

# LIBE130 – ART and DESIGN 2026 SPRING SYLLABUS

**Dr. Burcu ASENA-SALMAN**

## INSTRUCTOR INFORMATION

**burcu.asena@tedu.edu.tr**

Office Hours: **WEDNESDAY 13:00-15:00**—please make an appointment via e-mail in advance

Office: **A 127**

## IMPORTANT NOTE

Some details in the syllabus (weekly content, deadlines, etc.) may change during the semester. You will be notified of any change via **e-mail or LMS**, which you must check regularly.

LIBE 130	Monday	Tuesday	Wednesday	Thursday	Friday
09:00	LIBE 130 06 K 085			LIBE 130 04 K 084	
10:00					
11:00					
12:00					
13:00			OFFICE HOUR		
14:00					
15:00	LIBE 130 02 D 026		LIBE 130 07 K 085		
16:00					
17:00					

## GENERAL INFORMATION

**Course Credit Hours and Workload** (3+0+0) 3 Credits / 5 ECTS = 150 hours of workload

**Course Materials** Students must follow the required and optional sources (texts, videos, news, etc.) shared on LMS. **PowerPoints or class notes will not be shared.** Students are expected to take notes during the class.

## Course Overview and Objectives

This course aims to demonstrate that theories, practices, and historical narratives of arts and design participate in shaping the aesthetic, ideological, and industrial fabric of societies. It aims to introduce key concepts from the works of fundamental historians, theorists, and art and design practitioners. Finally, this course aims to motivate the students to apply the historical, theoretical, and practical knowledge gained in class to critical analyses in written form and creative outputs in visual and/or multisensory forms.

## Learning Outcomes

Upon successful completion of this course, students will be able to:

1. Outline the basic historical narratives and the fundamental theoretical paradigms of arts and design,
2. Identify key artworks and design artifacts from the global history of arts and design,
3. Explain the interactions and intersections between arts and design on the one hand and other fields of human, social, and life sciences on the other.
4. Describe the aspects of form, function, and user interaction of an object analytically,
5. Compare different types of artworks and designed artifacts with their predecessors, contemporaries, and successors,
6. Apply their growing knowledge of terms and concepts in critical discussions and analyses on the contemporary significance of arts and design,
7. Apply their growing awareness of key issues in arts and design to practical visual assignments.

## Grading

We will follow the TEDU catalog grading scale and system.

Percentage	Letter Grades	Grade
90-100	AA	4.00
85-89	BA	3.50
80-84	BB	3.00
75-79	CB	2.50
70-74	CC	2.00
60-69	DC	1.50
50-59	DD	1.00
49 and below	F	0.00

## Evaluation

Details of the following partition and rubrics (grading criteria) for each task will be shared during the related classes.

- ◆ **Photography 15%**
- ◆ **Midterm 35%**
- ◆ **AI Picture Generation and Presentation 15%**
- ◆ **Final Exam 35%**

## Attendance

- ✦ Attendance is required; **11 hours of absence is allowed. !!**
- ✦ You are expected to **keep track of your attendance yourself, !!**
- ✦ **Be on time for classes! !!**

## Submissions

Submission deadlines are final, and late submissions are not accepted **unless accompanied by an official excuse.**

## Make-up

Arrangements for make-up exams and/or submissions will be made only in officially documented circumstances.

- ✦ If you miss an exam, **you must present a health report to be allowed to take a make-up exam.**
- ✦ **Please submit the original of your health report to your faculty secretary.**

## Plagiarism / Academic Dishonesty

This course adheres to the academic honesty policy. I expect that all work submitted and presented by you will be your own original work and that the contributions of others will be openly acknowledged. Failure to adhere to this policy will result in disciplinary action. For more information:

- Plagiarism is a form of dishonesty in which a person passes off someone else's work as his or her own. This can range from failing to cite an author for ideas incorporated into a student's paper to cutting and pasting paragraphs from different websites to handing in a paper downloaded from the internet. All are plagiarism.
- All parties to plagiarism are considered equally guilty. Suppose you share your coursework with another student and s/he plagiarizes it. In that case, you are considered as guilty as the one who plagiarized your work since you enabled the plagiarism to occur. Under no circumstances should a student make his/her coursework available to another student unless the instructor explicitly permits it. Copying someone's work is an extreme and straightforward act of plagiarism. More commonly, however, students plagiarize without realizing they are doing so. This generally happens when a student fails to acknowledge the source of an idea or phrasing. Avoid plagiarism by citing sources properly! For all rules and requirements of APA citations, please consult the 7th edition of the American Psychological Association Publication Manual.
- Read the academic honesty contract (<https://student.tedu.edu.tr/en/student/principles-of-academic-integrity>). By signing this contract, you certify that you have read, understood, and complied with all rules and regulations of academic honesty.

## **CHEATING**

**You may neither receive help from nor give help to others during an in-class exam.**

**During exams, you may not leave the room, talk, or use dictionaries, translators, cell phones, or programmable calculators.**

**IN CASE YOUR EXAM/ASSIGNMENT PAPER CONTAINS SUSPICIOUS EXPRESSIONS, THE INSTRUCTOR HAS THE RIGHT TO START A FORMAL PROCEEDING FOLLOWING THE YÖK REGULATIONS OF CHEATING.**

## **PLANNED COURSE SCHEDULE**

- Please note that this is a skeletal outline of the course content. Must and optional sources (texts to read and/or videos to watch before or after class) and any announcements on tasks and exams will be shared on LMS. You are expected to regularly follow the **LMS, e-mail, and in-class updates.**

## **Guidelines for Using AI in LIBE 130 for the Fall 2025**

- ✓ **You can use AI to create your group project.**
- ✓ **You can use AI to check your grammar or to make your prompts clearer.**
- ✗ **You cannot use AI to write the prompt or report for the video assignment.**
- ✗ **You cannot use AI during exams.**
- ✗ **You cannot use AI for your photography assignments.**



Hopefully, you won't need this, but just in case you do:

TED University Commission for the **Prevention of Sexual Harassment and Assault Directive** covers all university members, including TED University students and academic and administrative staff. All university members who think they have been sexually harassed and/or assaulted can apply to our Commission.

## WEEKLY SCHEDULE

1	Introduction: What is art? How it functions? What is the drive for making art?
2	Composition-Photography
3	Composition-Photography
4	Photography Assignment
5	Paleolithic, mother goddesses; the beginning of art; Neolithic, the beginning of settled life, gender roles, domestication
6	Sumerians, Akkadians, Babylonians, Assyrians
7	Persians
8	Egyptian and Hittite art
9	Midterm review and Midterm on the weekend
10	Greek art, contributions to sculpture and architecture
11	Presentations
12	Roman and Byzantine art
13	European art from Medieval to Renaissance
14	Contemporary art
15	Completion and final review

## REFERENCES

- The weekly plan of the course follows the book below:

Honour, H. & Fleming, J. (2009). *A World History of Art : A History*. London: Laurence King

- You can consult this book at TEDU library or online via the following link:

<https://archive.org/details/worldhistoryofar0000hono/page/n1/mode/2up>

- Some must and optional readings will be extracted from the books listed below.

Barnet, S. (2015). *A short guide to writing about art* (Eleventh edition). Pearson Education Inc. [Analysis]

D'Allema, A. (2012). *Methods & theories of art history* (2nd ed). Laurence King. [Analysis & Theory]

Grzymkowski, E. (2014). *Art 101: From Vincent Van Gogh to Andy Warhol, key people, ideas, and moments in the history of art*. Adams Media. [Art and Design History]

Hall, S. (2014). *This means this, this means that: a user's guide to semiotics*. Laurence King. [Semiotics]

Lees-Maffei, Grace. (2020). *Iconic Designs: 50 Stories about 50 Things*. Bloomsbury Visual Arts. [Design History]

Sayre, H. M. (2013). *A World of Art*. Prentice Hall / Pearson Education. [General - Fundamental]

Sturken, M., & Cartwright, L. (2018). *Practices of looking: An introduction to visual culture* (Third edition). Oxford University Press. [Visual Culture, Theory]