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საქართველოს ტექნიკური უნივერსიტეტი
GEORGIAN TECHNICAL UNIVERSITY

Bachelor's Educational Program

Name of the program

დიზაინი
Design

Faculty

დიზაინის საერთაშორისო სკოლა
International Design School

Program manager

Nicholas Shavishvili

Qualification and program credits

ხელოვნების ბაკალავრი დიზაინში Bachelor of fine arts in design

The language of teaching

English

Precondition for admission to the program

Applicant is admitted in compliance with the Georgian Legislation

Description of the program

Bachelor's Educational English Language Program "Design" is a four-year program. It comprises a wide range of courses in the Humanities, Social and Technical Sciences; The program includes mandatory and elective courses of Basic specialty and Free Components. The combination of Basic specialty training courses emphasize the nature of design as a cultural, social, and technological practice intimately tied to the increasingly urgent questions raised by the man-made and natural environment.

The program consists of 240 ECTS credits that are arranged in a following manner: Major courses - 210 credits (elective courses – 71 credits, design practice – 5 credits, a Bachelor's thesis – 10 credits) and free components - 30 credits.

First semester consists of 33 credits; second semester consists of 33 credits.
Therefore, first year consists of 66 credits.
Third and fourth semesters consists of 30 -30credits Therefore second year consists of 60 credits.
Fifth and sixth semesters consists of 30 and 29 credits respectively. Therefore third year consists of 59 credits
Seventh and eighth semesters consists of 25 and 30credits Therefore, fourth year consists of 55 credits.

One credit equals to 25 hours, comprised of in-class and independent work.
A year of the study program (2 semesters) 15 weeks of each semester is dedicated to the study
The student, who has received at least minimal positive assessment in the intermediate assessment components and at the same time submitted the minimum amount of works in the form of documentary material defined by the program, has the right to pass the final examination.
In case of failing (FX) of the final examination, the student will have a right of the one additional examination, after the expiration of at least 5 days.

The First Year is conceived as a broad introduction to society, culture, environment, and the nature, place and role of design in this context. The student is introduced to the principles and experience of graphics and representation in a broad range of media formats: freehand drawing is taught side by side with technical drawing, modeling and perspective and other means of design representation. In the first semester sequence of the issues of the History of Art take the student through the global development of art from ancient times till nowadays. 56 out of 66 credits of the first year implies the mandatory courses of basic specialty, while 10 regards elective courses.
The Second Year advances the student's knowledge of design historically, culturally, and professionally. This year Design Studios are dedicated to the design exercises, tuition of the "elements" of design. Students are introduced to the fundamental processes, and the principal methods, tools and materials that will be applied in design projects. The student acquires knowledge and skills in the various areas of design using computer aided programs (CAD). 50 out of 60 credits of the second year implies the mandatory courses of basic specialty, while 10 regards elective courses.

The Third Year is envisaged to gain a comprehensive experience in design and other professional

knowledge, supplemented by a range of mandatory and elective courses in environmental, technological, and humanistic subjects, forming an integrated basics of the ecological, social and economic understanding of design. The student enhances the knowledge and skills of computer programs to to work in different areas of design.

The Third Year Design Studios are built on analysis and synthesis; Within the specialized courses, various aspects of their project proposals are processed. During this academic year the study of design is widely discussed in the context of Design Thinking. The Students have an opportunity to study the Interior and furniture, product, transportation and visual communication design courses that they can choose from the basic optional training courses. This year is intending to go through Educational Design Practice in a woodworking and furniture organization where students have a real touch with design activities. 25 out of 59 credits of the third year implies the mandatory courses of basic specialty, while 34 credits regards elective courses.

The curriculum is designed in such way that, the Basic specialty courses of Design Studio are continuously linked to each other throughout the whole period of tuition.

The Fourth Year broadens the study of design, placing it within its interior or product design or visual communication contexts. Students gaining advanced knowledge of technological, structural, and professional concerns; In the first semester of the fourth academic year they perform an innovative design project and at the same time are able to choose training courses from Free component's subject area, that include technical, humanitarian and sociological spheres. In the 8th semester of study students learn more about the design activities and perform bachelor's work as design project. 25 out of 55 credits of the fourth year implies the mandatory courses of basic specialty (10 of which goes to a Bachelor Studio Project), while 30 credits can be acquired by successful completing of free components that students can select out of the free components list given in the program.

The final step of the study is a presentation of a Bachelor Studio Project, during which the student is supposed to demonstrate the multilateral knowledge that was acquired. The project have to be presented in front of an interdisciplinary Examination Board, that is created especially for this purpose; The Board have to be comprised of examiners, who have relevant experience and knowledge needed for adequate assessment of a Bachelor Studio project.

The information regarding presentation procedures of a Bachelor Studio Project, its design, assessment system, criteria and credit amount is given in a relevant syllabus.

The purpose of the program

This program provides students with the knowledge and skills to embark on a career in the design specialisations of interior and furniture design, product design, transportation design, or visual communication design, and other allied design-related specialisations. The program gives students a broad education in the social, cultural, economic and political contexts of design. The program provides specialized training and experience in the specific design fields: in design practice, processes, and methodology in ergonomic design and sustainable design; knowledge of materials and manufacturing processes; in professional design presentations using a variety of techniques to an international standard; in marketing, management and entrepreneurship. Students elect courses that extend their knowledge in their discipline in computer programming, web design and mobile

app development, animation and game design; environmental psychology and furniture making; automotive engineering, amongst others. Graduates of the program will gain the requisite knowledge and skills to become successful practicing designers who are able to make a positive contribution to the community of designers, design stakeholders, and society at large; and with a scholarly grounding and understanding appropriate for post-graduate education and life-long learning in general.

Outcomes/competences (general and sectoral)

Knowledge and understanding
Fundamental knowledge and understanding of the design disciplines and related subjects including: visual culture and it's history; the social sciences; principles of engineering mechanics – statics and dynamics, and for the automobile; mathematics and statistics; ergonomics science principles, and environmental psychology; the principles of sustainability for design; business principles and concepts.

Knowledge and understanding of:
- art history and theory, the history of art movements, and definitions and interpretations of art throughout history;
- design history and theory underpinning design movements, and recent interpretations of the interactions between design and society;
- the principle concepts and ideas of philosophy from the ancients to modern times;
- the fundamentals of human physiological and psychological abilities and limitations when at work;
- the applications and properties of materials commonly used in the design disciplines;
- the principles of marketing management related to the design disciplines;
- the principles of computer languages and programming.
- the roles of the design disciplines in society, and interpretations of design from the social sciences;
- the principles and major themes of anthropology as they apply to design practice;
- the fundamental concepts and issues, and advanced techniques and methods of sustainable design;
- the principle techniques of manufacturing and their design considerations;
- the main themes in the study of entrepreneurship;
- fundamentals of human interactions, and physiological and psychological relations to their environment;
- the automotive system and it's development, and basic quantitative tools for automobile performance analysis.

Applying knowledge in the course of designing and in the analysis and critique of design, for practical health and safety; to solve mechanical problems, and to analyse data; of general and specialised design and methods, and of scientific research from fields such as ergonomics, to solve design problems; in computer programming and web and game design for product and system innovation.
- health and safety concerns, common hazards in the workplace, and basic first aid principles;
- mathematics to solve problems of statics and dynamics in mechanics, and to analyse data from business and the social sciences;
- typography for two-dimensional communication tasks;

- fundamental design methods and processes to innovatively solve complicated, and vaguely defined design problems;
- ergonomics science, and its methods and processes, to investigate and solve design problems;
- wood properties and traditional woodworking techniques for furniture making.
- specialised and advanced design methods and processes to innovatively solve design problems for competitive advantage, giving consideration to ergonomic and environmentally sustainable criteria, and other issues;
- manufacturing technology to optimise designed products and systems;
- entrepreneurship processes and tools to propose new products and services;
- methods for researching design topics, for gathering qualitative and quantitative data such as, surveys, experiments, field research, case studies and so forth, and their application to design theory and practice;
- computer programming, HTML and CSS, and SDKs in the development of computer and mobile applications and websites;
- environmental psychology principles and methods for considering the human in their environment;
- techniques and processes for creating animations and for designing electronic games.

Making judgements

Apply methods from the social sciences to analyse data and interpret contemporary events relating to design practice. Use knowledge and methods from scientific disciplines such as ergonomics and environmental science etc. to make judgements and propose courses of action.

Able to:
- interpret, and make informed judgements about significant contemporary events in the social and political spheres in Georgia and beyond;
- collect relevant quantitative and qualitative data on vaguely defined design problems, and to analyse the data and form reasoned judgements for further action;
- analyse quantitative and qualitative data on vaguely defined design problems implicating ergonomics or environmental science concerns etc., and form reasoned judgements for further action;
- analyse vaguely defined and complex design problems, to plan and implement steps, including using appropriate design methods and processes, to solve the design problems;

Communication skills

Able to:
- coherently present information in the English language using quantitative and qualitative data to specialists and non-specialists through text and diagrams using modern information technology;
- prepare technical drawings and computer aided design models and documentation to international standards and conventions, to communicate with colleagues and associates etc.;
- prepare evocative professional design renderings, to communicate with colleagues and associates etc. and to convince design-stakeholders.
- creatively apply a variety of modern information techniques to prepare written and visual reports on complex design-related topics in the English language to convince specialists and non-specialists;
- prepare computer aided design models of complicated products and systems to international standards and conventions, to communicate with colleagues and associates etc.;

- prepare evocative multi-faceted professional design presentations using a variety of media and advanced techniques, to communicate with colleagues and associates etc. and to convince design stakeholders.

Learning Skills
Able to:
- define own learning needs in different and unpredictable situations, individually and as part of a team, and take action to address learning needs;
- reflect on the use of design methods, and processes, and the outcomes of design projects, and to prescribe remedial action to address problems.
- evaluate own learning process in a coherent and comprehensive manner; and to identify further learning needs;

Values:
- Share values related to design practice and engage in respectful debate about values, while always re-evaluating one's own position on the issues;
- Appreciate how the design outcomes affect users and stakeholders, and strive to maximise their benefits while minimising their negative impacts.
- A scholarly attitude to science and the scientific method, and appreciate how knowledge from fields such as design research, ergonomics, and sustainable design, are relevant to design practice in general;
- An inclusive, democratic, and open approach to professional design, considering the needs of users and other stakeholders, and openly collaborating with them for mutual benefit, where possible; Creative, innovative, and entrepreneurial individuals, active in providing for well-being and generating economic wealth for all.

Methods of achieving learning outcomes (teaching and learning)

☒ Lecture ☒ Seminar (team working) ☒ Practice ☒ Laboratory ☒ Practice

☒ Course paper/project ☒ Consultation ☒ Independent work

Based on the specific course of study in the learning process, the relevant below listed activities of the teaching-learning methods are used, which are reflected in the relevant training courses (syllabus):

1. **Discussion / debate** are one of the most common activities of interactive teaching. Discussion process increases the quality and activity of students' engagement. Discussion can be turned into arguments and this process is not limited to the questions asked by the teacher. It develops the ability of the student to reason and justify their opinion.

2. **Cooperative learning** is a learning strategy when each member of the group is obliged not only to examine himself but also to help his/her team-mate to study the subject better. Each member of the group works on the problem, until all of them master the issue.

3. **Collaborative work** – By using this activity, teaching implies division of the students' group and assignment of teaching tasks to them. The group members individually work on the issue and in parallel share their opinions with other members of the group. Due to the set objective, it is possible to divide the functions among the members during the group's working process. This strategy provides all students maximum engagement in the learning process.

4. Problem based learning is an activity which uses a specific problem as the initial stages of obtaining new knowledge and integration process.

5. **Case study** - the teacher will discuss concrete cases with the students, and study the issue thoroughly. For example, in the safety of engineering, it can be a case of a particular accident or disaster, in the political science - concrete, for example, the Karabakh problem (Armenia-Azerbaijan conflict) analysis and etc.

6. Brain storming – this activity implies to form and promote radically different opinion, idea on concrete issue/problem. This activity contributes to the development of a creative approach to the problem. Its application is effective in case of a large number of students and consists of several main stages:

- Problem / issue determination in a creative perspective;
- In a certain period of time, without criticism, note the ideas expressed by the listeners (mainly on the board);
- Determination of assessment criteria to determine the establish the conformity ofthe idea with the aim of the research;
- Assessment of selected ideas with predetermined criteria;
- By process of elimination, distinguish those ideas that are most relevant to the issue.
- Demonstration of the highest evaluation idea as the best way to solve the set problem.

7. Role and situational games – games that are fulfilled according to predefined scenario allow students to look at the issue differently. It helps them to develop an alternative viewpoint. Like discussions, these games also formulate the student's ability to express and protect his/her position independently.

8. **Implication**. It is quite effective in terms of achieving the result. In many cases, it is better to provide the students with audio and visual materials simultaneously. The study material can be demonstrated by both the teacher and the student. This activity helps us to demonstrate different levels of learning material, to specify what students will have to do independently; at the same time, this strategy visually reflects the essence of the topic/ problem. Demonstration may be simple.

9. Induction is such a form of transmitting any knowledge when the process of thinking in the course of the study is directed towards generalization, in other words when delivering the material the process is going from concrete to general.

10. Deduction is such a form of transmitting any knowledge, which based on general knowledge represents logical process of discovering new knowledge in other words, the process is going from general to concrete.

11. **Analysis** helps us to divide the study material into constituent parts. This will simplify the detailed coverage of individual issues within a difficult problem.

12. The synthesis implies the composition of one whole by grouping individual issues. This activity contributes to the development of the problem to be seen as a whole.

13. **Verbal or orally transmitted**. Narration, talking and so forth belong to this activity. In this process the teacher orally transmittes and explaines study material and the students actively perceive and learn it through listening, remembering and thinking.

14. **The script** implies the following activities: making extracts, records, notes, theses, abstract or essay and other.

15. **Explanation** is based on the discussion on the issue. The teacher gives a concrete example from the material, which is discussed in detail within the given topic.

16. **Action-oriented training** requires active involvement of the teacher and student in the teaching process, where the practical interpretation of theoretical material is of special significance.

17. Project planning and presentation. When working on the project, the student uses the acquired knowledge and skills to solve the real problem. This increases students' motivation and responsibility. Working on the project includes planning, surveying, practical activity and the performance of the results in accordance with the selected issue. The project will be deemed implemented if its results are presented in a clear and convincing way. It can be performed individually, in couples or in groups; also within a subject or within a few subjects (integration of the subjects); after completion, the project can be presented to a big audience.

Student knowledge assessment system

Grading system is based on a 100-point scale.

Positive grades:
- **(A)** - Excellent - the rating of 91-100 points;
- **(B)** – Very good - - the rating of 81-90 points
- **(C)** - Good - the rating of 71-80 points
- **(D)** - Satisfactory - the rating of 61-70 points
- **(E)** - Enough - the rating of 51-60 points

Negative grades:
- **(FX)** - Did not pass - 41-50 points of rating, which means that the student needs more work to pass and is given the right to take the exam once more with independent work;
- **(F)** – Failed - 40 points and less, which means that the work carried out by the student is not enough and he/she has to learn the subject from the beginning.

Field of employment

· Publishing and packaging companies
· Media Companies
· Advertising agencies
· Design companies
· Consulting and design companies
• Architectural design and design studios

Opportunity to continue learning

Master's Educational Programs

Human and material resources necessary for the implementation of the program

The program provides the appropriate human and material resources. For more information see the attached documents.

Number of attached syllabus: 82

Program subject load Map of learning outcomes

№	Subject	Precondition of admit	ECTS Credits							
			I Year		II Year		III Year		IV Year	
			Semester							
			I	II	III	IV	V	VI	VII	VIII
1	Art Through the Ages	none	5							
2	Philosophy and Cconsciousness	none	4							
3	Drawing for Design	none	5							
4	Linear Algebra and Analytic Geometry	none	5							
5	General Physics	none	5							
6	Technical Drawing	none	4							
7	Foreign Language (Russian)-A 1.1	none	5							
8	Foreign Language (Italian)-A 1.1	none								
9	Foreign Language (German)-A 1.1	none								
10	Foreign Language (French)-A 1.1	none								
11	Design and Health and Safety	none		3						
12	Design and Society	none		4						
13	Introduction to Calculus and Mathematical Statistics	Linear Algebra and Analytic Geometry		5						
14	Graphic and Typographic Studio	none		5						
15	Rapid Visualization	none		4						
16	Modeling and Perspective	Technical Drawing		7						
17	Foreign Language (Russian)-A 1.2	Foreign Language (Russian)-A 1.1		5						
18	Foreign Language (Italian)-A 1.2	Foreign Language (Italian)-A 1.1								
19	Foreign Language (German)-A 1.2	Foreign Language (German)-A 1.1								
20	Foreign Language (French)-A 1.2	Foreign Language (French)-A 1.1								
21	CAD Studio	none			5					
22	Design Studio I	none			10					
23	Introduction to Ergonomics	none			5					
24	Materials and Design	none			5					
25	Foreign Language (Russian)-A 2.1	Foreign Language (Russian)-A 1.2			5					
26	Foreign Language (Italian)- A 2.1	Foreign Language (Italian)-A 1.2								
27	Foreign Language (German)- A 2.1	Foreign Language (German)-A 1.2								
28	Foreign Language (French)- A 2.1	Foreign Language (French)-A 1.2								
29	Design Studio II	Design Studio I				10				
30	3D Visualization	none				5				

№	Subject	Precondition of admit	I	II	III	IV	V	VI	VII	VIII
			I Year		II Year		III Year		IV Year	
31	Principles of Social Sciences	none				5				
32	Introduction to Photography and Videography	none				5				
33	Foreign Language (Russian)-A 2.2	Foreign Language (Russian)-A 2.1								
34	Foreign Language (Italian)- A 2.2	Foreign Language (Italian)- A 2.1				5				
35	Foreign Language (German)- A 2.2	Foreign Language (German)- A 2.1								
36	Foreign Language (French)- A 2.2	Foreign Language (French)- A 2.1								
37	Graphic Editors	none					3			
38	Basics of Marketing	none					4			
39	Engineering Mechanics	none					4			
40	Design Methodology	none					3			
41	Web Design and Development	none								
42	3D Visualization for Product and Interior Design	none					5			
43	Environmental Psychology	none								
44	Cultural Approaches to Design	none					3			
45	Interior and Furniture Design Studio I	none								
46	Product Design Studio I	none								
47	Transportation Design Studio I	none					8			
48	Visual Communication Design Studio I	none								
49	Photography for Design	Introduction to Photography and Videography						3		
50	Ergonomics for Design	none						5		
51	Portfolio and Presentation Skills	none						3		
52	Woodworking and Furniture Making	none								
53	Interdisciplinary Project	none						5		
54	Advanced CAD Studio for Interior and Product Design	3D Visualization for Product and Interior Design none								
55	Animation Studio	none						5		
56	Interior and Furniture Design User Centered Studio	Interior and Furniture Design Studio I								
57	Product Design User Centered	Product Design						8		

№	Subject	Precondition of admit	ECTS Credits							
			I Year		II Year		III Year		IV Year	
			Semester							
			I	II	III	IV	V	VI	VII	VIII
	Studio	Studio I								
58	Transportation Design User Centered Studio	Transportation Design Studio I								
59	Visual Communication Design User Centered Studio	Visual Communication Design Studio I								
60	Competition Project	none							5	
61	Interior and Furniture Design for Sustainability Studio	Interior and Furniture Design User Centered Studio								
62	Product Design for Sustainability Studio	Product Design User Centered Studio								
63	Transportation Design for Sustainability Studio	Transportation Design User Centered Studio							10	
64	Visual Communication Design for Sustainability Studio	Visual Communication Design User Centered Studio								
65	Interior and Furniture Design Graduation Studio	Interior and Furniture Design for Sustainability Studio								
66	Product Design Graduation Studio	Product Design for Sustainability Studio								
67	Transportation Design Graduation Studio	Transportation Design for Sustainability Studio								10
68	Visual Communication Design Graduation Studio	Visual Communication Design for Sustainability Studio								
			33	33	30	30	30	29	15	10
			66		60		59		25	
			210							

Free components

№	Subject	Precondition of admit	ECTS Credits
1	Anthropology in Design	none	5
2	Sustainable Design Methodology	none	5
3	Mobile Application Development	none	5

№	Course		
4	Manufacturing Technology	none	5
5	Introduction to Computer Programming	none	5
6	Design and Sustainability	none	5
7	Entrepreneurship	none	5
8	Applied Project	none	5
9	Game Design	none	5
10	Egonomic Design Methodology	none	5
11	Introduction to transport engineering	none	5
12	Elements of Mathematics for Business	none	5
13	Advanced Motion Graphics and Special Effects	none	5
14	Security And the City	none	5
	Total		30

№	Course	Knowledge and understanding	Applying Knowledge	Making judgments	Communication skills	Learning skills	Values
1	Art Through the Ages	+	+	+	+	+	+
2	Philosophy and Consciousness	+	+	+	+	+	
3	Drawing for Design	+	+	+			+
4	Linear Algebra and Analytic Geometry	+	+	+		+	
5	General Physics	+	+	+	+		
6	Technical Drawing	+	+	+			
7	Foreign Language (Russian)-A 1.1	+	+		+	+	
8	Foreign Language (Italian)-A 1.1	+	+		+	+	+
9	Foreign Language (German)-A 1.1	+	+		+	+	
10	Foreign Language (French)-A 1.1	+	+		+	+	
11	Design and Health and Safety	+	+		+		
12	Design and Society	+	+	+	+	+	+
13	Introduction to Calculus and Mathematical Statistics	+	+	+		+	
14	Graphic and Typographic Studio	+	+		+	+	
15	Rapid Visualization	+	+	+			+
16	Modeling and Perspective	+	+	+			
17	Foreign Language (Russian)-A 1.2	+	+		+	+	
18	Foreign Language (Italian)-A 1.2	+	+		+	+	+

#	Course						
19	Foreign Language (German)-A 1.2	+	+		+	+	
20	Foreign Language (French)-A 1.2	+	+		+	+	
21	CAD Studio	+	+	+			
22	Design Studio I	+	+	+	+		
23	Introduction to Ergonomics	+	+		+	+	
24	Materials and Design	+	+	+			
25	Foreign Language (Russian)-A 2.1	+	+		+	+	
26	Foreign Language (Italian)- A 2.1	+	+		+	+	+
27	Foreign Language (German)- A 2.1	+	+		+	+	
28	Foreign Language (French)- A 2.1	+	+		+	+	
29	Design Studio II	+	+	+	+	+	+
30	3D Visualization	+	+	+			
31	Principles of Social Sciences	+	+	+	+		+
32	Introduction to Photography and Videography	+	+	+			
33	Foreign Language (Russian)-A 2.2	+	+		+	+	
34	Foreign Language (Italian)- A 2.2	+	+		+	+	+
35	Foreign Language (German)- A 2.2	+	+		+	+	
36	Foreign Language (French)- A 2.2	+	+		+	+	
37	Graphic Editors	+	+	+		+	
38	Basics of Marketing	+	+	+	+	+	+
39	Engineering Mechanics	+	+	+		+	
40	Design Methodology	+	+	+	+		+
41	Web Design and Development	+	+	+		+	
42	3D Visualization for Product and Interior Design	+	+	+			
43	Environmental Psychology	+	+	+	+	+	
44	Cultural Approaches to Design	+	+	+			+
45	Interior and Furniture Design Studio I	+	+	+	+	+	
46	Product Design Studio I	+	+	+	+	+	
47	Transportation Design Studio I	+	+	+		+	
48	Visual Communication Design Studio I	+	+	+	+	+	+
49	Photography for Design	+	+			+	
50	Ergonomics for Design	+	+	+	+	+	+
51	Portfolio and Presentation Skills	+	+	+	+	+	+
52	Woodworking and Furniture Making	+	+	+			+
53	Interdisciplinary Project	+	+			+	
54	Advanced CAD Studio for Interior and Product Design	+	+	+			
55	Animation Studio	+	+	+		+	
56	Interior and Furniture Design User Centered Studio	+	+	+	+	+	
57	Product Design User Centered Studio	+		+	+	+	
58	Transportation Design User Centered Studio	+	+	+	+	+	

№	Subject						
59	Visual Communication Design User Centered Studio	+	+	+	+	+	+
60	Competition Project	+	+	+	+		
61	Interior and Furniture Design for Sustainability Studio	+	+	+	+		
62	Product Design for Sustainability Studio	+	+	+	+	+	
63	Transportation Design for Sustainability Studio	+	+	+	+	+	
64	Visual Communication Design for Sustainability Studio	+	+	+	+	+	+
65	Interior and Furniture Design Graduation Studio	+	+	+	+	+	
66	Product Design Graduation Studio	+	+	+	+	+	
67	Transportation Design Graduation Studio	+	+	+	+	+	
68	Visual Communication Design Graduation Studio	+	+	+	+	+	+
69	Anthropology in Design	+	+	+	+		+
70	Sustainable Design Methodology	+	+	+	+	+	+
71	Mobile Application Development	+	+	+		+	
72	Manufacturing Technology	+	+	+		+	
73	Introduction to Computer Programming	+	+			+	
74	Design and Sustainability	+	+	+	+	+	+
75	Entrepreneurship	+	+	+	+	+	+
76	Applied Project	+		+	+	+	
77	Game Design	+	+	+		+	
78	Ergonomic Design Methodology	+	+	+		+	
79	Introduction to transport engineering	+	+			+	
80	Elements of Mathematics for Business	+	+	+		+	
81	Advanced Motion Graphics and Special Effects	+	+	+			
82	Security And the City	+	+	+			

Program curriculum

№	Subject code	Subject	ECTS Credit\Hours	Lecture	Seminar (work in the group)	Practical classes	Laboratory Work	Practice	Course Work/Project	Mid-semester exam	Final exam	Independent Work
1	ART30809E1-LS	Art Through the Ages	5/125	15	30					1	1	78
2	HEL30609E1-LS	Philosophy and Consciousness	4/100	15	15					1	1	68
3	ART30609E1-P	Drawing for Design	5/125			105				2	2	14

№	Subject code	Subject	ECTS Credit\Hours	Lecture	Seminar (work in the group)	Practical classes	Laboratory Work	Practice	Course Work/Project	Mid-semester exam	Final exam	Independent Work
4	MAS30508E1-LP	Linear Algebra and Analytic Geometry	5/125	15		30				1	1	78
5	PHS54308E1-LB	General Physics	5/135	15			30			1	1	78
6	EET78109E2-LP	Technical Drawing	4/100	15		15				1	1	68
7	LEH11112E3-P	Foreign Language (Russian)-A 1.1	5/125			45				1	1	78
8	LEH19809E2-LP	Foreign Language (Italian)-A 1.1	5/125	15		30				1	1	78
9	LEH10712E3-P	Foreign Language (German)-A 1.1	5/125			45				1	1	78
10	LEH11512E3-P	Foreign Language (French)-A 1.1	5/125			45				1	1	78
11	HHS28403E1-LP	Design and Health and Safety	3/75	15		15				1	1	43
12	ART21509E1-LS	Society and Design	4/100	15	15					1	1	68
13	MAS30608E1-LP	Introduction to Calculus and Mathematical Statistics	5/125	15		30				1	1	78
14	ART10109E1-LSK	Graphic and Typographic Studio	5/125	15		15			15	1	1	78
15	ART30709E1-P	Rapid Visualization	4/100			75				2	2	21
16	EET77809E2-LP	Modeling and Perspective	7/175	15		45				1	1	113
17	LEH11212E3-P	Foreign Language (Russian)-A 1.2	5/125			45				1	1	78
18	LEH19909E2-LP	Foreign Language (Italian)-A 1.2	5/125	15		30				1	1	78
19	LEH10812E3-P	Foreign Language (German)-A 1.2	5/125			45				1	1	78
20	LEH11612E3-P	Foreign Language (French)-A 1.2	5/125			45				1	1	78

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21	ICT43109E1-LK	CAD Studio	5/125	15					30	1	1	78
22	ART21709E1-LK	Design Studio I	10/250	15					105	1	1	128
23	ART11909E1-LS	Introduction to Ergonomics	5/125	15	30					1	1	78
24	MAP20309E1-SK	Materials and Design	5/125		15				30	1	1	78
25	LEH11312E3-P	Foreign Language (Russian)-A 2.1	5/125			45				1	1	78
26	LEH10109E3-LP	Foreign Language (Italian)- A 2.1	5/125	15		30				1	1	78
27	LEH10912E3-P	Foreign Language (German)- A 2.1	5/125			45				1	1	78
28	LEH11712E3-P	Foreign Language (French)- A 2.1	5/125			45				1	1	78
29	ART21809E1-LK	Design Studio II	10/250	15					105	1	1	128
30	ICT43209E1-LK	3D Visualization	5/125	15					30	1	1	78
31	SOS41209E1-LS	Principles of Social Sciences	5/125	15	30					1	1	78
32	ART10209E1-SP	Introduction to Photography and Videography	5/125		15	30				1	1	78
33	LEH11412E3-P	Foreign Language (Russian)-A 2.2	5/125			45				1	1	78
34	LEH10209E3-LP	Foreign Language (Italian)- A 2.2	5/125	15		30				1	1	78
35	LEH11012E3-P	Foreign Language (German)- A 2.2	5/125			45				1	1	78
36	LEH11812E3-P	Foreign Language (French)- A 2.2	5/125			45				1	1	78
37	ICT43309E1-P	Graphic Editors	3/75			30				1	1	43
38	BUA53713E1-LS	Basics of Marketing	4/100	15	15					1	1	68
39	EET50810E1-LP	Engineering	4/100	15		15				1	1	68

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		Mechanics										
40	ART11709E1-LS	Design Methodology	3/75	15	15					1	1	43
41	ICT33909E1-PK	Web Design and Development	5/125			30			15	1	1	78
42	ICT43409E1-LK	3D Visualization for Product and Interior Design	5/125	15					30	1	1	78
43	SOS30909E1-LS	Environmental Psychology	3/75	15	15					1	1	43
44	SOS41309E1-LS	Cultural Approaches to Design	3/75	15	15					1	1	43
45	AAC70709E1-PK	Interior and Furniture Design Studio I	8/200			60			30	1	2	107
46	ART20609E1-PK	Product Design Studio I	8/200			60			30	1	2	107
47	ART20709E1-PK	Transportation Design Studio I	8/200			60			30	1	2	107
48	ART10309E1-PK	Visual Communication Design Studio I	8/200			45			45	1	2	107
49	ART10409E1-P	Photography for Design	3/75			30				1	1	43
50	ART10509E1-LS	Ergonomics for Design	5/125	15	30					1	1	78
51	BUA53209E1-LS	Portfolio and Presentation Skills	3/75	15	15					1	1	43
52	ART40109E1-PKR	Woodworking and Furniture Making	5/135			15		15	15	1	1	78
53	ART10609E1-K	Interdisciplinary Project	5/135						45	1	1	78

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54	ICT52409E1-LK	Advanced CAD Studio for Interior and Product Design	5/135	15					30	1	1	78
55	ICT52509E1-LPK	Animation Studio	5/135	15		15			15	1	1	78
56	ART11809E1-PK	Interior and Furniture Design User Centered Studio	8/200			60			30	1	2	107
57	ART21609E1-PK	Product Design User Centered Studio	8/200			60			30	1	2	107
58	ART20809E1-PK	Transportation Design User Centered Studio	8/200			60			30	1	2	107
59	ART10709E1-LPK	Visual Communication Design User Centered Studio	8/200	15		30			45	1	2	107
60	ART10809E1-K	Competition Project	5/125						45	1	2	77
61	ART10909E1-PK	Interior and Furniture Design for Sustainability Studio	10/250			90			30	1	2	127
62	ART20909E1-PK	Product Design for Sustainability Studio	10/250			90			30	1	2	127
63	ART21009E1-PK	Transportation Design for Sustainability Studio	10/250			90			30	1	2	127
64	ART11009E1-LPK	Visual Communication Design for	10/250	15		45			60	1	2	127

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		Sustainability Studio										
65	ART11109E1-PK	Interior and Furniture Design Graduation Studio	10/250			90			30	1	2	127
66	ART21109E1-PK	Product Design Graduation Studio	10/250			90			30	1	2	127
67	ART21209E1-PK	Transportation Design Graduation Studio	10/250			90			30	1	2	127
68	ART11209E1-K	Visual Communication Design Graduation Studio	10/250						120	1	2	127
69	SOS41409E1-LS	Anthropology in Design	5/125	15	30					1	1	78
70	ENV10309E1-LS	Sustainable Design Methodology	5/125	15	30					1	1	78
71	ICT34009E1-K	Mobile Application Development	5/125						45	1	1	78
72	MAP25110E1-LP	Manufacturing Technology	5/125	15		30				1	1	78
73	ICT13809E2-LP	Introduction to Computer Programming	5/125	15		30				1	1	78
74	ENV10409E1-LS	Design and Sustainability	5/125	15	30					1	1	78
75	BUA48413E1-LSP	Entrepreneurship	5/125	15	15	15				1	1	78
76	ART11309E1-K	Applied Project	5/125						45	1	1	78
77	ICT13709E2-SP	Game Design	5/125		15	30				1	1	78
78	ART11409E1-LS	Ergonomic Design Methodology	5/125	15	30					1	1	78

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79	EET77105E2-LS	Introduction to transport engineering	5/125	15	30					1	1	78
80	MAS30708E1-LP	Elements of Mathematics for Business	5/125	15		30				1	1	78
81	ICT43509E1-K	Advanced Motion Graphics and Special Effects	5/125						45	1	1	78
82	SES21909E1-LS	Security And the City	5/125	15	30					1	1	78

Program Supervisor   Nicholas Shavishvili

Agreed with

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