techniques.
Learning Outcomes	*By the end of this course, students will be able:*
	LO1. Comprehend the concepts of limits and continuity of single variable functions.
	LO2. Establish the theoretical understanding of derivative of a function and build the geometric interpretation of it and to calculate the derivative of a given function.
	LO3. Sketching a detailed graph of a function.
	LO4. Apply derivative rules to optimize a given source.
	LO5. Calculate the integral of a given function by using different techniques.
	LO6. Apply integration to find the area under a curve, to find length of a curve and to calculate the volume and surface area of the solid.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	4	3	0	4	0	2	0	0	0	0	0	0
LO2	4	4	0	4	0	0	0	0	0	0	2	0
LO3	4	4	3	3	0	3	0	0	0	0	0	0
LO4	4	4	0	4	0	0	0	0	0	0	3	0
LO5	4	3	0	0	0	0	0	0	0	0	0	0
LO6	3	4	2	4	0	3	0	0	0	0	3	0

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

ARCA101 Experimental Design Studio

Hour per week	4 (2+2)
Credit	4
ECTS	6
Level/Year	Undergraduate/4
Type	Elective
Prerequisites	ARCH2XX
Description	This course teaches students how to use experimental design to solve interdisciplinary design problems and create industrial products that meet user requirements and context. It is focused on not only a design process but also its technical and application project/process requirements. Students in the course will design an industrial product according to a given concept. The concept changes each semester to ensure that students are exposed to a variety of design challenges.
Objectives	Discussing the interactions of the furniture with the user and relations of the street furniture with its context.
	Interpreting ideas through necessary illustrations and architectural drawings through design process.
	Examining interdisciplinary study during a design process.
	Analyzing the behaviors of different materials to produce a design and different production techniques of a design with details.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Examine the human dimensions and ergonomics and the relations of the design with the user.
	LO2. Interpret diverse user scenarios and use them as an input during the design process.
	LO3. Create architectural drawings and sketches expressing design ideas.
	LO4. Propose a design regarding its relations with its context through critical thinking.
	LO5. Make use of suitable materials during the design process for prototype of the design and realizing process of it.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	0	4	4	0	0	4	0	0	0	0	0	3
LO2	0	4	4	0	0	4	0	5	0	0	0	3
LO3	0	4	4	0	0	4	0	5	0	0	0	3
LO4	0	4	4	0	0	4	0	0	0	0	0	3
LO5	0	4	4	0	0	4	0	5	0	0	0	3

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Investigation about the Given Topic	LO1, LO2
Outputs of the Interviews + Initial Ideas	LO1, LO2
Individual Works / Design Concept / Discussions / Reviews	LO3, LO4
Individual Works / Form / Discussions / Reviews	LO3, LO4
Model Making Methods and Programs	LO3, LO5
Individual Works / Prototype / Discussions / Reviews	LO3, LO4, LO5
Individual Works / Production Details / Discussions / Reviews	LO3, LO4, LO5

ARCA102 Digital Design & Robotics

Hour per week	4 (2+2)
Credit	4
ECTS	6
Level/Year	Undergraduate/4
Type	Elective
Prerequisites	ARCH2XX
Description	Studio course is geared to provide the students with cognitive and practical ability in digital design and digital fabrication including robotic and CNC production. Through reading, presentations and experimenting design methods such as tiling, algorithmic problem solving, cognitive models and generative modelling, design students will experience algorithmic methodologies as a part of the design process. The course is based on learning by presentation, computation and making that will be run in group projects. The course will run with group exercises both in manual and computational oriented making projects. In these projects digital processes will include CNC milling, 3D optic scanning and robotic production.
Objectives	Expanding perspectives on design in the 21st century, examining built form and the natural environment holistically as a singular ecology.
	Experiencing design thinking based on research and scientific method integrating one to one making with CAM/BIM.
	Experiencing differences between materials and technologies in the design and construction process.
	Generating structural and architectural strategies based on 3D tiling.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Determine computational mode of thinking and parametric mode of operandi.
	LO2. Make use of digital design methods, CNC, and other modelling methods to develop increasingly advanced skills.
	LO3. Evaluate the contributions of appropriate construction material and assembly methods to different geometries.
	LO4. Construct models of their research by design.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	5	4	4	4	0	5	3	0	0	0	0	0
LO2	4	5	4	5	0	3	3	3	0	4	0	3
LO3	5	5	4	5	3	3	5	0	0	0	4	4
LO4	5	5	5	5	0	4	5	5	0	4	4	4

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Mathematical and Algorithmic Interpretation: Outline Basics of Mathematical and Algorithmic Ideas of Structure and Form	LO1, LO2
Geometric Ideas of Form; Singular, Polygonal, Patterns, Tiling	LO1, LO2, LO3
Studio work: Programmatic Design, Generative Design Processes	LO2, LO3, LO4
Studio work: Development of the Program & Visual Coding	LO2, LO3, LO4
Promoting Design Idea and Fabrication	LO2, LO3, LO4

ARCA351 Practice in Architectural Conservation

Hour per week	4 (3+1)
Credit	4
ECTS	6
Level/Year	Undergraduate/3-4
Type	Elective
Prerequisites	ARCH301, ARCH2XX
Description	This course deals with the projects that are planned to be realized at building scale or at the urban scale in the field of architectural conservation. In this context, it focuses on project development processes at various scales based on documentation and analysis in historical buildings and environments. The aim of the course is to make the building or city-scale conservation projects, which are planned to be realized with university-society / public institutions / NGO collaborations, a part of the learning and research processes.
Objectives	Documenting and analyzing a historical building/environment.
	Examining the original characteristics and conservation problems of a historical building/environment.
	Applying ideas and solutions for the conservation of a historical building/environment.
	Creating knowledge through experiencing conservation project processes.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Determine the architectural documentation using advanced tools.
	LO2. Examine the original features and problems of a historical building/environment by researching and analyzing.
	LO3. Propose solutions for the conservation and reuse of a historical building/environment.
	LO4. Examine professional life processes.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	2	0	0	3	5	4	3	0	0	3	2	0
LO2	2	0	0	3	5	2	0	0	4	3	2	0
LO3	4	0	3	3	5	5	4	2	0	3	2	0
LO4	4	0	0	0	5	5	0	0	2	3	4	3

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Documenting and analyzing the historical building/environment	LO1
Evaluating the periodical change	LO2
Analyzing the conservation problems	LO2
Developing solutions and technical details for the conservation and reuse of the historical building/environment	LO3, LO4

ARCA401 Urban Mapping

Hour per week	4 (4+0)
Credit	4
ECTS	6
Level/Year	Undergraduate/3-4
Type	Elective
Prerequisites	ARCH2XX, ARCH311
Description	This course focuses on innovative methods developed for urban and environmental studies. It aims to generate knowledge about cities through innovative methods in terms of visual materials, and physical and digital technologies. It includes using tools such as archival documents, digital data sets, architectural drawings, photography, cartography, graphic design, written content, animation, film, and video to visualize innovative approaches to urban and natural environments. This course aims to create themes related to natural and built environments, produce data, and effectively transfer data obtained through various representation tools through urban and environmental research.
Objectives	Experiencing interdisciplinary research and study on urban form.
	Identifying and evaluating the urban issues.
	Producing a new context related with urban and environmental facts.
	Illustrating the urban and environmental areas by using different representation tools.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Examine urban and environmental areas.
	LO2. Define to a new perspective on urban and environmental studies
	LO3. Develop urban and environmental artifacts with the new context and approach.
	LO4. Interpret using with representation techniques and approaches.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	0	4	5	5	4	4	3	0	4	4	3	0
LO2	0	4	5	5	4	4	3	0	5	4	3	0
LO3	0	4	4	4	3	4	0	5	0	4	0	3
LO4	0	4	4	3	2	4	0	5	0	4	0	4

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Analyzing the Urban and Environmental Areas	LO1, LO2
Understanding the Urban and Environmental Areas	LO1, LO2
Generating new contexts for urban and environmental spaces	LO2, LO3, LO4
Rethinking and reproducing urban context	LO1, LO2, LO3

ARCD101 Digital Fabrication

Hour per week	3 (2+1)
Credit	3
ECTS	5
Level/Year	Undergraduate/3-4
Type	Elective
Prerequisites	-
Description	Digital Fabrication is a computer-aided production process. The course helps students to explain the direction and advantages of the change in design and production techniques. Software and automation methods are in the focus of this lecture to make students become acquainted with these techniques. In this course, Rhinoceros3D modeling software is explained and Grasshoppper3D -that runs within Rhinoceros3D- visual programming language is used to offer parametric design ideas. The models and algorithms produced using this software are converted into physical models by CNC and laser devices. It is aimed to add 4th dimension to the models with Arduino technology.
Objectives	Understanding parametric design and computational design through different modelling tools such as Rhinoceros3D and Grasshopper3D.
	Understanding the production processes and the creation methods of architecture and art with digital design and automated production.
	Applying laser cut, CNC and 3D print technologies.
	Analyzing different techniques, tools and materials to produce models, mock-ups and prototypes.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Explain the connections between CAD (computer aided design) and CAM (computer aided manufacture).
	LO2. Interpret technical know-how on various model making tools, machinery, and their operations.
	LO3. Make use of different digital tools like CNC, laser cutter and 3D printer.
	LO4. Create a model with different parameters using algorithms.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	0	0	2	2	4	2	0	2	3	2	2	0
LO2	3	3	2	3	4	4	0	4	4	2	5	0
LO3	3	5	2	5	3	5	0	5	3	3	4	0
LO4	5	5	3	5	3	5	4	5	4	4	2	0

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Discussions on Computational Design	LO1, LO2
Parametric Design with Grasshopper3D	LO2, LO3, LO4
Parametric Design Techniques for Laser Cutting	LO3, LO4
Fabrication with CNC Router+Lazer+3D Print	LO3, LO4

ARCD102 Site Analysis

Hour per week	2 (2+1)
Credit	3
ECTS	5
Level/Year	Undergraduate/3-4
Type	Elective
Prerequisites	-
Description	Site analysis is a preliminary phase of architectural and urban design processes dedicated to the study of the climatic, geographical, historical, legal, and infrastructural context of a specific site. Therefore, the course focuses on thinking of alternatives on conceptual form, mass, materiality, approach, landscape by research and analysis on urban space. It promotes alternative frameworks for urban form through existing assumptions, expectations, conditions and observations and impressions about the settlements and sites.
Objectives	Analyzing the urban layers of settlements.
	Collecting and evaluating on analysis of field data for site area.
	Producing appropriate decisions for the planning and project stages on the specific site areas.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Criticize main concepts, approaches and milestones environmental planning and design.
	LO2. Examine site analyses techniques as part of urban planning and design process.
	LO3. Determine necessary knowledge and skills to better understand the site areas.
	LO4. Identify basics of design thinking and designing on places.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	5	4	4	4	4	4	4	4	4	4	4	4
LO2	5	4	4	4	4	4	4	4	4	4	4	4
LO3	5	4	4	4	4	4	4	4	4	4	4	4
LO4	5	4	4	4	4	4	4	4	4	4	4	4

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
The Site Planning Process	LO1, LO2, LO3
Place-making	LO2, LO3, LO4
Maps, Graphics and Design	LO2, LO3, LO4
Design Elements and Principles Site Selection & Programming	LO1, LO2, LO4
Site Inventory -Physical &Biological Attributes	LO1, LO2, LO4
Site Analysis Integration and Synthesis	LO2, LO3, LO4
Conceptual Design	LO1, LO2, LO4
Plan Review Implementation	LO1, LO2, LO4

ARCD103 Design Methods & Praxis

Hour per week	3 (2+1)
Credit	3
ECTS	5
Level/Year	Undergraduate/3-4
Type	Elective
Prerequisites	-
Description	The course focuses on architectural design methods and praxis in different scales of the architecture profession. It starts with the design methods, and praxis from different fields of design then considers the architectural design methods and approaches in detail. The design methods and the role of architects will be discussed through documentaries, lectures, discussions, and in-class practices. Then, the individual design praxis will be examined and represented by the students in terms of providing an understanding of logical, cognitive, and visual procedures of the design process.
Objectives	Explaining design thinking through a variety of design professions. Discussing architectural design approaches in different scales. Defining individual design praxis through experiences. Identifying the logical, cognitive, and visual procedures of the design process.
Learning Outcomes	*By the end of the course, the student will be able to* LO1. Explain the importance of design thinking based on the variety of design professions. LO2. Interpret the different ways of design concerning logical, cognitive, and visual procedures. LO3. Examine architectural design approaches in different scales. LO4. Formulate individual design praxis through experiences.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	5	4	5	2	3	4	2	3	5	3	3	3
LO2	5	4	5	4	5	4	2	3	5	3	3	3
LO3	5	5	5	3	5	4	4	3	5	3	2	3
LO4	5	5	5	2	5	5	5	3	5	3	3	3

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Design & Designer	LO1
Design Methods	LO1, LO2, LO3
Mid-term Submission	LO1, LO2, LO3
Pursuing the Individual Design Praxis	LO3, LO4
Pursuing the Others' Design Praxis	LO3, LO4

ARCD106 Product Design & Fabrication

Hour per week	3 (2+1)
Credit	3
ECTS	5
Level/Year	Undergraduate/3-4
Type	Elective
Prerequisites	-
Description	Introduction to materials, techniques and equipment on jewelry and minimal product design and production. Design and making of small-scale products such as tableware, knobs etc. and jewelry. Teaching traditional and industrial fabrication techniques of jewelry with projects, such as surface application techniques, metal forming and shaping techniques; joining, casting, mechanisms.
Objectives	Experiencing jewelry design as a matter of industrial design and industrial production with materials and production techniques specific to it.
	Enhancing the ability to make models and prototypes with metal techniques.
	Working on small sculptures, objects and materials used in jewelry, tools, and supplies, die out pattern -making and replication techniques.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Construct jewelry and minimal objects by experiencing the design process.
	LO2. Examine the ergonomics of a wearable product.
	LO3. Develop ability to make models and prototypes in metal material.
	LO4. Create a product by working on both design and production.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	0	0	4	5	4	3	4	4	0	4	0	4
LO2	0	0	5	4	0	0	0	3	0	0	0	4
LO3	0	3	5	5	0	4	0	5	0	4	0	4
LO4	0	0	5	4	4	4	4	5	0	4	0	4

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Jewelry and Minimal Product Making and Materials	LO1, LO4
How design of an Accessory Model Design, Soldering Sample	LO1, LO2, LO4
Design to Fabrication Demonstration, Flax Shaft and Polishing	LO1, LO3, LO4
Idea Development and Sketching on a Minimal Object or Jewelry	LO1, LO2
Initial Exercises and 3D Mock-ups (Metal clay, plastic, molding resin, rubber, stainless steel, wood, paper)	LO3, LO4
Monitoring of Product Development and Application Studies	LO3, LO4
Fabricating Artefacts by Casting Technique	LO1, LO3, LO4
Detailing, Preparing for the Presentations and Display	LO2, LO3, LO4

ARCD107 Visual Culture

Hour per week	3 (2+1)
Credit	3
ECTS	5
Level/Year	Undergraduate/3-4
Type	Elective
Prerequisites	-
Description	The course is designed to encourage design-based professions to develop visual thinking skills for their design process, which is an investigation of the relationship between the architectural understanding and act of drawing. It is intended to provide participants with the opportunity to experiment with conceptual design processes, methodologies, techniques and approaches. The primary goal of the course is to not only build and develop technical skills, but also to investigate the creative process of design idea by transforming/translating any form of inspiration into visual format and to re-examine traditional notions of architectural representation in the design process. The course consists of partial lectures and in-class assignments, discussions on the phenomena of design principles and a final group project based on applying these principles.
Objectives	Enhancing visual thinking skills.
	Exercising the progress of design.
	Participating in group learning through collaborative activities such as debates, pin-ups, and group work.
	Developing collaborative working skills in groups.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Design a creative spatial composition, reaching a priori for architectural space design.
	LO2. Determine form production through applying proposed methodical processes.
	LO3. Create visual communication media for society and built environment in architectural & urban design.
	LO4. Develop a creative visual perspective for applying the built environment in further processes of design.
	LO5. Construct dexterity to realize correct, accurate, precise, and neat representation.
	LO6. Analyze global examples linked to architectural ideas and applications to stay up to date on new developments.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	5	5	5	4	3	4	2	3	1	4	4	0
LO2	5	4	4	3	3	2	2	2	1	3	4	0
LO3	3	3	4	2	4	4	3	5	1	4	4	5
LO4	5	5	5	3	4	4	4	5	1	5	4	0
LO5	3	5	5	4	4	4	4	5	1	5	4	0
LO6	4	4	4	4	4	2	4	3	1	5	4	2

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

ARCD108 Production of Urban Space

Hour per week	3 (2+1)
Credit	3
ECTS	5
Level/Year	Undergraduate/3-4
Type	Elective
Prerequisites	-
Description	This module will introduce you to cities and urbanization, with a particular focus on contemporary urban problems using examples from across the world. We will, together, critically analyze and discuss the role of the cities within society and civilization through history. We will focus on how various forces shape city space, the outcome of urbanization for cities and their population and how the urban governments, planner and architects must seek to respond to challenges of urbanization.
Objectives	Evaluating and comparing the origin and causes of the different forms of urbanization.
	Examining and comparing the contemporary urban problem in the age of global urbanization.
	Conceptualizing the historical evolution of the social, economic, and political forces which are still effective in the contemporary world.
	Exploring the historical evolution of the different forces with shape the city space.
Learning Outcomes	*By the end of the course, the student will be able to* LO1. Analyze the historical evolution of cities.
	LO2. Evaluate the responses of the planners, architects, and urban governments.
	LO3. Determine contemporary urban policies.
	LO4. Categorize political, economic, and social forces that shape contemporary cities.
	LO5. Discuss the function of the city.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	3	2	1	1	2	0	1	0	0	0	3	5
LO2	2	5	3	5	3	0	5	0	0	0	4	0
LO3	2	4	1	5	4	0	4	2	4	4	4	5
LO4	2	5	4	5	3	0	5	0	5	1	5	0
LO5	3	0	1	1	2	0	2	0	0	0	0	5

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Key Concepts and Themes	LO1, LO2
Premodern City	LO1, LO2
Modernization and the City	LO1, LO2
Contemporary Cities	LO2, LO3
Global City	LO1, LO2, LO3
Urban Problems	LO2, LO3, LO4
Presentation and Discussion of the Contemporary Urban Problems	LO3, LO4, LO5
Urban Citizenship	LO3, LO4, LO5

ARCD110 Transit Architecture

Hour per week	3 (2+1)
Credit	3
ECTS	5
Level/Year	Undergraduate/3-4
Type	Elective
Prerequisites	-
Description	Transit buildings must create an exterior image and prominent profile for their users so that passengers can easily find them while providing all the required safety, accessibility, and operational design considerations. The students will have a chance to evaluate the building type from both perspectives and develop a more advanced approach on transit architecture.
Objectives	Explaining and describing the design methods and approaches to the transit architecture both from technical and theoretical aspects. Judging and using the basic terminology in addition to interpreting international and national standards, design guidelines, principles, legislation, and other related texts. Discussing the importance and the impact of transit architecture design in urban scale. Developing a critical framework to the existing design methodologies in transit design and design verification tools such as pedestrian simulation tools.
Learning Outcomes	*By the end of the course, the student will be able to* LO1. Interpret the transit structures both from architectural and urban design perspectives. LO2. Construct innovative, creative, and critical thinking on the existing design methodologies. LO3. Distinguish the conceptual and technical evaluation of transit architecture. LO4. Illustrate the collaborative nature of the transit design. LO5. Create an international approach to transit architecture and trace varying approaches in different countries to the similar design concerns. LO6. Analyze where transportation policies are heading which they might encounter in their professional life.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	5	0	4	3	0	5	5	4	0	4	0	4
LO2	0	5	4	4	0	0	4	0	0	0	0	0
LO3	4	0	0	0	3	0	0	0	5	0	4	0
LO4	3	0	0	0	0	4	0	0	5	0	0	4
LO5	5	0	5	4	0	0	4	5	0	3	0	5
LO6	4	4	0	4	4	0	0	3	0	0	5	5

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

ARCD113 Architectural Sketching

Hour per week	3 (2+1)
Credit	3
ECTS	5
Level/Year	Undergraduate/3-4
Type	Elective
Prerequisites	-
Description	Course focuses on training aspiring architects in architectural design using 2D freehand drawing. It emphasizes how drawing helps express ideas, explore design possibilities, and present solutions. Students learn to apply architectural geometry and advanced techniques, gaining competence in artistic representation. They also examine, categorize, and modify drawings to investigate design options. The course fosters understanding of the design-art connection, encouraging innovative proposals through debates and discussions. It's a platform for planning, designing, and constructing architectural visions through 2D drawing.
Objectives	Defining the fundamental role of drawing in transforming abstract architectural concepts into visually captivating shapes.
	Examining and classifying different geometrical approaches to choose the most appropriate ones for specific design aspects.
	Verifying and arguing for the effectiveness of certain geometrical techniques. Determining the extent to which students' representations, effectively communicate the intended design.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Illustrate abstract architectural ideas into compelling visual concepts through drawing.
	LO2. Imagine three-dimensional spaces accurately.
	LO3. Examine iterative design exploration using drawing as a dynamic tool.
	LO4. Explain designs critically, considering historical and contemporary contexts for informed decision-making.
	LO5. Create their personal design concepts through the medium of freehand sketching.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	0	3	3	0	0	0	0	4	0	0	0	0
LO2	0	3	3	0	0	0	0	4	0	0	0	0
LO3	0	3	3	0	0	0	0	4	0	0	0	0
LO4	3	4	3	0	3	0	0	4	0	0	0	0
LO5	3	3	3	0	0	0	0	4	0	0	0	0

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

ARCD151 Design Implementations

Hour per week	3 (2+1)
Credit	3
ECTS	5
Level/Year	Undergraduate/3-4
Type	Elective
Prerequisites	ARCH250
Description	This course focuses on design ideas with different objectives and their implementation process that will be developed in collaboration with industry/public institutions/NGOs. The aim of the course is to observe, support and consult the products or prototypes of the students. While developing their design solutions and prototypes, students will have chance to work with different establishments and experience part-time internship.
Objectives	Applying design ideas and solutions into an economic output.
	Devising a whole process of a design prototype.
	Creating knowledge through learning by doing.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Propose solutions on the technical details and material alternatives of a design idea.
	LO2. Relate design idea with ergonomics, cost, productivity etc.
	LO3. Construct a prototype considering all the components of a design.
	LO4. Determine professional life processes.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	5	4	2	2	0	5	3	0	2	5	2	0
LO2	2	2	4	4	0	3	4	0	2	2	2	0
LO3	2	0	2	3	0	2	0	0	2	5	2	0
LO4	2	0	0	2	0	2	2	0	2	2	4	0

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Discussing the details & Revisions of the design	LO1, LO2, LO4
Discussing the alternatives & Preparations for the prototype	LO1, LO2, LO3
Preliminary studies on the prototype	LO1, LO3, LO4
Final prototype	LO1, LO3, LO4

ARCD301 Playing with the Past

Hour per week	3 (3+0)
Credit	3
ECTS	5
Level/Year	Undergraduate/3-4
Type	Elective
Prerequisites	-
Description	Although they often remain largely overlooked by academicians, computer games make increasing claims to "accurately" representing history, either using it as a storytelling context or claiming to dissect the very principles that guide history's flow. This course will examine the representations of history in a variety of computer games not only to evaluate their accuracy against the standards of scholarly works, but also to investigate the assumptions that guide such representation and even to determine whether these media can bring new questions and perspectives to the research work of academic field of history. The students will play the games and discuss how the historical themes are represented in the digital environment with a critical outlook.
Objectives	Providing basic skills on how to think contextually in historical settings and draw conclusions regarding the sequence of events taking place in the respective settings.
	Examining the construction of historical knowledge and how each society understands and produces history.
	Identifying the importance of socio-political, cultural, economic, and technological developments and their role in history using grand -strategy computer games about history.
	Utilizing computer games for interactive learning and thinking environment for learning world history.
Learning Outcomes	*By the end of the course, the student will be able to* LO1. Create blog posts regarding a historical topic.
	LO2. Analyze a historical context using computer games as a secondary source of information.
	LO3. Construct effective arguments in support of a thesis.
	LO4. Criticize conflicting historical events and information.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	0	0	0	0	0	4	0	0	0	4	0	0
LO2	0	0	0	0	0	4	0	0	0	4	0	0
LO3	0	0	0	0	0	4	0	0	0	4	0	0
LO4	0	0	0	0	0	4	0	0	0	4	0	0

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Introduction to the Course: Learning History, Understanding Historical Institutions, and the Computer Games	LO2, LO3, LO4
Game 1: Gaming Sessions & Discussions	LO2, LO3, LO4
Game 2: Gaming Sessions & Discussions	LO2, LO3, LO4
Game 3: Gaming Sessions & Discussions	LO2, LO3, LO4
Overall Evaluation of the Semester	LO1, LO4

ARCD302 Traditional Housing Culture in Anatolia

Hour per week	3 (3+0)
Credit	3
ECTS	5
Level/Year	Undergraduate/3-4
Type	Elective
Prerequisites	-
Description	The course is based on understanding the culture and characteristics of traditional residential buildings in different regions of Anatolia. It is focused on the outcomes of the different ways of interactions between human and places, the characteristics of settlements and houses. Local and cultural factors and accordingly, different architectural forms and spaces are intended to be explored concerning diverse geographical conditions. During the semester, characteristics of traditional houses in different regions of Anatolia will be examined through spatial organization, construction technique, materials and interaction patterns of users and spaces.
Objectives	Discussing the history of traditional housing culture in Anatolia.
	Describing the different approaches classifying traditional residential buildings in Anatolia.
	Examining the organization of the traditional houses in the traditional settlements and their relations with the environment in different regions of Anatolia.
	Arguing the effects of environmental, social, and cultural factors on architectural forms of the traditional residential buildings in different regions in Anatolia.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Define the different kinds of housing in Anatolia since pre-historic times.
	LO2. Make use of the basic terminology and spatial organization principles of traditional Anatolian houses.
	LO3. Interpret the effects of local (physical) characteristics (geography, topography, climate) in the formation of traditional houses in Anatolia.
	LO4. Criticize the effects of cultural factors (production, daily life, traditions) in the formation of traditional houses in Anatolia.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	0	0	3	3	5	0	0	0	0	0	0	5
LO2	0	0	3	3	5	0	0	0	0	0	0	5
LO3	0	0	3	3	5	0	0	0	0	0	0	5
LO4	0	0	3	3	5	0	0	0	0	0	0	5

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

ARCD303 20th Century Architecture

Hour per week	3 (3+0)
Credit	3
ECTS	5
Level/Year	Undergraduate/3-4
Type	Elective
Prerequisites	-
Description	Course intends to create a critical point of view over cultures and architectures of 20th Century, and the interactions and conflicts of the social environment, technics and technologies. Architectural and historical backgrounds of the 20th Century are examined to evaluate their formal and stylistic characteristics in a contextual approach. Course also generates a research environment to discover not only the impressions or expressions and their artifacts, but also the social order, art and culture of the world civilizations.
Objectives	Exploring the historical background of the world civilizations.
	Examining the relationship between architectures of civilizations and their theories in history.
	Comprehending the interactions of building techniques and technologies in history.
	Illustrating the development process of building technologies and culture.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Evaluate the effects of the global characteristics on the development of architecture.
	LO2. Examine the economic, social and political developments of modernization and its effects on art and architecture.
	LO3. Criticize historical continuity and development.
	LO4. Create a sense of architectural culture through historical perspective.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	5	4	4	4	5	4	3	4	5	3	5	0
LO2	5	5	5	4	5	4	3	0	4	3	4	0
LO3	5	5	5	5	5	5	4	0	4	0	5	0
LO4	5	5	5	5	5	5	5	4	4	4	5	0

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Dilemmas of the 20th Century Art & Architecture	LO1, LO2
Modern Roots; Less and More?	LO1, LO2, LO3
Utopia: Urban planning & Architecture	LO1, LO2, LO3
"Less is a bore." Post-Modernism	LO1, LO2, LO3
Deconstruction, Deconstructivism	LO2, LO3, LO4
Hermeneutics	LO2, LO3, LO4
Learning from 20th Century	LO3, LO4

ARCD305 Contemporary Issues in Cultural Heritage Studies

Hour per week	3 (3+0)
Credit	3
ECTS	5
Level/Year	Undergraduate/3-4
Type	Elective
Prerequisites	-
Description	This course is open for all students interested in cultural heritage studies for understanding basic concepts of theories of cultural heritage studies and implementations including expertise of different disciplines.
	Culture, as a concept, includes many perspectives and fields of studies to investigate. Thus, cultural heritage studies require multidisciplinary methodology to understand and interpret the basic concepts and approaches related to the concept of culture and its impact area.
	This course aims to discuss the concept of 'culture' and 'cultural heritage' through different disciplines such as architecture, politics, art, and history and provide a comprehensive understanding of culture with different concepts such as heritage, memory, cultural conflicts/exchanges, authenticity or politics. Besides, this course has several thematic modules which respond to contemporary discussions and cultural agenda in a global context.
Objectives	Describing the main parameters and concepts about the concept of culture and cultural heritage and its diverse field of studies.
	Examining diverse approaches about cultural heritage in different countries.
	Examining the process of interpretation and preservation of cultural assets considering social, economic, and political concerns.
	Discussing the current political, social, and economic issues and their effects on understanding.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Identify culture as a concept and cultural heritage as a value in multidisciplinary contexts.
	LO2. Identify concepts and terminology about culture and cultural heritage studies.
	LO3. Interpret the interactions, integrations, conflicts or exchanges between different cultures and their impact on cultural heritage studies.
	LO4. Criticize different approaches about understanding and preservation of cultural heritage in different geographies.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	0	3	0	4	5	0	4	0	0	3	0	5
LO2	0	3	0	4	5	0	4	0	0	3	0	5
LO3	0	3	0	4	5	0	4	0	0	3	0	5
LO4	0	3	5	4	5	0	4	0	0	3	0	5

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

ARCD306 Anatolian Archaeology & Architecture

Hour per week	3 (2+1)
Credit	3
ECTS	5
Level/Year	Undergraduate/2-3
Type	Elective
Prerequisites	-
Description	Anatolia has been settled by various civilizations for centuries by various civilizations. Examination of Prehistoric, Classical, Late Antique and Medieval periods of Anatolia through the cities or settlements is vital to understand the further culture's urban formation and architecture. Different cultures affected each other and the interactions between these cultures can be observed through several fields like art, architecture, urbanization, and even daily life. In this context, archaeological evidence and physical remains should be understood, interpreted, and assessed efficiently to grasp the cultural continuity of Anatolia. Investigating archaeological findings, architectural values, art, and culture of Anatolia will provide an intellectual perspective to interpret today's urban topography and architecture in a holistic approach.
Objectives	Understanding the cultural and historical background of Anatolia through the architecture and archaeology of Late Antique and Medieval Anatolia,
	Examining different cities and buildings in diverse regions to comprehend construction technique and use of materials and parameters affecting this diversity,
	Understanding the role of archaeology to analyze the urban topography and architecture.
	Comprehending the cultural diversity of Anatolia and cultural interactions between different societies
Learning Outcomes	*By the end of the course, the student will be able to* LO1. Identify cultural continuity of Anatolia through archaeological and architectural remains. LO2. Identify urban formation, building types and construction techniques in Late Antique and Medieval Anatolia LO3. Interpret changing cultural interactions/exchange between different societies through architecture. LO4. Evaluate archaeological findings to understand the cultural characteristics of (remaining) built environment. LO5. Compare changing cultural, geographical, and architectural contexts and strata of settlements. LO6. Make use of different sources to research history, archaeology, and architecture of Anatolia.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	3	0	0	0	0	3	0	0	4	0	0	0
LO2	0	3	3	0	0	0	0	0	4	0	0	0
LO3	0	0	0	3	0	0	4	0	0	0	0	0
LO4	3	0	0	0	0	0	0	0	0	0	0	0
L05	0	0	4	0	0	0	0	0	0	0	4	4
L06	0	0	0	5	0	0	0	0	0	0	4	3

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

ARCD411 Urban Traffic Planning

Hour per week	3 (3+0)
Credit	3
ECTS	5
Level/Year	Undergraduate/3-4
Type	Elective
Prerequisites	-
Description	The course aims to explain the basic concepts and design principles related to road and traffic flow and to teach the basics of sustainability and smart transportation systems in transportation. Thus, the importance of the interaction between urban land use and traffic and transportation are analyzed, discussed, and evaluated through examples.
Objectives	Conveying the basic principles and importance of the management and planning of urban road traffic systems to the students.
	Learning on design types of parking in city space.
	Teaching on the knowledge of traffic planning and management within the scope of the transportation system in cities.
	Teaching on the concept of sustainability in transportation.
Learning Outcomes	*By the end of the course, student will be able to:*
	LO1. Define knowledge of highway and inner-city roads design principles
	LO2. Interpret obtaining information on traffic planning and implementation through sample applications.
	LO3. Solve the traffic problems on City spaces.
	LO4. Evaluate the relationship between pedestrians, bicycles, and motor vehicles in traffic.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	0	0	4	4	0	2	0	2	3	3	5	5
LO2	0	0	4	4	0	2	0	2	3	3	5	5
LO3	0	0	4	5	0	2	0	2	3	4	5	5
LO4	0	0	4	5	0	2	0	2	3	4	5	5

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topics	Outcomes
Introduction to traffic planning and types of transport system	LO1, LO2, LO3
Urban Highway design principles	LO1, LO2, LO3
Traffic flow variables and their relationships	LO1, LO2
Urban land use and accessibility concept	LO1, LO2
Types of parking in City space	LO2, LO3
Pedestrian and bicycle traffic and design principles	LO1, LO3, LO4

ARCD412 Data Analysis & Planning Technics

Hour per week	3 (3+0)
Credit	3
ECTS	5
Level/Year	Undergraduate/4
Type	Elective
Prerequisites	-
Description	This course presents the basic statistical analysis method and planning technics for a better understanding of nature of environment, demographical distribution, economic indicators, urban planning process etc. Students analyze many global issues based on different nominal, ordinal or scaled data by using statistical and GIS programs. At the end of the course, students are expected to prepare a case study to report their data that is produced by them.
Objectives	Analyzing the planning process and movement in the city.
	Explaining the human mobility by different data.
	Constructing ideas via statistical measurements.
	Understanding of data from different sources.
	Estimating and evaluating of future tendencies.
Learning Outcomes	*By the end of the course, student will be able to:* LO1. Identify key features of urban planning principles.
	LO2. Demonstrate how this specific planning process is aligned with different data sources.
	LO3. Analyze land use and functional distribution based on the different inputs by observing, gathering, and examining the city as well as a case study by using specific parameters and data.
	LO4. Relate these goals with your individual fields as well as other fields.
	LO5. Determine land use, urban planning process, parameters, and statistical data.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	3	3	3	3	0	0	0	3	2	0	3	0
LO2	3	4	4	3	0	3	3	4	3	0	4	3
LO3	4	4	4	3	0	4	3	4	0	3	4	4
LO4	4	4	3	4	0	3	3	3	0	0	4	0
LO5	3	3	4	3	0	3	3	3	3	0	4	0

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topics	Outcomes
Introduction to Data and Planning Technics	LO1, LO2, LO3
Types of Data	LO1, LO4
Getting to Know Analysis Programs	LO1, LO2, LO5
Basic Statistical Calculations	LO2, LO4
Planning Process and Analysis Methods	LO1, LO3, LO5
Analyzing Land Use and Functional Distribution	LO1, LO2, LO3

ARCG103 Architectural Image & Materials

Hour per week	2 (2+0)
Credit	2
ECTS	3
Level/Year	Undergraduate/2-3
Type	Elective
Prerequisites	-
Description	This lesson is aimed at material beyond just looking at a structural element how the material will be handled in a different perspective, how it contributes to the architectural design and the structure, and how it can be presented. In addition to the physicality of the material, there is a significant mental and perceptual dimension is one of the purposes to keep in mind.
Objectives	Exercising architectural design process through materials.
	Examining the roots of architectural design process.
	Criticizing the mean of the material as an expression of architectural thought.
	Studying potential of materials on design process.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Examine the role of the materials in architectural design process.
	LO2. Discuss the materials and their behavior.
	LO3. Deduct the architectural design idea and building, as an artefact.
	LO4. Imagine the possibilities on design process through materials.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	4	2	5	2	4	3	3	2	2	3	1	0
LO2	4	2	5	2	3	4	3	2	2	3	1	0
LO3	3	2	5	5	3	2	4	4	4	3	3	0
LO4	5	4	5	4	4	4	3	2	3	4	2	0

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Etymological Origin of the Material, Comprehension of Semantic Pattern.	LO1, LO2, LO3
Examination of Material Through Perception-Memory	LO3, LO4
Tectonic Concept and Tectonic as a Material Language	LO3, LO4
Material as a Tool to Understand the Architectural Design Intentions	LO3, LO4
Architects and Architectures; Approaches and Materials	LO3, LO4

ARCG106 Arts & Crafts

Hour per week	2 (2+0)
Credit	2
ECTS	3
Level/Year	Undergraduate/2-3
Type	Elective
Prerequisites	-
Description	The course challenges students by bringing up creativity who are discovering themselves and their ability, to ensure that they use these skills in both intellectual, artistic, and cultural contexts in science and technology.
Objectives	Experiencing relief and glass melting from the branches of art to create a in three dimensional tiles, marbling, and sketch in two dimensions.
	Increasing awareness on innovation and creativity supporting methods to keep pace with the unlimited and rapid variety of our era.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Develop creativity.
	LO2. Examine personal and social behaviors in the terms of artistic expression.
	LO3. Develop innovative products within the realms of intellect, art, culture, science, and technology.
	LO4. Construct several artistic works in different forms in aesthetic concerns.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	4	4	5	4	3	5	3	2	0	0	5	0
LO2	3	2	5	4	5	5	3	5	1	3	5	0
LO3	4	4	5	5	4	5	4	2	2	4	5	0
LO4	4	4	5	4	4	5	3	5	0	4	3	0

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Tile Art	LO1, LO2, LO4
Marbling Art	LO1, LO3, LO4
Glass Melting Art	LO2, LO3, LO4
Model Making of a Brief	LO3, LO4
Relief Art	LO3, LO4
Sketch as an Artistic Expression	LO3, LO4

ARCG108 Architecture as a Social Practice

Hour per week	2 (2+0)
Credit	2
ECTS	3
Level/Year	Undergraduate/2-3
Type	Elective
Prerequisites	-
Description	The social purpose of architecture is to understand the social value, environmental and economic benefits that architecture brings to people and communities. Architecture as a tool can make people's lives better, improve social identity, ensure, and encourage cohesion and wellbeing, also it can make informed, fair, and ethical choices. This lecture lets students play roles as place-makers and focus on people and communities. Focusing on social problems, it aims to offer solutions to urban and rural problems. While bringing solutions to social problems with architecture, it encourages students to make collective production.
Objectives	Understanding alternative ways of architectural practice and collective making. Discussing transformation and intervention in urban and rural conditions. Examining creative ways of raising civil society awareness about social challenges with architectural thinking. Identifying problems in various conditions and scales to develop solutions with temporary approaches.
Learning Outcomes	*By the end of the course, the student will be able to* LO1. Demonstrate different approaches to architecture as a social practice. LO2. Discuss how transformations can affect urban and rural conditions and societies. LO3. Construct together and collectively. LO4. Solve problems with architectural thinking based on social consciousness. LO5. Create temporary and permanent solutions.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	5	5	5	5	3	5	5	5	5	4	5	0
LO2	4	4	5	4	5	5	5	4	5	5	3	0
LO3	2	3	3	3	0	3	4	3	4	5	3	0
LO4	5	5	5	5	5	5	5	3	5	4	4	0
LO5	4	3	5	3	2	3	4	5	5	4	2	0

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Exploring Social Practices in Architecture Examples	LO1, LO2
Discussions on Rural and Urban Practices	LO1, LO2, LO3
Project I	LO2, LO3, LO4, LO5
Project II	LO2, LO3, LO4, LO5

ARCG109 Bicycle & the City	
Hour per week	2 (2+0)
Credit	2
ECTS	3
Level/Year	Undergraduate/2-3
Type	Elective
Prerequisites	-
Description	This course aims to increase awareness that bicycles can be an alternative mode of transport in the daily traffic of sustainable cities. The course will investigate the socio-spatial components of bicycle-friendly cities from bicycle infrastructure and facilities to bicycle culture and social acceptance in urban settings. The lectures and presentations will focus on the experiences of different cities from all over the world and introduce best practices in terms of master plans, physical infrastructure, socio-cultural activities, policies, and programs. The course will also include a couple of study tours within different cities to provide a better understanding of problem areas in cities and develop innovative solutions for increasing bicycle use in the city.
Objectives	Examining the importance of bicycles as transport modes in sustainable cities.
	Discovering main characteristics and socio-spatial components of bicycle friendly cities.
	Exercising different experiences from different cultures and urban settings.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Examine characteristics and socio-spatial components of bicycle-friendly cities.
	LO2. Criticize design solutions for cycling in different cultures and urban settings.
	LO3. Compose an awareness of the challenges of cyclists for cycling in car-dominated cities.
	LO4. Create innovative design solutions for cyclists for cycling in the city.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	4	4	4	4	3	3	2	1	2	3	0	0
LO2	3	3	4	4	5	3	4	1	4	3	2	0
LO3	4	4	5	5	4	5	5	1	2	1	3	0
LO4	5	4	3	5	5	5	5	1	4	4	2	0

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	**Outcomes**
Bicycle, Cities and Sustainability	LO1, LO2, LO4
Bicycle Infrastructure, Bicycle Facilities	LO1, LO3, LO4
Bicycle as a Lifestyle	LO2, LO3, LO4
Bicycle Master Plans	LO3, LO4
Bicycle and Safety Issues	LO3, LO4
Bicycle Tour: Recognize the City	LO3, LO4

ARCG110 Organic Design; Back to the Nature

Hour per week	2 (2+0)
Credit	2
ECTS	3
Level/Year	Undergraduate/2-3
Type	Elective
Prerequisites	-
Description	The main purpose of this course is to increase the environmental awareness of the students by learning from nature and thus to contribute to the design process. In other words, raising awareness for a sustainable environment is among the objectives of the course. In short, understanding nature, which is the starting point of all our living spaces, and experiencing it in the context of visual, tactile, semantic and redesign are the key points of this course.
Objectives	Increasing awareness of environmental perception.
	Experiencing natural material as a design input.
	Exercising design process through different natural materials.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Determine his or her creativity.
	LO2. Analyze the built and natural environment from a sustainable perspective.
	LO3. Create new products in the field of recognizing nature as well as in the intellectual, artistic, and cultural fields.
	LO4. Develop number of artistic works in different perceptual and aesthetic concerns.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	0	5	0	0	0	3	3	5	0	0	0	0
LO2	0	5	3	0	0	3	0	5	0	0	5	0
LO3	0	3	3	0	0	3	3	5	0	0	5	0
LO4	0	3	3	0	0	3	3	5	0	0	5	0

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Exploring the Soil	LO2, LO3, LO4
Creating Texture with Natural Materials and Colors Sketch/Collage (with natural materials) as an Artistic Expression Terrarium (Artificial Habitat) Design	LO1, LO3, LO4
Exploring the Soil	LO1, LO3, LO4
Creating Texture with Natural Materials and Colors Sketch/Collage (with natural materials) as an Artistic Expression Terrarium (Artificial Habitat) Design	LO2, LO3, LO4

ARCG303 Anatolian Cities in History	
Hour per week	2 (2+0)
Credit	2
ECTS	3
Level/Year	Undergraduate/2-3
Type	Elective
Prerequisites	-
Description	This course will trace the development and socio-spatial order of cities from the civilization perspective. Within this scope, firstly we will mention the main characteristics of civilizations from the Ancient Period through the present era. Secondly, we will discuss how political, economic, and social institutions of civilizations influenced the structure of urban centers and shaped the built environment in cities across the world. In turn, we will analyze how the structure and design of cities influenced the development of civilizations. In addition, we will follow the footsteps and interactions of civilizations over the cities across the world. During this process, many cities all around the world will be discussed interactively.
Objectives	Investigating the relationship between socio-spatial order of cities and the main principles of civilizations
	Thinking critically about the development of cities and urban centers together with the development of civilizations
	Understanding the history and cultural function of the city as a form of social organization
	Discussing the interrelations of civilizations and their effects on cities.
Learning Outcomes	*By the end of the course, the student will be able to* LO1. Interpret the relationship between the social order that the civilizations offer and the spatial organization of the city.
	LO2. Find the traces of civilizations on cities in terms of space, culture, and society.
	LO3. Label the main characteristics of each civilization and their appearances in the cities.
	LO4. Explain the interaction and transfusion processes of civilizations over major cities.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	3	4	0	3	0	3	3	3	0	3	3	3
LO2	5	3	0	0	0	3	3	3	0	3	4	3
LO3	4	3	3	0	3	4	3	0	0	3	3	4
LO4	3	0	0	0	0	4	3	3	3	3	3	3

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
History of civilizations and cities	LO1, LO2, LO3
Comparison of civilizations	LO1, LO3, LO4
Relationship between civilizations and cities	LO1, LO2, LO3
Types of civilizations and cities	LO2, LO3, LO4

ARCG305 Accessibility in Cities

Hour per week	2 (2+0)
Credit	2
ECTS	3
Level/Year	Undergraduate/2-3
Type	Elective
Prerequisites	-
Description	This course focuses on accessibility and mobility concepts, use within the different urban functions (residential areas, public spaces, recreation spaces etc.). It aims to encourage students to think, learn and develop actions for accessible urban spaces. It develops different solutions/alternatives for existing transportation problems, in particular. It also aims to think producing alternatives for accessibility by using maps and mobility plans to not only unable people but also all citizens, in terms of universal principles.
Objectives	Identifying and analyzing urban mobility and accessibility.
	Conceptualizing main issues, approaches on accessibility and mobility.
	Examining accessibility issues on urban planning and design process.
	Evaluating "Design for All" principles aimed for social inclusion.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Determine the main concepts related to accessibility and mobility.
	LO2. Create ideas on the urban transportation system by using observations and interviews.
	LO3. Criticize good-cases and examples of urban accessibility and mobility.
	LO4. Propose alternatives for urban accessibility.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	2	2	4	2	2	3	5	4	5	5	3	2
LO2	5	5	4	4	4	4	5	5	5	5	3	2
LO3	5	4	4	4	4	4	4	4	4	4	3	2
LO4	3	5	4	4	4	4	4	4	4	4	3	2

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Introduction to Urban Transportation and Accessibility and Mobility	LO1, LO2
Accessibility in Urban Spaces	LO1, LO2, LO3
Sustainable Urban Planning and Mobility	LO3, LO4
Walkable Cities program all over the World	LO2, LO3, LO4
"Design for All" in Urban Scale	LO2, LO3, LO4
"Design for All" University Campus	LO3, LO4

ARCG307 Introduction to Islamic Art & Architecture	
Hour per week	2 (2+0)
Credit	2
ECTS	3
Level/Year	Undergraduate/2-3
Type	Elective
Prerequisites	-
Description	This course is open for all students interested in Islamic art and architecture, by understanding them in relationship with faith, power and daily life practices across different geographies. Muslim societies produced different forms of art for centuries in different parts of the Afro-Eurasian world from Spain to south-east Asia. The variety of production include architecture at different scales to textiles, manuscript ornaments to ceramics and metalworks. This course explores Islamic art and architecture by referring to their meanings, symbolism and iconography in relation to their contextual background each week.
Objectives	Introducing the main characteristics of Islamic art and architecture and its regional and dynastic diversity.
	Investigating the different interpretations of works of art.
	Identifying the significance of context and patronage in the development of Islamic art and architecture.
	Examining variety of artwork in different geographies.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Identify a range of images and source materials about Islamic art and architecture.
	LO2. Examine social, economic and political context of an artwork.
	LO3. Discuss the symbolism and iconography of an artwork.
	LO4. Create critical texts on architecture and artworks by using relevant technical vocabulary in discussing the subject.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	0	0	0	0	0	4	0	0	0	4	0	0
LO3	0	0	0	0	0	4	0	0	0	4	0	0
LO4	0	0	0	0	0	4	0	0	0	4	0	0
LO5	0	0	0	0	0	4	0	0	0	4	0	0

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Beginnings, Founding Principles	LO2, LO4
Mosques, Calligraphy, Painting and Figural Representation	LO1, LO2, LO3
Ceramics, Metalworks, Ornaments, Art of the Book	LO1, LO2, LO3
Gardens and Palaces, Funerary Landscape, Cities and Urbanism	LO1, LO2, LO3
The Muslim Civilizations Flourish	LO1, LO2, LO3
The Medieval Europe	LO1, LO2, LO3

ARCX131 Digital Learning Platform Transfer Elective 1

Hour per week	1 (1+0)
Credit	1
ECTS	3
Level/Year	Undergraduate/2-3
Type	Elective
Prerequisites	-
Description	This course is constituted for the recognition of credit mobility and transferring non-technical or elementary level technical courses taken from digital learning platforms.
Objectives	Enriching students' perspective and background knowledge on different topics and fields that are not only limited to the resources of the university.
	Improving personal or professional skills.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Construct self-learning skills.
	LO2. Criticize the course outputs (or course content) that they have registered.
	LO3. Relate the course content with individual fields.
	LO4. Create an academic output from a disciplinary perspective.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	2	2	0	0	0	2	1	0	0	2	3	2
LO2	2	1	0	2	0	2	0	0	0	2	3	0
LO3	0	0	3	3	0	2	1	0	1	2	4	0
LO4	3	2	3	4	2	4	4	3	2	3	4	4

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Differs to the details of transferred course	LO1, LO2, LO3, LO4

ARCX132 Digital Learning Platform Transfer Elective 2

Hour per week	1 (1+0)
Credit	1
ECTS	3
Level/Year	Undergraduate/2-3
Type	Elective
Prerequisites	-
Description	This course is constituted for the recognition of credit mobility and transferring non-technical or elementary level technical courses taken from digital learning platforms.
Objectives	Enriching students' perspective and background knowledge on different topics and fields that are not only limited to the resources of the university.
	Improving personal or professional skills.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Construct self-learning skills.
	LO2. Criticize the course outputs (or course content) that they have registered.
	LO3. Relate the course content with individual fields.
	LO4. Create an academic output in a disciplinary perspective.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	2	2	0	0	0	2	1	0	0	2	3	2
LO2	2	1	0	0	0	2	0	0	0	2	3	0
LO3	0	0	3	3	0	2	1	0	1	2	4	0
LO4	3	2	3	4	2	4	4	3	2	3	4	4

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Differs to the details of transferred course	LO1, LO2, LO3, LO4

ARCX141 Digital Learning Platform Basic Level Transfer Elective 1

Hour per week	1 (1+0)
Credit	1
ECTS	4
Level/Year	Undergraduate/2-3
Type	Elective
Prerequisites	-
Description	This course is constituted for the recognition of credit mobility and transferring elementary level disciplinary or interdisciplinary courses taken from digital learning platforms.
Objectives	Enriching students' perspective and background knowledge on different topics and fields that are not only limited to the resources of the university.
	Improving personal or professional skills.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Construct self-learning skills.
	LO2. Criticize the course outputs (or course content) that they have registered.
	LO3. Relate the course content with individual fields.
	LO4. Create an academic output in an inter-disciplinary perspective.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	2	2	0	0	0	2	1	0	0	2	3	2
LO2	2	1	0	2	0	2	0	0	0	2	3	0
LO3	0	0	3	3	0	2	1	0	1	2	4	0
LO4	3	2	3	4	2	4	4	3	2	3	4	4

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Differs to the details of transferred course	LO1, LO2, LO3, LO4

ARCX142 Digital Learning Platform Basic Level Transfer Elective 2

Hour per week	1 (1+0)
Credit	1
ECTS	4
Level/Year	Undergraduate/2-3
Type	Elective
Prerequisites	-
Description	This course is constituted for the recognition of credit mobility and transferring elementary level disciplinary or interdisciplinary courses taken from digital learning platforms.
Objectives	Enriching students' perspective and background knowledge on different topics and fields that are not only limited to the resources of the university.
	Improving personal or professional skills.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Construct their self-learning skills.
	LO2. Criticize the course outputs (or course content) that they have registered.
	LO3. Relate the course content with individual fields.
	LO4. Create an academic output in an inter-disciplinary perspective.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	2	2	0	0	0	2	1	0	0	2	3	2
LO2	2	1	0	2	0	2	0	0	0	2	3	0
LO3	0	0	3	3	0	2	1	0	1	2	4	0
LO4	3	2	3	4	2	4	4	3	2	3	4	4

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Differs to the details of transferred course	LO1, LO2, LO3, LO4

ARCX151 Digital Learning Platform Advanced Transfer Elective 1

Hour per week	1 (3+0)
Credit	1
ECTS	5
Level/Year	Undergraduate / 3-4
Type	Elective
Prerequisites	-
Description	This course is constituted for the recognition of credit mobility and transferring the disciplinary and interdisciplinary based courses taken from digital learning platforms.
Objectives	Enriching cultural perspectives, and architectural background.
	Improving professional skills.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Construct self-learning skills.
	LO2. Criticize the course outputs (or course content) that they have registered.
	LO3. Relate the course content with individual fields.
	LO4. Create an academic output in an inter- and trans-disciplinary perspective.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	3	3	3	0	0	3	2	3	0	2	4	4
LO2	2	3	0	3	0	3	2	0	0	2	3	3
LO3	2	0	3	3	2	4	3	3	2	3	4	4
LO4	3	2	3	4	2	4	4	3	2	3	4	4

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Differs to the details of transferred course	LO1, LO2, LO3, LO4

ARCX152 Digital Learning Platform Advanced Transfer Elective 2

Hour per week	1 (3+0)
Credit	1
ECTS	5
Level/Year	Undergraduate / 3-4
Type	Elective
Prerequisites	-
Description	This course is constituted for the recognition of credit mobility and transferring the disciplinary and interdisciplinary based courses taken from digital learning platforms.
Objectives	Enriching cultural perspectives, and architectural background.
	Improving professional skills.
Learning Outcomes	*By the end of the course, the student will be able to*
	LO1. Improve their self-learning skills.
	LO2. Criticize the course outputs (or course content) that they have registered.
	LO3. Relate the course content with individual fields.
	LO4. Create an academic output in an inter- and trans-disciplinary perspective.

CONTRIBUTION TO PROGRAMME OUTCOMES*

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
LO1	3	3	3	0	0	3	2	3	0	2	4	4
LO2	2	3	0	3	0	3	2	0	0	2	3	3
LO3	2	0	3	3	2	4	3	3	2	3	4	4
LO4	3	2	3	4	2	4	4	3	2	3	4	4

* Contribution Level: 0: None, 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

COURSE CONTENT DETAILS

Topic	Outcomes
Differs to the details of transferred course	LO1, LO2, LO3, LO4

AGÜ