

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, for which he/she must verbally prove his own motivation for studying the program of design and submit his / her own graphic works (freehand and technical drawings) (See the provision for interview in freehand and technical drawing on the university's website.

2. Submit the certificate confirming the knowledge of English on a level not less than B2 or international certificate of TOEFL (The Test of English as a Foreign Language) of II certification level.

The applicant is free to submit a certificate confirming his/her competence, if he/she has obtained a general or higher education in English. In absence of the appropriate certificate or another analogous document, the applicant will have an interview in English. The temporary commission staffed by the experts from GTU will implement the interview.

Enrollment in the program without passing the Unified National Exams is possible according to the rules established by the legislation of Georgia.

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.

Student's knowledge assessment System

Grading system is based on a 100-point scale.

Positive grades:

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

Negative grades:

- (FX) - Did not pass - grades between 41-50 points, which means that the student is required to work more to pass and is given the right, after independent work, to take one extra exam;
- (F) – Failed - 40 points and less, which means that the work carried out by the student did not bring any results and he/she has to learn the subject from the beginning.

Assessment of the student's level of achievement includes mid-term and final assessments in each component of the program. The midterm assessment consists of current activities and a mid-semester exam.

Forms, methods, criteria, and scale descriptions for assessment of students' knowledge are given in the attached Syllabi.

The detailed information is given in the Instructions for managing the educational process at the Georgian Technical University.

Courses in the Program

№	Learning Course	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
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	Free Component	5
33	Design of Computer Games	5
34	WEB Design and programming	5
35	Animation Studio	5
36	Anthopology in Design	5
37	Design from Culturological Perspective	5
38	Interdisciplinary Project	5
39	User-centered Interior and Furniture Design Studio	10
40	User-centered Industrial and Digital Product Design Studio	10
41	Free Component	5
42	Practice	5
43	Competition Project	5
44	Interior and Furniture Sustainable Design Studio	10
45	Industrial and Digital Product Sustainable Design Studio	10
46	Free Component	10
47	Study of consumer behavior	5
48	Interior and Furniture Design Graduation Studio	15
49	Industrial and Digital Product Design Graduation Studio	15
50	Free Component	10