Bachelor's Educational Program
Design

Admission Prerequisites to the Program

The right to study in an English bachelor's educational program "Design" has a holder of a state certificate confirming complete general education or a document equivalent to it, who is enrolled in accordance with the procedure established by the legislation of Georgia.

In addition, in order to be eligible to study for the English-language Bachelor's educational program "Design", the applicant must:

1. Successfully pass an interview with the GTU special commission. During the interview, applicants are required to present a motivation letter and verbally justify their choice for studying the program, as well as present their work in the form of a portfolio."The portfolio must adhere to the requirements outlined in the creative tour regulations. https://gtu.ge/ids/apply/bachelor.php).

2. Enrollment in the program without passing the unified national exams is possible according to the rules established by the legislation of Georgia. https://gtu.ge/en/apply/bachelor.php . In this case, the applicant must present a certificate of at least B1 level confirming knowledge of the English language. Applicants with secondary or higher education in English are not required to present a certificate.

Program Objectives

- To prepare a competitive, practical work-oriented designer with competencies that are in compliance with international and local requirements, and who will have: High sense of civic consciousness, creative activity, and spatial thinking; the knowledge of basics of design, its essence, regularities of development, key principles and methods of design, modern technologies, rules, and legislative demands;

To develop student decision-making skills, ability to share best practices in the field of design, skills of professional communication in English, critical analyzes of problems related to the field and drawing the proper conclusions; Who will have general and sectoral competencies that ensure competitiveness in the design services market;

Learning Outcomes / Competencies (general and professional)

1. Reviews design theory and observes the fields of art, communication technology, social sciences and humanities, business relations and their latest achievements in relation to design.
2. Identifies public needs, interests of customers and users in relation to design, role and importance of the designer's profession.
3. Determines the technologies, technical means, and materials necessary for the implementation of a specific design products, while considering their aesthetic and operational properties and demonstrating knowledge of modern practical and theoretical methods of design.
4. Plans the processes and procedures of design activities based on the knowledge and practical experience gained within the educational program.
5. Creates within own competence a design project in accordance with predetermined instructions, considering various research methods, imagination, creative approach, analysis of collected

information, functional purpose, safety, and requirements of sustainable development, ergonomic and technical regulations.

6. Quantitatively analyzes and critically evaluates complex, incomplete and contradictory pre-project data, and convincingly defends the solutions based on them.
7. Uses electronic, graphic, modeling, verbal, written, multimedia and other methods, a full range of educational and informational resources to create various products.
8. Works individually and/or in a team on a design project and communicates with people involved in the process of design activities with the full range of information and communication tools, in compliance with the requirements of professional ethics.
9. Determines individual learning needs and plans for her/his own professional development priorities.

Methods and Activities of Achieving Learning Outcomes (Teaching - Learning)

☒ Lecture ☒ Seminar (working in groups) ☒ Practical class ☒ Laboratory ☒ Practice
☒ Course work/project ☒ Consultation ☒ Independent work

Based on the specifics of course, the appropriate methods and appropriate activities listed below are employed, reflected in the relevant academic courses (syllabi): Discussion/debates, Cooperative teaching, Collaborative work, Problem-based learning (PBL), Heuristic, Case study, Brainstorming, Role-playing games and simulations, Demonstration, Inductive, Deductive, Analytical, Synthetic, Verbal or oral, Written, Explanatory, Activity-oriented teaching, Designing and presenting a project.

Courses in the Program

№	Learning Course	ECTS Credits
1	Art Through the Ages	5
2	Philosophy and Material Culture	4
3	Freehand Drawing for Design	5
4	Elements of linear algebra and analytic geometry	5
5	Graphic Editors	3
6	Fundamentals of CAD	3
7	Introduction to Computer Programming	5
8	Introduction to Social Research	4
9	Society and Design	4
10	Introduction to Graphics Studio	4
11	Introduction to Space and Objects Studio	4
12	3D Visualization	5
13	Rapid Visualization	4
14	Elements of Calculus	5
15	Design Methods	5
16	Introduction to Ergonomics	5
17	Occupational Health and safety for Design	3
18	Introduction to Photography	4
19	Business and entrepreneurship	5
20	Design Studio I	8
21	Engineering Mechanics	4

№	Learning Course	ECTS Credits
22	Woodworking and Furniture Making	5
23	Photography for Design	4
24	Ergonomics for Design	5
25	Presentation skills	4
26	Design Studio II	8
27	Technologies and Materials	5
28	Principles of Marketing	5
29	Sustainability and Society	5
30	Interior and Furniture Design Studio I	10
31	Industrial and Digital Product Design Studio I	10
32	Design of Computer Games	5
33	WEB Design and programming	5
34	Animation Studio	5
35	Anthopology in Design	5
36	Design from Culturological Perspective	5
37	Interdisciplinary Project	5
38	User-centered Interior and Furniture Design Studio	10
39	User-centered Industrial and Digital Product Design Studio	10
40	Practice	5
41	Competition Project	5
42	Interior and Furniture Sustainable Design Studio	10
43	Industrial and Digital Product Sustainable Design	10
44	Study of consumer behavior	5
45	Interior and Furniture Design Graduation Studio	15
46	Industrial and Digital Product Design Graduation Studio	15
47	Free Component	30