



GİRESUN UNIVERSITY
ŞEBİNKARAHİSAR SCHOOL OF APPLIED SCIENCES
TEXTILE AND FASHION DESIGN DEPARTMENT
COURSE CONTENTS 2024-2025

I. TERM

TDB 101 Turkish Language I

2-0-2

Basic features of written language and written communication, basic differences between written language and oral language. Expression: written and oral expression; subjective expression, objective expression; paragraph; paragraph types (introduction-development-conclusion paragraphs). Definition of text and text types (informative texts, literary texts); conditions of being a text (cohesion, coherence, purposefulness, acceptability, situationality, informativeness, intertextuality). Written expression (written composition: free writing, planned writing); stages of planned writing (subject, limitation of the subject, purpose, point of view, determination of main and side thoughts; preparation of writing plan, paper layout); theoretical information on informative texts (petition, letter, news, decision, announcement / advertisement, minutes, report, official writings, scientific writings); studies on examples and writing practices; summarizing and planning a text; correcting language and expression mistakes in written applications.

AITB 103 Ataturk's Principles and History of Turkish Revolution I

2-0-2

Concepts, definitions, description of course methods and resources, Industrial Revolution and French Revolution, The Disintegration of the Ottoman Empire (XIX. Century), Tanzimat and Reform Edict, I. and II. Constitutional Monarchy, Tripoli and Balkan Wars, World War I, Armistice Treaty of Mudros, Wilson Principles, Paris Conference, M. Kemal's landing in Samsun and the situation in Anatolia, Amasya Circular, National Congresses, Opening of the Parliamentary Assembly, Establishment of the Grand National Assembly and Internal Rebellions, Law on Organization, Establishment of the Regular Army, I. İnönü, II. İnönü, Kütahya- Eskişehir, Sakarya Battle and the Great Offensive, Treaties during the War of Independence, Lausanne Treaty, Abolition of the Sultanate are examined.

ENF 105 Basic Computer I

3-1-2

Basic concepts related to information technologies, software and hardware, operating systems in general, word processing programs, spreadsheet programs, data presentation, the use of the Internet in education, the effects of information technologies on social structure and its place in education, information systems security and related ethical concepts.

YDB 107 Foreign Language I

2-2-3

This course is designed to enable university students to use their reading, speaking, listening and writing skills in a specific activity in all kinds of academic activities in their fields. In this course, by creating interesting contexts, giving exercises to increase the functionality of the language, showing the use of language in real communication skills, students' linguistic and

communicative skills will be developed and their foreign language proficiency will be increased.

MT 123 Material Technology

2-0-4

Introduction of garment materials which are the basic unit of clothing, examination of the properties of various woven and knitted fabrics, introduction of auxiliary materials used in the garment industry, determination of their properties and uses, gaining a general and subjective knowledge of garment materials.

MT 119 Basic Yarn Knowledge

2-0-4

It is inevitable for a designer to know the mechanical and physical characteristics of the fabric to be used. For this reason, the basic weaves and other weaves derived from the basic weaves, color and weave effects in woven fabrics used in the textile industry will be taught through fabric analysis. The effects of these weaves on the fabric structure and the places of use of the weaves will be given. Student weaving processes, fabric weaves; broach fabric weaves, weaves used for wide weaves on narrow weaving machines, weaves used for hose weaves, multilayer fabric weaves, step fabric weaves, three or more fabric weaves, clog weaves, tapestries, upholstery rips weaves, cothelins, tapestry, upholstery rips weaves, sequencing systems used for tapestry, tapestry, upholstery rips weaves and velvet fabric production and the student is made aware of fabric making and determining the correct usage area.

MT 113 History Of Art

3-0-6

Information about the periods and movements related to the fields of art is given. The accumulation of Art History is processed mainly with documents and information. Starting from the Cave Period Art as the first phase of Art History, until the Renaissance Art; It is transferred with visual support, taking into account all periods. Cave Art evaluates the first great civilizations and their art accumulation. Egyptian, Mesopotamian, Greek, Roman, Byzantine, Medieval and Renaissance Art; culture, lifestyle, production relations and all the characteristics of the age are evaluated together. At the same time, it is tried to reflect the relations of works, artists and periods with each other and the reflection of these relations on art by comparing them. Art history is evaluated in the dimension of Renaissance Art and its extension until today. However, Baroque Art, Rococo Art, Classicism, Neoclassicism, Impressionism, Cubism, Surrealism, Abstract Art, Conceptual Art, etc. art movements and understandings that came after the Renaissance and represent an art movement and understanding; the characteristics of the age, art, artist profile and realism are handled at the point of information, document, interpretation possibilities.

MT 121 History of Turkish Clothing

3-0-5

Turkish Clothing History information is given. In accordance with this purpose, the definition of clothing, women, men, children's clothing is classified. Pre-Islamic clothing, the effects of Islam, Seljuk and Ottoman civil and state clothes and the meanings they carry are explained. Republican Period clothes, the reasons for change and their relations with fashion are studied and awareness of traditional Turkish Clothing is developed in the student.

OSD / TCE Gender Equality**2-0-2**

The aim of the course is to examine gender equality policies based on the causes and consequences of gender inequality. What is Gender? Different Approaches to Gender Inequalities: Liberal Approach, Marxist Approach and Post Modernist Approach Feminist Approaches: Egalitarian Feminism Socialist Feminism Radical Feminism Gender Inequalities in the World and Turkey: Gender Inequality in Production Gender Inequality in Education Gender Inequality in Family Gender Inequality in Politics Gender Equality Policies in the World and Turkey: Equality Policies in Working Life Equality Policies in Education and Family Equality Policies in Politics Evaluation.

II.TERM**TDB 102 Turkish Language II****2-0-2**

The basic features of oral language and oral communication are examined. Oral expression; basic features of speaking skills (using natural language and body language); basic principles of a good speech; basic features of a good speaker (emphasis, intonation, pause; diction, etc.). Unprepared and prepared speech; stages of prepared speech (selection and limitation of the subject; determination of purpose, point of view, main and side thoughts, planning, writing the text; presentation of the speech). Types of speeches: (mutual conversations, interviews, introducing oneself, answering questions, celebrating an important event such as New Year, birth, holiday, etc., giving directions, talking on the phone, asking for a job, interviewing / interviewing someone, radio and television speeches, participating as a speaker in different cultural and artistic programs, etc.) are examined. Making unprepared speeches on different topics, working on speech samples and oral expression practices, correcting language and expression mistakes in speeches are conveyed.

AITB 192 Ataturk's Principles and History of Turkish Revolution II**2-0-2**

Revolutions in the political field, political parties and attempts to transition to multi-party political life, revolutions in the field of law, regulation of social life, innovations in the economic field. Turkish foreign policy in the period 1923-1938, Turkish foreign policy after Atatürk, Principles of the Turkish Revolution: (Republicanism, Populism, Secularism, Revolutionism, Statism, Nationalism). Complementary principles.

ENF 146 Basic Computer II**3-1-2**

Basic concepts, elements, theoretical foundations, benefits and limitations, application methods, common formats used in computer assisted instruction, evaluation and selection of courseware, distance education applications, database applications, negative effects of computer and internet on children / youth and prevention are examined.

YDB 116 Foreign Language II**2-2-3**

This course is designed to enable university students to use their reading, speaking, listening and writing skills in all kinds of academic activities in their fields. In this course, it is aimed to take the knowledge and skills gained in "Foreign Language I" to the next level. In doing so,

attention is paid to creating interesting contexts, doing exercises that increase the functionality of the language, using the language in real communication skills and thus increasing students' linguistic and communicative skills and foreign language proficiency.

MT 102 Basic Art Education

3-1-7

The structure of the elements that make up the form of art objects necessary for design is taught theoretically and practically. Basic terms: point, line, surface, rhythm, direction, interval, movement, form, interpretation. Light-dark, light-shadow: light-dark, light-shadow, tone, value, form, composition, object, study..., Natural and artificial light sources and their effects, use and examination of light-dark, light-shadow in works of art. Form associations and composition: composition, form, two dimensions, three dimensions, association, composition elements: line, shape, value, texture, color, balance, material, technique, contrast, harmony, repetition, ground-form relationship, creating three dimensions in two-dimensional form. Color: color formation, spectrum, value, harmony, scale, contrast, tone, light, margin, abstract, color groups: primary colors, intermediate colors, warm-cool colors, neutral colors, color harmonies, color perspective. Texture: basic terms: texture, unit-form, system, relief, optics, rhythm, texture, etude studies, texture types: natural-artificial, texture use in visual arts, interpretation researches and applications. Structure and perspective concepts are learned and original designs are made..

MT 108 Fabric Structure Information

4-0-6

This course aims to introduce knitted fabrics, which have a large share in the textile industry besides woven fabrics; knitting elements, basic knits, knitting machines, classification of knitted products, yarn and fiber types used in knitting, usage areas of knitted textile surfaces. Studies on the design and development of single jersey, rib, interlock and double knitted fabrics are carried out.

Textile and Fashion History

3-0-6

It is explained that fashion is a system that determines cultural and traditional / regional belonging, accompanied by Eastern and Western Fashion History information. The development process of costumes and fashion in certain periods is examined. By analyzing the trends for the periods, the effects of changes in technology, lifestyle, work, culture and moral values on fashion are conveyed. Clothing habits are examined throughout history. The periods that marked the history of fashion, the designers who made the firsts in the fashion sector in the fashion capitals of Europe and America (Paris, Milan, London, New York) and the brands that shape fashion are presented under the titles of Haute Couture and Ready-to-wear. General culture information about the designers is given.

ELECTIVE I

MT 112 Ecological Fashion

2-0-2

Product definitions that are produced with the environment in mind in all process steps from fiber to finished product, that do not harm the user during the use phase and that the product to be discarded after use can be recycled or turned into environmentally harmless products.

Detailed examination of the concepts of fashion production ecology, human ecology and waste ecology within the concept of eco textiles.

GR 102 Entrepreneurship

2-0-2

Basic concepts related to entrepreneurship, the importance and historical development of entrepreneurship, the characteristics that entrepreneurs should have, internal and external entrepreneurship, the importance of motivation in entrepreneurship, success factors in entrepreneurship, reasons for failure. Creativity and innovation in entrepreneurship; protection of inventions, trademarks and designs; business ideas in entrepreneurship; business plan preparation and documenting; management in business plan, entrepreneurship stories; case studies in entrepreneurship. A project for the vocational field is implemented and presented.

MT 110 Fashion Culture

2-0-2

It is aimed to improve the general culture of fashion, to catch the current news in fashion and to learn fashion terminology, to give a detailed perspective and information about the history of fashion, important events and people who shape the fashion industry, brand and designer analysis, questioning basic fashion, trends and forms, and how the design process works.

Aesthetics and Philosophy of Art

2-0-2

Basic issues, problems and theories of philosophy of art. Philosophy of art / aesthetic consciousness beauty truth good pleasant sublime work of art organization aesthetic object aesthetic subject and aesthetic attitude aesthetic attitude and aesthetic liking, aesthetic pleasure reflection theory idealist theory modernism Postmodernism some important theorists who contributed to the field of aesthetics.

III. TERM

MT 201 Pattern Design I

5-1-5

Introduction of pattern systems, measurement with women's body types, measurement classification, examination of measurement tables, preparation of basic and model applied patterns of women's clothing types, templating, serialization techniques are introduced. Women's basic skirt, body pattern and sleeve pattern, dart shifting, sleeve model applications, blouse, dress pattern making, trouser pattern making, trouser template is prepared, trouser model application is made. In the course, body pattern, sleeve pattern, collar pattern applications, model applications are made for the purpose of taking and designing patterns. Pattern properties in garment types, model pattern relationships are examined. Pattern grading studies, body marking applications, cutting plan preparation and application studies are made to make the student understand the importance of pattern awareness in clothing and fashion.

MT 203 Fashion Workshop I

5-1-5

Simple sewing exercises, seam allowance cleaning techniques, skirt hem cleaning and folding techniques, zipper technical studies, skirt slit techniques, various sleeve techniques, collar techniques, waist cleaning techniques, pocket techniques, trouser placket preparation, trouser pocket preparation, trouser waist cleaning techniques, dart sliding operations are shown.

MT 205 Fashion Painting I**3-1-4**

In the Fashion Painting course, students are taught to be able to design clothes on live models in accordance with the meaning, content and subject. Within the scope of the course, dressing techniques, clothing studies on live models, technical clothing studies from the model are made. Technical drawings of clothing models, techniques of dressing moving figures, detail studies in clothing, clothing expression of moving and functional figures are drawn. Fabric studies in clothing, the effects and expression of different fabrics and patterns on clothing are taught theoretically and practically to make the student aware of the importance of fashion painting in the fashion world. Fashion design terminology, factors affecting fashion and clothing, basic fashion painting drawings, human body studies for fashion painting, silhouette preparation methods are explained.

MT 219 Technical Drawing in Garment Design**1-1-4**

In this course; It is aimed to examine the basic product types and details on scaled robots based on technical drawing criteria in garment design and to give information on this subject.

MT 211 Computer Aided Graphic Design I**4-0-3**

Learning the concept of graphics, learning the concept of image and learning the concept of design. Learning digital image creation methods. To be able to create graphics using Photoshop program. To be able to make changes on existing graphics.

YDB 217 Foreign Language III**2-2-4**

It is designed to enable students to use their reading, speaking, listening and writing skills in a specific activity in all kinds of academic activities carried out in their fields. In this course, it is aimed to take the knowledge and skills gained in "Foreign Language II" to the next level. In doing so, attention is paid to creating interesting contexts, doing exercises that increase the functionality of the language, using the language in real communication skills and thus increasing students' linguistic and communicative skills and foreign language proficiency.

ELECTIVE II / ELECTIVE III**MT 213 Anthropometry and Ergonomics****2-0-2**

Information about the concepts of anthropometry and ergonomics is given. Anthropometry and ergonomics in design and textile are evaluated. Definition and purpose of ergonomics, ergonomic criteria, working environment and human, ergonomic organization of working place and times are given. Anthropometric measurements and measurement methods, anthropometric differences, usage areas of anthropometry are discussed.

MT 221 Human Anatomy**2-0-2**

Information is given about the basic concepts of anatomy and physiology. The importance of body structure in design is emphasized.

MT 223 Design Psychology**2-0-2**

Basic concepts of psychology, optical properties, visual perception, visual thinking, visual stimulation, illusion and Gestalt principles; visual expression methods, the importance of knowledge and experience in conscious and subconscious perception.

MT 209 Apparel Technology**2-0-3**

In this course, design, sample sewing, collection preparation, order taking, production planning, raw material and material supply, raw material warehouse, drawing, laying, cutting, work preparation, sewing, ironing-press, quality control, packaging, finished goods warehouse and shipment. Workplaces are visited.

Textile Machine Knowledge**2-0-3**

The machine knowledge course aims to teach fashion design students the functions, operations and maintenance techniques of various machines commonly used in the fashion industry. The course content covers basic equipment such as sewing machines, overlock machines, embroidery machines and cutting machines, as well as the role of these machines in the process of creating fashion designs. Students are taught the technical specifications of the machines, their proper use, routine maintenance and basic troubleshooting methods. Furthermore, sustainable production techniques and the integration of innovative technologies are emphasized throughout the course. Practical applications and project-based learning provide students with the opportunity to apply theoretical knowledge in real-world scenarios.

Color, Variant in Textiles**2-0-3**

Color and light concepts, Light sources and Metamerism. Physiological, Psychological and Physical Color concepts. Color rendering systems (additive and subtractive systems), RGB and CMYK color systems, Color gamut. Color variables (Hue, color value, saturation), Munsel color system. Color spaces, Tristimulus values, color triangle, CIELab, RGB, CMYK, HSL color spaces. Principles of color measurement. Color measurement with spectrophotometer, Color space concept and color difference formulas. Color catalogs, pantone color catalog. Color wheel, relationships between colors. Harmony in color combinations. Color separation in textile printing. Variant concept in textile. Harmony and variant applications in design.

IV. TERM**MT 202 Pattern Design II****5-1-5**

Women's upper and lower clothing is examined. Jacket basic pattern applications, coat basic pattern applications, sleeve patterns preparation, collar patterns preparation, sleeve and collar patterns model applications, model applications on jacket and coat basic patterns are made. Trousers basic pattern, shirt, blouse and dress basic pattern and model applications are made.

MT 204 Fashion Workshop II**5-1-5**

Closing share techniques, collar sewing techniques attached to the body, sleeve slit sewing processes, cuff sewing processes, cuff cleaning processes, blouse sewing, dress sewing, pants model applications are made.

MT 206 Fashion Painting II**1-1-4**

In this course, a collection is prepared by designing garments in line with the chosen theme; the theme of the project is examined, and it focuses on the creation and development of new products for various lifestyles and target audiences, influenced by various sources. The students are influenced by current fashion trends, historical events, ethnic sources, the environment and the latest developments in the world to transform various ideas and details into wearable and saleable garments.

MT 208 Textile Finishing Processes**2-0-3**

The features that finishing gives to the fabric are explained and researched. Dyeing, printing, finishing techniques, conditions, machines and their working principles and the factors to be considered in their selection according to the work to be done are taught. Students can apply to textile surfaces and products such as bleaching, dyeing, dyeing, printing, finishing, impregnation, etc. chemical finishing processes and physical finishing processes applications are explained in a way that can help their creativity.

MT 212 Computer Aided Graphic Design II**4-0-3**

Learning Corel program to design vector graphics. To be able to create digital media such as logos, posters, inserts, billboards, business cards, magazines, etc.

YDB 218 Foreign Language IV**2-2-4**

It is designed to enable students to use their reading, speaking, listening and writing skills in a specific activity in all kinds of academic activities carried out in their fields. In this course, it is aimed to take the knowledge and skills gained in "Foreign Language III" to the next level. In doing so, attention is paid to creating interesting contexts, doing exercises that increase the functionality of the language, using the language in real communication skills and thus increasing students' linguistic and communicative skills and foreign language proficiency.

ELECTIVE IV / ELECTIVE V**KGS 220 Quality Assurance and Standards****2-0-2**

Quality concept, standard and standardization, importance of standard in production and service sector, management quality and standards, environmental standards, quality management system models, strategic management, participation in management, process management system, resource management system, quality control in production, inspection and sampling issues are examined.

HI 222 Public Relations And Communication**2-0-2**

In this course, the nature of human relations, the importance of communication in human relations, communication process and interpersonal communication, verbal and non-verbal communication, persuasion and motivation, body language use and effective speaking will be discussed.

MT 224 Dyeing and Printing Techniques**2-0-2**

The historical process of textile printing and dyeing from traditional hand printing and dyeing methods to today's technology is briefly reviewed. In the textile sector, which is a branch of production, the working methods of the textile designer, material, technical, aesthetic and market phenomena are examined. In order to carry the student's original surface designs to the textile surface, the types of dyes and other materials used in printing and printing and their applique techniques to the fabric, which dye should be used according to the fabric characteristics, related technical and material researches and dyeing (binding dyeing, plangi, tritic, shibori) and printing (pattern printing, stencil, stencil printing) applications are made within the workshop facilities.

Mythology and Iconography**2-0-4**

Mythology and Iconography course deals with selected mythological stories from different cultures around the world and their reflections in the visual arts. Within the scope of the course, students will learn about mythological characters, themes and symbols and how these elements have been iconographically expressed throughout history and how they have influenced contemporary culture.

MT 210 Fashion Trends and Forecasting**2-0-4**

Applications related to the functioning mechanism of fashion and trends are made. The basic concepts of fashion that build the basis of fashion knowledge by defining, analyzing and synthesizing trends are visualized and interpreted in terms of contemporary fashion culture and current fashion trends. Observe and interpret social, cultural and artistic phenomena and their effects on fashion and design industry. To develop their ability to read, observe, visualize and express the developments in the fashion and design industry. They will be able to express a creative orientation that they foresee to be effective in their industry with professional presentation techniques.

Special Print Effects**2-0-4**

Foil, batik, devore, star, mother of pearl, glitter, embossing, plastic and bead printing in accordance with the technique.

Production Internship

The internship involves gaining field experience in a workplace (public or private sector) for 30 working days at the end of Semester IV.

V. TERM

MT 301 Pattern Design III

5-1-6

Men's body types and measurement, measurement classification, measurement tables are examined. Basic and model applied patterns of men's clothing types are prepared, templating and layering techniques are introduced. Basic patterns of jackets, coats, coats, trousers, sleeves and collars are examined and model application, stenciling and laying are made. Basic patterns for girls and boys are examined. Basic patterns of girls' and boys' clothing types are examined and model application, stenciling and laying are made. Clothing types and pattern properties are examined.

MT 303 Fashion Workshop III

5-1-6

Basic and model applications are made in men's lower and upper clothing types. Basic and model applications are made for girls and boys.

MT 307 Computer Aided Pattern Design I

3-1-4

Introduction of CAD-CAM systems used in ready-to-wear garment enterprises, use of CAD system, editing of parameter and standard files are transferred. The icons and menus of the CAD system are transferred with application studies. Basic pattern preparation from scratch in CAD system, model application, pattern control and serialization are transferred, preparation of serial rule table, determination of serialization points and serialization values are transferred. Skirt, basic size and trousers pattern applications and model application studies are done. Templates and series of the prepared patterns are prepared. Prepared drawings, patterns are saved in memory, deletion and copying operations are done.

MYD 311 Vocational Foreign Language

2-0-4

Repetition of general English knowledge that will form the basis of professional foreign language competencies, fashion design technical terms, fashion trends and fashion history, terms used in collection preparation, terms used in art history, body types in terms of fashion design, general textile terms, terms related to fabric and fabric structure, terms related to garment types and garment sizes are examined.

MT 309 Fashion Illustration I

3-1-3

Basic knowledge required to express any imagined product design with drawing. Figure studies with live model. Anatomy. Different drawing techniques; pastel, chalk, dry paint etc. Discovering the original drawing style.

ELECTIVE VI / ELECTIVE VII

MT 313 Costume Design

2-0-3

Theoretical information about costumes of different ages: Babylon, Ancient Egypt, Byzantium, Middle Ages, Italian Renaissance. 16th-17th and 18th centuries; Victorian, Edwardian, Greek, Ottoman and other influential periods in costume history are analyzed.

Theater costumes are analyzed on plays to be associated with space and movement. By examining historical events, various movements, ethnic resources, environment and the latest developments in the world with visual presentations; to design wearable and saleable clothes in accordance with current fashion trends.

MT 315 Garment Design For Special Purpose

2-0-3

The project topic is determined, literature review and research are conducted on the determined project topic. A three-dimensional panel is prepared with the documents obtained and model drawings and alternative model development are made. Pattern design is made, the detailed design and scientific value of the project is explained. One-to-one scale of the project product is produced. A portfolio is prepared by making a scientific presentation of the project and a visual presentation of the project.

MT 319 Design Law

2-0-3

Definition of design from the perspective of designers and lawyers. Conditions of protection: novelty and distinctiveness. Exceptions to protection and non-protection. Scope and duration of protection. Right ownership; registration. subject of design right to legal transactions. Nullity and termination of the right. Infringement of the right to design and the rights of the right holder. Examples of civil and criminal cases and court decisions.

Fashion Editorship

2-0-4

Creative editorial studies, examining the writings of local and foreign fashion editors, making comments and analyzes on visual and written texts, combining period trends, fashion and aesthetic information with the student's own creativity to create up-to-date and creative texts.

MT 305 Draping

3-1-4

It aims to develop the creativity of students by focusing on the application and development of basic draping methods in the design of a garment and the preparation of collections. It includes the preparation of upper body, sleeve, collar, skirt, trouser patterns on draping mannequins and live mannequins with draping technique, various model applications, artistic garment designs by shaping the fabric directly on the mannequin.

VI. TERM

MT 324 Creative Pattern Techniques

3-1-5

Model application studies are carried out with alternative and creative pattern making techniques and methods.

MT 326 Clothing Decoration Techniques

3-1-5

From garment types; ornament designs for baby and children's wear, men's wear, evening dresses, sportswear and casual wear, underwear are examined. Decoration materials; threads, piping, ribbons and ribbons, cords, cordonettes, tulle, lace, guipure, ready-made mortars,

scallops, sequins, beads and sequins, fabrics, appliques, quilting, buttons, zippers, agraph. Decoration techniques;

- Sewing techniques; pleating, applique, ribbing, quilting, flounces, ruffles, piping, sewing of ready-made materials, material matching

- Embroidery techniques: Simple embroidery needles, chain work, Chinese needle, needle back, stem work, hand and machine stitches, sequin bead attachments, electronic machine embroidery, zig zags, picos

- Decorations made by gluing and nailing methods are transferred. The suitability of the ornaments suitable for the type of garment for the purpose, suitability to the technique, cleanliness (front-back), control of dimensions and proportions, color harmony are examined.

MT 308 Computer Aided Pattern Design II

3-1-4

The icons and menus of the pastal screen in the CAD system are transferred. After the pattern removal, model applications and templates of the designed models, the laying process is performed and the pastels are laid and the pastal plans are made in CAD environment. Digitizar process is transferred and application studies are done.

MT 314 Technical Textiles

2-0-2

Classification of technical textiles, geo-textiles, space textiles, protective clothing, medical textiles, automotive textiles, filtration, parachute cloth, heat, moisture and / or air impermeable fabrics, color changing fabrics, textile products used in technical fields such as bulletproof fabrics are examined. Production methods and properties of technical textiles are examined. Textile materials and products produced primarily for their technical performance and functional properties rather than their aesthetic and decorative characteristics, fibers used in their production and production methods are explained.

ELECTIVE VIII / ELECTIVE IX / ELECTIVE X

MT 318 Fashion Photography

2-0-3

Reflecting on the important points in the design and presentation of the garment, including materials, space and dramatic elements. Presentation of design in exotic locations and stories, in compelling compositions.

MT 320 Sociology

2-0-3

Explanation of the concepts of sociology or sociology, sociology field and methods, characteristics of sociology, theories and theoretical approaches, the relationship between sociology and other sciences, the emergence of sociology and the factors that prepared it, sociologists who contributed to the birth of sociology, social structure, social change, culture, culture studies (e.g. Turkish culture etc.) and social institutions.

MT 328 Leather Production Technologies and Design

2-0-3

With this course, it is aimed to provide the students with the competencies of preparing, soaking, hair removal, dehairing, fleshing, descaling, sama making, degreasing, picking, tanning, splitting, shaving and neutralization, plumping, dyeing, lubricating, pressing, drying,

softening, stretching, polishing, pressing, vacuum and finishing, surface painting, packaging and storage and product design with leather raw materials.

MT 322 Textile Tests **2-0-4**

General information about textile fiber, yarn and fabric testing. Textile fiber tests, yarn and fabric testing applications are made.

Restoration and Conservation of Textile Products **2-0-4**

It covers the origin, meaning and content of words and concepts used in the field of repair and protection of textile products. Application studies are carried out by examining case studies.

Pattern Grading **2-0-5**

This course provides students with both theoretical knowledge and practical skills to prepare them for various career paths in the fashion industry. The course covers the garment sizing system, terminology, and basic laying of skirt, pants and body patterns.

MT 310 Fashion Illustration II **1-1-5**

Using original drawing techniques in fashion illustration. Creating fashion illustrations of men or women wearing various products inspired by fashion photographs. In collaboration with a fashion designer/brand or fashion magazine, illustrating an existing collection to reflect the identity of that brand. A fashion magazine (e.g. Elle) giving instructions / Redef about the new season and determining the theme; accordingly illustrating the clothes that the theme will be felt and given by the magazine.

Design Internship

The internship requires a field experience in a design unit in any workplace (public or private sector), 30 working days of which must be completed by the end of Semester VI.

VII. TERM

MT 401 Computer Aided Fashion Design I **3-1-6**

The course aims to realize fashion design with computer technology, knowledge and experience that will be necessary in professional business life. Development of digital images, vector programs, adobe illustrator, macromedia freehand, drawing features, color choices, size and plan features, use of scanner, photoshop, sketch and painter programs, determination of design criteria, criticism in studio layout, fashion design programs, Principles of image, tools, cursors, palettes, color codes, pattern preparation, model drawing, fabric selection, color control, recoloring, processing, printing, pattern, label, three-dimensional garment-fabric visualization, project applications, determination of design criteria constitute the content of the course. Students' ability to design quickly and efficiently is developed by making criticisms.

MT 403 Fashion Studio: Collection I**3-1-6**

Design elements (silhouette, line, color, texture) and principles (harmony, balance, integrity, rhythm, emphasis), market research data (consumer profile, suitability for developments, price level, seasonal trends, marketing techniques, showcase and fashion shows, order, sales image and general effect), determining the theme (fashion trends, publications about the future, color and fabric trends, designer works, periodical clothing models, museums and traditional clothing), preparing color and material board. 2D model drawings are made and variations are developed, taking into account market data and theme suitability criteria. Taking into account the production style of the enterprise, production possibilities, competitive conditions, sales information, etc., drawing models, selecting the models decided to be produced, preparing the patterns of the selected models, testing the suitability of the model, making technical drawings of the models to be produced (taking into account the size, proportion, sewing details, accessory features), determining the quality criteria, preparing the production patterns (lining, interlining, etc.) and preparing the business plan. Making production according to the work plan (cutting, sewing).

Print Design**2-2-5**

Basic concepts and principles on which scientific research is based; research methods and techniques; basic criteria that should be included in the research report are examined. Research proposal is presented.

ELECTIVE XI/ ELECTIVE XII / ELECTIVE XIII**MT 409 Presentation Techniques (Fashion Show-Choreography)****2-0-3**

Textile and fashion shows, fashion shows and their types, styling of the collection before the fashion show, preparation of the budget for the fashion show, determination of the concept, selection of the model team and the venue, adaptation of the fashion show to the stage: sections, stages, mannequin traffic and timings, technical and artistic characteristics and types of choreography, stage dynamics and technical, commercial, artistic podium preparation and appropriate decoration according to the concept, lighting and sound systems, creation of light choreography, selection of music according to artistic and technical characteristics and preparation of step choreography, fashion show practice: styling of the collection and traffic of the models, fashion show practice: selection of music, fashion show practice: planning of the choreography, fashion show practice: organization and rehearsal of the fashion show, end of semester fashion show.

MT 411 Shoe and Handbag Design**2-0-3**

Examination of foot anatomy and ergonomics, basic design principles for general accessory products such as jewelry, hats, shoes, scarves, belts, etc. Based on any concept to be determined, accessory design applications with the use of different materials and colors. Inviting guests from accessory brand managers equipped with up-to-date information. It is an applied course that mainly includes design and prototype production. Within the scope of the course, shoe and bag design collection, selection of appropriate materials according to the design, making patterns and pastels of the designs, transferring the designed models to

production are aimed. The experience gained in workshops is reinforced with factory visits related to the shoe and bag sector. A joint design project is carried out with some companies that focus on the production and marketing of shoes and bags and a collection is prepared.

RS 413 Advertisement and Advertisement Strategies

2-0-3

The history, function and social and economic dimensions of advertising will be examined and its relationship with marketing, psychology and communication will be discussed. In addition, students will learn the campaign process from the first stage of an advertising campaign, which is the assessment of customer needs, to the creation, preparation and implementation of the project. In addition to the basic concepts and terms related to advertising, it aims to provide students with the ability to establish a relationship between advertising as a form of communication and other communication branches. Within the scope of the course, the development of the advertising sector in Türkiye is examined in light of the development of advertising in the world. In addition to topics such as the internal structure of an advertising agency, the distribution of duties among employees, various examples of social responsibility campaigns are also discussed.

Museums and Cultural Heritage

2-0-4

Basic concepts; national and international institutions and organizations related to cultural heritage; theoretical and methodological approaches shaping the concept and management of cultural heritage, as well as social, cultural, economic and political factors; cultural policies and national and international legal regulations related to the subject are conveyed. Cultural heritage management in Turkey; field visits related to the subject; protection, interpretation, promotion and management of resources defined as cultural heritage; cultural heritage management styles; management plan preparation process and sustainability of the management plan are conveyed. Examples of cultural heritage management models; invited speakers related to the subject; UNESCO World Heritage List and management of World Heritage sites; best practice examples are examined.

MT 407 Brand Management

2-0-4

Basic concepts related to brand, branding policies, brand management and process, brand positioning, branding strategies, brand decisions, brand planning process, brand life cycle and new product development process relationship, research methods and measurement in brand management, integrated marketing communication and brands, brand financing and definition of brand value, electronic brand management topics are examined. Being a brand in fashion, image topics are conveyed.

Turkish Culture and Civilization

3-0-6

The main subject of the course is the examination of the developmental stages of the Turkish civilization and how the synthesis of the factors that constitute this culture was formed both before and after Islam.

MT 405 Experimental Design**3-1-6**

Using different materials in clothing design, developing creativity skills, preparing patterns with model applications, planning and executing the production process, evaluating the styles of fashion designers who design experimental models, clothing styles, characteristics of their clothes, themes of their collections in terms of artistic values.

VIII. TERM**MT 402 Computer Aided Fashion Design II****3-1-6**

The course aims to realize fashion design with computer technology, the knowledge and experiences that will be necessary in professional business life. Development of digital images, vector programs, Adobe Illustrator, Macromedia Freehand usage, drawing features, color selections, size and plan features, use of scanner, Photoshop, sketch and painter programs, determination of design criteria, critique in studio setting, fashion design programs, image fundamentals, tools, cursors, palettes, color codes, pattern preparation, model drawing, fabric selection, color control, recoloring, processing, printing, pattern, label, three-dimensional garment-fabric visualization, project applications, determination of design criteria constitute the content of the course. Students' fast and efficient design skills are developed by making critiques.

MT 404 Fashion Studio: Collection II**3-1-6**

Haute Couture, collections are designed using high fashion technologies. By applying the knowledge of fabric, material and garment assembly techniques, a haute couture collection plan is developed and the garment variation is planned as a whole. New product designs are created together with brand experience in the light of new trends, high fashion collections are designed using design principles and elements together with high fashion materials, workmanship and sewing techniques.

Weaving Design**2-0-5**

Transfer of basic patterns, coloring, different woven fabric patterns and double-layered weavings for weaving design.

ELECTIVE XIV / ELECTIVE XV / ELECTIVE XVI**MT 410 Portfolio****2-0-4**

Student works are organized in an aesthetically and technically complete manner, as a sheet, collection and file, based on artistic presentation and design principles.

MT 412 Style Consultancy**2-0-4**

Definition of style, Discussions on fashion and style, Personal clothing codes, and distinct styles, Basic color information, Meaning and effects of colors on people, methods of perceiving and determining basic body types, Clothing suggestions suitable for vertical and

horizontal body forms, lifestyle, personality and professional identity analysis, sample consultancy service.

ISG 414 Labor and Social Security Law

2-0-4

The aim is for students to learn about copyrights, contracts, and labor agreements. The subjects of preparing a labor contract, fulfilling obligations arising from a labor contract, terminating a labor relationship, and conducting transactions related to a union are examined. The basic concepts of law, the place and importance of law in social life, patents, copyrights, utility models, brands, etc., and the legal framework affecting the design process and labor agreements are provided to develop students' skills in making contracts and protecting their rights from legal aspects.

MT 418 Anatolian Motifs and Costumes

2-0-4

The aim of the course is to get to know the meanings of Anatolian women's and men's costumes and ornamental motifs, which are the main sources of our cultural heritage, and to help pass on this heritage to future generations.

MT 406 Fashion Marketing

2-0-5

General information is given about the operating system and management of the fashion sector. Marketing strategies that require creativity in the fashion sector and related managerial skills, examination of the process from product development to the consumer in the fashion industry, consumer and buyer trends, base market analyses, determination of needed products and the effects of all these on the wholesale and retail sector are examined. Methods related to marketing fashion products and processes related to developing a quality marketing plan are examined. Information on marketing, fashion and brand concepts, classification of products, market research, product creation in fashion marketing, pricing, distribution and promotion activities, sales development efforts and consumer behavior is conveyed.

MT 416 Fabric Design

2-0-5

For fabric pattern design for home textiles or clothing; stylization of drawings of objects from nature that can create textile motifs, composition design principles, coloring techniques, color arrangement in fabric patterns.