

**BAŞKENT UNIVERSITY**  
**FACULTY OF FINE ARTS DESIGN AND ARCHITECTURE**  
**PROGRAM OF TEXTILE AND FASHION DESIGN**  
**COURSE DEFINITIONS**

**1. TERM**

**TÜRK101 TURKISH I (2-0-2-2)**

**İNGL101 ENGLISH I (4-0-4-5)**

**TMT101 BASIC DESIGN I (2-2-3-5)**

Transferring the elements of art and design principles in two- and three-dimensional environments, developing the thinking and hand skills required for solving design problems. Emphasizing the visual and structural values for constructing and diversifying compositions produced in different environments; Carrying out original studies that allow the development of abilities such as looking, seeing, distinguishing, and choosing.

**TMT103 FIGURE DRAWING AND ANATOMY I (2-2-3-5)**

Recognizing the materials related to the lesson, learning the types of lines by experimenting, comprehending the composition and its elements, gaining the skill of measuring and proportioning the human body, drawing the straight stance from the live model and semi-moving stances in the front-back view.

**TMT105 BASIC SEWING TECHNIQUES I (2-2-3-4)**

Implementation of performance improvement practices in order to use the sewing machine, overlock, hemming, ironing and cutting machines used safely and with high quality in the production studio. Zipper, belt, slit, lining sewing techniques used in skirt production and their application on basic skirt.

**TMT107 DIGITAL DESIGN PROGRAMS I (1-2-2-3)**

General description of the computer system and CAD programs to be used. Explaining the usage areas in textile and fashion design. Introduction to the training of CAD programs to be used.

**TMT109 FASHION CULTURE AND TERMINOLOGY (2-0-2-2)**

Fashion terminology, basic fashion concepts, the formation of fashion, dress codes, basic forms, questioning dress forms, the phases of fashion, the effects of fashion, events affecting fashion, people and fashion trends. Examining the designers and style characteristics that shape fashion in the world and in Turkey.

**TMT111 HISTORY OF APPAREL AND FASHION (2-0-2-2)**

The phases of apparel culture until today. Major fashion trends. The historical, economic and social events that affect fashion. Examining the stylistic features of the designers who shape the fashion.

**TMT113 HISTORY OF ART (2-0-2-2)**

Examining the formation and transformation stages of art, and the social, cultural and historical process in each geographical area, starting from the Paleolithic period to the end of the 15th century. Examining the Greek, Roman, Byzantine, Seljuk and Ottoman periods, starting from the earliest cultures in the Anatolian geography.

## **2. TERM**

### **TÜRK102 TURKISH II (2-0-2-2)**

### **İNGL102 ENGLISH II (PRE: İNGL101) (4-0-4-5)**

### **TMT102 BASIC DESIGN II (2-2-3-4)**

Geometric fragmentation and transformation practices based on design principles and elements, solving fashion design problems with an analytical point of view.

### **TMT104 FIGURE DRAWING AND ANATOMY II (1-2-2-3)**

Drawing poses from the figures with various perspectives. Creating compositions. Drawing sitting or posing figures with different movements with various type of pencils. Portraits and hair studies from the figures, working with hand-foot postures with shading.

### **TMT106 BASIC SEWING TECHNIQUES II (2-2-3-4)**

Making basic trousers using placket, pocket and belt applications, which are the main sewing techniques used in the production of women's trousers.

Making blouses by doing collar, cuff, closure techniques and buttonhole-button works, which are the main sewing techniques used in blouse production.

### **TMT108 DIGITAL DESIGN PROGRAMS II (1-2-2-3)**

As a continuation of the Digital Design Programs I course, continuation of practice on the use of CAD programs.

### **TMT110 PATTERN MAKING TECHNIQUES I (2-2-3-4)**

Recognition of female body features. Taking and calculating the necessary dimensions to create a pattern. Drawing basic skirt and trousers patterns. Giving seam allowance over the basic patterns. Making model practices on basic patterns.

### **TMT112 COLOR THEORY (1-2-2-3)**

Importance of color in fashion design, color analysis, color derivation. Creating a color wheel and a color triangle. Color harmony, color trends, color chart preparation. Recognize various coloring techniques.

### **TMT114 FASHION AND AESTHETICS (2-0-2-2)**

Analyzing the universe, human, nature interaction through the knowledge of science, art and philosophy by making use of artists, scholars, architects, philosophers and their works. The relationship between the theories developed in the field of aesthetics and the works of art and their reflections on fashion.

## **3. TERM**

### **ATA201 ATATÜRK'S PRINCIPLES AND THE HIST. OF THE TURKISH REVOLUTION I (2-0-2-2)**

### **İNGL201 ENGLISH III (PRE: İNGL102) (4-0-4-5)**

**TMT201 FASHION DRAWING I (2-2-3-4)**

Recognizing pencil, paper features, line types in fashion painting. Female body anatomy, standard figure 8-part distribution rules, simplification of fashion figure clothes from magazine images, finding fashion figure proportion, lengthening, slimming, re-moving the figure and preparing a composition by creating a new fashion figure. Silhouette studies and drawings.

**TMT203 TECHNICAL DRAWING I (1-2-2-3)**

The importance of technical drawing in fashion design, the types of lines used and their usage, the standard drawing of women's silhouettes (1/8 proportion), the ability to express dress details with lines, learning with verbal expression, dressing features, closures in clothing, learning and drawing of classic sleeve and collar models.

**TMT205 BASIC SEWING TECHNIQUES III (2-2-3-4)**

Making dress production by applying techniques such as flounce, shirring, yoke, pleat, cup, lace and guipure sewing, which are used in model applied dress production.

**TMT207 PATTERN MAKING TECHNIQUES II (2-2-3-4)**

Recognition of female body features. Taking and calculating the necessary measurements to create a pattern. Drawing basic body, blouse, jacket patterns. Giving seam allowance and making model applications on basic patterns. Making model applied collar and sleeve drawings.

**TMT209 TEXTILE TECHNOLOGY (2-0-2-2)**

Definition and classification of textile fibers, fiber structures and basic properties and examination of usage areas according to these properties. Giving basic information about yarn production technology, yarn numbering systems, weaving and knitting technologies and finishing processes.

**TMT211 DESIGN RESEARCH (2-0-2-2)**

To develop students' design education skills on a theoretical level. Ensuring the development of design philosophy and culture. Preparing a storyboard by conducting market research within the determined concept.

**TMT213 DIGITAL DESIGN IN TEXTILE AND FASHION I (1-2-2-4)**

Transferring the works on textile and fashion design to the digital environment through CAD programs or creating them directly in the digital environment.

**4. TERM****ATA202 ATATÜRK'S PRINCIPLES AND THE HIST. OF THE TURKISH REVOLUTION II (2-0-2-2)****İNGL202 ENGLISH IV (PRE: İNGL201) (4-0-4-5)****TMT202 FASHION DRAWING II (2-2-3-4)**

Transforming the female silhouettes obtained from the magazine pages into their original silhouettes, preparing compositions by giving different movements, coloring the fashion figures created with different painting techniques, reflecting the light, shadow and pattern details on the silhouette.

**TMT204 TECHNICAL DRAWING II (1-2-2-3)**

Drawing classical skirt and trousers models according to technical drawing rules, dressing them on silhouettes (front-back), drawing various inner-outer and upper basic clothes with technical drawing and dressing them on silhouettes.

**TMT206 BASIC SEWING TECHNIQUES IV (2-2-3-4)**

Sewing a lined women's jacket by applying technical works such as fitted sleeves, men's collars, buttoned pockets with flaps, which are used in the production of lined women's jackets.

**TMT208 PATTERN MAKING TECHNIQUES III (2-2-3-4)**

Recognition of child body features. Taking and calculating the necessary dimensions to create a pattern. Drawing children's basic skirts, trousers, body patterns and model applications. Recognition of male body features. Taking and calculating the necessary measurements to create a pattern. Drawing patterns of men's shirts, t-shirts, jackets, trousers and making model applications.

**TMT210 INFORMATION OF TEXTILE SURFACE (2-0-2-2)**

Learning the production methods of textile surfaces, giving information about fiber, yarn, fabric types and properties.

**TMT212 FABRIC AND MATERIAL KNOWLEDGE (2-0-2-2)**

Examination of fabric production technologies, usage areas, physical tests applied to fabrics, fabric types and fashion design relationship. Characteristics and usage areas of textile products and other materials used in fashion design. Considerations in choosing materials suitable for design and ergonomics.

**TMT214 DIGITAL DESIGN IN TEXTILE AND FASHION II (1-2-2-4)**

Creating studies on textile and fashion design directly in digital environment through CAD programs. Making color, pattern, texture, form studies and creating combinations.

**5. TERM****TMT001 ELECTIVE COURSE I (3-0-3-4)****TMT002 ELECTIVE COURSE II (2-2-3-4)****TMT003 ELECTIVE COURSE III (2-2-3-4)****TMT301 FASHION DRAWING III (1-2-2-3)**

Drawing eye, eyebrow, nose, lip, hair, hand, foot and similar details, creating a style by adapting these detail drawings to the fashion silhouettes created. Reviewing famous fashion designers and interpreting their styles. Expressing matte, glossy, transparent, wool, fur, silk, satin, chiffon and similar textures of various trendy clothing forms with various techniques. The use of light-shade and color harmony with different materials and the transfer of fabric textures to paper with coloring techniques.

**TMT303 TECHNICAL DRAWING III (1-2-2-3)**

Expressing the designed dress models with drawings in accordance with the technical drawing rules. Application of detail drawings on dress, explanation of detail drawings and model analysis of all kind of dress model drawings. Technical drawing of dress in accordance with size/10\*2 rules with graphic technical drawings.

**TMT305 DRAPING I (1-2-2-3)**

Draping terminology. The importance of body shape and form in draping. Sizing techniques on Mannequin and Model. Stages of preparing a three-dimensional skirt and trousers pattern. Skirt and trousers model analysis and applications.

**TMT307 TEXTILE SURFACE DESIGN (1-2-2-3)**

Making original surface designs with different materials and methods such as weaving, knitting, embroidery, applique and reduction.

**TMT309 STYLE AND IMAGE (2-0-2-2)**

Examining the concepts of style and image in terms of meaning, importance and history. Explaining personal dress codes, distinctive styles and style consultancy in fashion. Examination of dressing methods according to basic body types, body features and lifestyle. Making practical studies on style and image.

**TMT311 DESIGN DEVELOPMENT (2-2-3-4)**

Researching sources of inspiration, determining themes, creating and developing design ideas for design development. Gaining competence in creating story, color and fabric boards by keeping a visual diary. Understanding the design practices that will form the basis for design projects.. Establishing relationships between design elements and design principles, body and clothing parts, and creating 2D idea drawings for 3D clothing samples. To develop the thinking and manual skills required for solving design problems. Emphasizing the visual and structural values for constructing and diversifying ideas developed on layout surfaces. Expressing and detailing original clothing designs with technical drawings that allow the development of skills such as looking, seeing, distinguishing and choosing.

**6. TERM****TMT004 ELECTIVE COURSE IV (3-0-3-4)****TMT005 ELECTIVE COURSE V (3-0-3-4)****TMT006 ELECTIVE COURSE VI (2-2-3-4)****TMT007 ELECTIVE COURSE VII (2-2-3-4)****TMT302 FASHION ILLUSTRATION (1-2-2-3)**

Transferring knowledge and skills for artistic fashion drawing to digital environment using CAD programs or creating them directly in digital environment. Creating fashion drawings with various drawing and painting techniques.

**TMT304 PRODUCT DEVELOPMENT (PRE: TMT311) (1-4-3-5)**

Producing the prototypes of the two-dimensional collection prepared in the design development course, and making three-dimensional controls of the collection.

**TMT306 DRAPING II (1-2-2-3)**

Draping terminology. The importance of body shape and form in draping. Sizing techniques on Mannequin and Model. Preparation of three-dimensional upper body and dress patterns. Upper body and dress model analysis and applications.

**TMT308 FASHION MANAGEMENT (3-0-3-3)**

Learning the concepts of planning, organizing, directing, coordination and control within the scope of current management and strategy science. Establishing the basics of decision making process and human management in fashion businesses.

**7. TERM****TMT008 ELECTIVE COURSE VIII (3-0-3-4)****TMT009 ELECTIVE COURSE IX (2-2-3-4)****TMT010 ELECTIVE COURSE X (2-2-3-4)****TMT011 ELECTIVE COURSE XI (2-2-3-4)****TMT401 INTERNSHIP I (0-0-0-5)**

Internship in companies operating in the field of textile and fashion design in line with the transfer of professional knowledge to practice for 30 working days.

**TMT403 FASHION COST ANALYSIS (3-0-3-3)**

Determining the unit sales price by determining the factors affecting unit production costs in the fashion industry. Techniques to be used in reducing unit costs, effective purchasing methods, efficient order acceptance and preliminary cost definitions. Examination of waste rates and cost losses in production.

**TMT405 COLLECTION PREPARATION I (2-4-4-6)**

Designing models in accordance with a determined concept and fashion trends of the year. Developing the model. Research of fabric and other materials of models. Determination of sewing and ornamentation techniques, making final corrections of models and starting production.

**8. TERM****TMT012 ELECTIVE COURSE XII (3-0-3-4)****TMT013 ELECTIVE COURSE XIII (2-2-3-4)****TMT014 ELECTIVE COURSE XIV (2-2-3-4)****TMT015 ELECTIVE COURSE XV (2-2-3-4)**

**TMT402 PORTFOLIO DESIGN (2-2-3-5)**

Portfolio design of fashion design works selected from the four-year studies carried out during the undergraduate program in both print and digital formats. Designing creative presentation formats that reflect the designer's identity and designer personality beyond the classical file presentation of the portfolios produced with appropriate materials.

**TMT404 FASHION MARKETING (3-0-3-3)**

Giving information about the general marketing concept. Marketing strategies in the context of the fashion industry. Purchasing behavior, target market analysis and consumer profile analysis. Brand, brand personality and brand image concepts. Examination of pricing and distribution activities.

**TMT406 COLLECTION PREPARATION II (PRE: TMT405) (2-4-4-6)**

Completion of the clothes for which the sewing and ornamentation processes were started in the Collection Preparation I course. Preparation of accessories that complete the outfit. Taking fashion photos in a concept suitable for the collection. Making presentations (exhibition, fashion show, etc.).

**ELECTIVE COURSES****TMT431 INTERNSHIP II (0-0-0-5)**

Internship in companies operating in the field of textile and fashion design in line with the transfer of professional knowledge to practice for 30 working days.

**TMT432 GARMENT RESTORATION (2-2-3-4)**

Definition and historical development of restoration. Examination of restoration studies on clothes. Making necessary researches for the clothes to be restored. Within the scope of conservation practices, an exemplary documentation study and restoration application on a garment.

**TMT433 EXPERIMENTAL DESIGN (2-2-3-4)**

Creating textile surfaces from different materials and transforming them into fashion design products. Preparing and evaluating the prepared products for the show.

**TMT434 UNDERWEAR DESIGN (2-2-3-4)**

The importance of underwear and the properties of the materials used. Designing underwear in accordance with body features and fashion trends. Creating products by applying sewing and ornamentation techniques suitable for fabric and model features.

**TMT435 COSTUME DESIGN (2-2-3-4)**

Costume types, features, costume design process, sewing and ornamentation methods. Designing a costume suitable for a certain theme and purpose.

**TMT436 HAIR AND MAKEUP DESIGN (2-2-3-4)**

Examination of professional make-up and hair applications in the fashion industry. Learning cosmetic products and explaining hair and make-up application techniques suitable for the fashion show concept. Introduction of make-up materials. Face chart making. Making hair and make-up applications in the context of the determined theme.

**TMT437 SHOE DESIGN (2-2-3-4)**

Examination of the shoe design process. Preparation of moodboard in line with a determined theme, drawing sketches of shoes, selection of sketches to be produced, selection of suitable materials and preparation of prototypes.

**TMT438 FASHION PHOTOGRAPHY I (2-2-3-4)**

Explaining the technical features of the camera. Using the fashion photography technique in the catalog preparation, promotion and marketing of fashion products. Making emphasis, light, shadow, color, photoshop works.

**TMT439 FASHION PHOTOGRAPHY II (2-2-3-4)**

Explaining the subjects of composition and photographing methods in photography. The process of creating a decor in accordance with the theme of the collection to be shot. Making the preparations before the fashion photo shoot, arranging the space. Photographing the collection.

**TMT440 INTERIOR TEXTILE (2 2 3 4)**

Learning the technic, color, pattern, texture etc. properties of textiles used in interior design. Making design practice and presentation studies for the determined interior textiles.

**TMT441 PRINTING TECHNIQUES (2-2-3-4)**

Stencil preparation for flat and rotary printing, printing paste preparation, sample printing and printing with dyestuffs.

**TMT442 JEWELRY DESIGN (2-2 3 4)**

Introducing the necessary materials for jewelry design. Preparation of design board in accordance with design principles. Selection of materials suitable for the concept. Making jewelery design practices.

**TMT443 LEATHER PRODUCT DESIGN (2-2-3-4)**

Determining the design criteria of leather and leather products (bags, shoes, belts, wallets, etc.). Analyzing leather product design and production processes. Making design, application and presentation studies for the determined leather products.

**TMT444 WEAVING DESIGN (2-2-3-4)**

Introducing the basic weaves used in fabric production and their properties. Classification of woven fabrics, learning drawing and weaving plans. Practices for basic weavings.

**TMT445 TEXTILE HANDICRAFTS (2-2-3-4)**

Definition of textile handicrafts, an overview of handicrafts from history to the present. Traditional weavings (tablet, carpet, rug and other flat weavings) Creating sample products related to handicrafts.

**TMT446 FASHION PRODUCT EXHIBITION (2-2-3-4)**

Techniques for preparing theme, color and fabric boards. Fashion presentation principles. Fashion portfolio practices with various materials and techniques. Exhibition organization practices.



**TMT447 MEN'S CLOTHING DESIGN (2-2-3-4)**

Types and features of men's clothing. Researching fashion trends related to men's clothing. Preparing a collection in line with the determined theme. Production of a selected garment.

**TMT448 KIDS CLOTHING DESIGN (2-2-3-4)**

Child body characteristics and developmental stages. Model selection according to the sizes. Technical knowledge of children's clothing design and their application on selected models.

**TMT449 BIOMIMESIS IN FASHION DESIGN (2-2-3-4)**

Information on the concept of biomimesis, in which areas it is applied, and how the concept of biomimesis is a resource for design. Examining the designers who design with biomimesis approach in the fashion industry with examples. Realization of the project of revealing a fashion design product inspired by nature.

**TMT450 SUSTAINABILITY IN FASHION DESIGN (2-2-3-4)**

Concepts of sustainability, historical development, damages of fashion industry in all dimensions of sustainability, importance of sustainability in the future of the world, dimensions of sustainability: three circle models, sustainable approach applications in fashion industry, concepts emerged with sustainability approach, principles of sustainable design. Completion of the project to unveil a fashion design product produced with sustainable design philosophy.

**TMT451 URBAN CULTURE AND FASHION (2-2-3-4)**

Urban culture is a source of inspiration for fashion designers. Examination of cultural and natural assets registered in the UNESCO World Heritage List worldwide. These analyzes, which give the awareness of environmental values, are related to fashion and clothing culture.

**TMT452 DESIGN AND CREATIVITY (2-2-3-4)**

The concept of creativity is considered as an effective method in the design process. A complementary union is provided between analytical and integral parts. It is important to be in structures for concepts and images to establish new arrangements. Evaluations, researches and experiences are conveyed.

**TMT453 FASHION AND INNOVATION (2-2-3-4)**

The definition and philosophy of innovation, evolution in the process of change, investigation of innovation related to design and innovation based on technology within the concept of innovation. To raise awareness of new technologies and areas of use in this context.

**TMT454 CREATIVE PATTERN DESIGN (2-2-3-4)**

Creative approaches to process and product relationships. Understanding of design, ergonomics and functionality. the importance and elements of creative pattern applications, prominent fashion designers, researching and examining samples for creative pattern applications, model analysis and pattern applications of determined samples.

**TMT455 COMPUTER AIDED PATTERN DESIGN (2-2-3-4)**

Transfer of knowledge and skills within the scope of pattern lessons to digital environment. Preparation of basic and model applied patterns by using pattern preparation program.

#### **TMT456 3D MODELING IN FASHION DESIGN (2-2-3-4)**

Explaining the usage areas in textile and fashion design by making the general definition of 3D CAD programs. Introduction to program learning. Creating lifelike visuals of textile and fashion design works with the simulation technologies of these programs.

#### **TMT457 CLOTHING ORNAMENTATION TECHNIQUES (2-2-3-4)**

Garment ornamentation and sewing techniques of fabrics that require special sewing techniques, such as rib, piping, pleated-pile, quilting, ruffle, frill, applique, Chinese needle, hem-stich, lace and tulle. Application of used ornament technical work examples.

#### **TMT458 FASHION ACCESSORY DESIGN (2-2-3-4)**

Giving information and definitions about fashion accessories. Making design, application and presentation studies for the determined accessory group.

#### **TMT459 COMPUTER AIDED FASHION DESIGN (2-2-3-4)**

Making designs for fashion products and accessories in digital environment using CAD programs. Making detailed studies of color, pattern, texture, form details and making them ready for presentation and production.

#### **TMT460 VISUAL MERCHANDISING AND SHOWCASE DESIGN (2-2-3-4)**

Learning the basic principles of visual merchandising and showcase design. The importance of visual merchandising and showcase design in creating brand image. Making showcase design applications in line with certain concepts.

#### **TMT461 TREND ANALYSIS (3-0-3-4)**

Explaining concepts such as Trend, Trendsetter, Trendhunter, Trend Analysts, Trend Agencies. Examination of trend tracking methods. Trend analysis in the historical process. Explaining key details such as color, texture, form, silhouette. Examining the podium visuals and determining and presenting the key details.

#### **TMT462 FASHION AND MYTHOLOGY (3-0-3-4)**

Fashion and mythology concept, formation, universe, creation, gods, heroes and legends. World mythology, Anatolian mythology and civilizations, Greek and Roman mythology etc. Introducing the effects of legends on fashion. The subjects related to mythology that affect fashion, the heroes, events and stories in the subjects, the traditions of different cultures and the relations of the main sources of mythology with today's fashion.

#### **TMT463 COMMUNICATION IN FASHION AND MEDIA (3-0-3-4)**

Introducing verbal, written and digital media communication tools by emphasizing the relationship between message, channel and receiver in effective communication that fashion designers will use to describe and promote their designs, brands' clothes or themselves.

#### **TMT464 HISTORY OF ANATOLIAN CLOTHING (3-0-3-4)**

Examination of Anatolian fashion as expressed in art and written sources, starting from the Bronze Age cultures in Anatolia (Hittite-Assyrian Trade colonies; 2 thousand BC) until the Late Byzantine period (13th century AD). The place of clothing in administrative, military and daily life, examination of material properties used in clothing.

**TMT465 FASHION PRODUCTION MANAGEMENT (3-0-3-4)**

Qualitative and quantitative characteristics of ready-made clothing manufacturing companies. Production methods, production planning and production line creation, planning, organization, direction and coordination of business processes. Determination of control functions, work study, time study, work teaching and evaluation.

**TMT466 FASHION SOCIOLOGY (3-0-3-4)**

Various changes in fashion depending on sociological development and the social dimension of fashion; social value of fashion, economic-political and social effects in production and distribution relations.

**TMT467 FASHION EDITORIAL (3-0-3-4)**

Explaining the issues of writing techniques, editorship, the roles and responsibilities of the editor. Conducting research on topics such as fashion editorial, fashion trends, customer profile analysis, shopping attitudes, fashion concept. Translating research results for publication.

**TMT468 FASHION RUNWAY AND CHOREOGRAPHY (3-0-3-4)**

Elements of fashion show organization and fashion choreography. The effects of fashion show organization on fashion designer identity and brand creation. Sorting and grouping a collection in accordance with the fashion show order. The effects of mannequin walking styles on clothing presentation. The importance of sound, light, podium and other visual elements for the fashion show. Project planning and budget preparation for a fashion show organization.

**TMT469 FASHION BRAND MANAGEMENT (3-0-3-4)**

Drawing attention to the benefits of brand and branding. Addressing the theoretical and practical development areas of brand creation and brand management. Transferring strategic brand management issues related to brand identity, brand personality, brand image, brand awareness and brand equity.

**TMT470 FASHION CONSUMPTION BEHAVIORS (3-0-3-4)**

Addressing the individual and social reasons for fashion consumption of the fashion customer within the scope of the theories used by fashion designers, manufacturers and marketers to create their predictions about the needs and expectations of consumers.

**TMT471 FASHION AND CINEMA (3-0-3-4)**

Parallel development of the fashion industry and the cinema industry. The interaction of fashion with cinema, examining the role of cinema in creating trends and fashion.

**TMT472 FASHION CAREER PLANNING (3-0-3-4)**

Determining the requirements of the business areas related to the personal careers of the students who will graduate from the textile and fashion design department in the design, production and sales processes of fashion. Examining the knowledge, skills and experiences required in personal career planning goals.

**TMT473 FASHION RETAIL MANAGEMENT (3-0-3-4)**

Gaining skills related to the establishment, operation and management of physical and digital retail stores for the delivery of fashion products to the end users. Examination of technological developments in fashion retail and their reflections on the sector in terms of working professionals and store owners.

**TMT474 PUBLIC RELATIONS AND ADVERTISING IN FASHION (3-0-3-4)**

Examining the concept of "public relations" in promoting fashion brands' businesses and activities to their target audiences. Examining the necessary elements for the effective implementation of the concept of "advertisement" in the promotion of goods or services.

**TMT475 VOCATIONAL ENGLISH I (3-0-3-4)**

It is aimed to teach the words and terms used in the fashion industry.

**TMT476 VOCATIONAL ENGLISH II (3-0-3-4)**

It is expected to make a presentation on a subject related to the profession using the terms and words taught in the Professional English I course.

**GSF352 HISTORY OF CULTURE (3-0-3-4)**

Definition of culture, its components, theories concerning social and cultural change, culture-civilization relation are the main issues of this course.

**GSF353 COPYRIGHT LAW (3-0-3-4)**

Copyrighted intellectual property rights such as copyright, patent, registered trademark, utility model, etc.; national and international legal regulations.

**GSF355 SOCIOLOGY OF ART (3-0-3-4)**

The goal is to gain an understanding in alterations in several fields of art parallel to the social development and social dimension of art. Social value of artistic production; economical, political and social impacts concerning relation between production and distribution are the other dynamics of this course.

**GSF357 PSYCHOLOGY OF ART (3-0-3-4)**

Relation between art and theories that are influential in psychology; thoughts on art that are developed by movements such as behaviorism, structuralism, Gestalt, neurobiology and psychoanalysis; appreciation, gusto, subjectivity and individual perception of esthetic; psychology of art, as well as subjective and objective psychological effects during the process of production, purchasing and distribution of art.

**GSF358 MUSEUM EXHIBITION TECHNIQUE (3-0-3-4)**

Description of the museum. Theoretical and visual information on the history, types, purposes, necessity of museology, museums and cultures, museum and art, museum and education, the duties of the museum, the exhibition mission of the museum, contemporary exhibition methods; creating the projects of "Contextual interpretation of a work", "Exhibition of a work", "Museum garden and in-museum orientation graphics", "surface design based on a work exhibited in the museum or the detail of the work", promotion of the museum, exhibition, historical, aesthetic and critical examination includes studies made using the artifacts and remains in the museum.

**GSF 360 ENTREPRENEURSHIP (3-0-3-4)**

Understanding the meaning of entrepreneurship and the qualifications that an entrepreneur should have. Learning the basic concepts of entrepreneurship. Drawing the entrepreneurship framework with real-life examples. Reviewing the different aspects and dimensions of entrepreneurship and analyzing successful and unsuccessful examples of entrepreneurship in a healthier way with the active participation of students.

**GSF361 POPULAR SCIENCE (3-0-3-4)**

Definition of popular science, its place in the education system, its target audience. Scientific thinking and scientists. Presentation and poster preparation.

**GSF362 HISTORY OF SCIENCE AND DESIGN (3-0-3-4)**

Definition of science and design, important scientific developments in the historical process and their reflections on design. The development of design in the historical process, examining and discussing the design movements that have been effective in different periods.