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ABSTRACTS

An interpretation to design activity through painting art

Nilgün Kuloğlu, KTU Faculty of Architecture, Department of Architecture, Trabzon, 61080, Turkey.
Aysel Yavuz, KTU Faculty of Forestry, Department of Landscape, Trabzon, 61080, Turkey.

Abstract
Design action is an original and creative process. However, that the creative process is unique leads to some problems experienced by designers and executives in the field of education. These problems can be summarized as lack of self-confidence in beginning to design, existence of an infinite number of design recommendations, difficulties in converting abstract ideas into concrete facts and the likes. It is occasionally tried to get help from various branches of art to minimize these problems and enable designers to meet with design problems that can open their horizons. Besides, getting advantage of the art objects could be another way of improving visual thinking. A new product can be obtained in a design problem by assimilating the bases forming a branch of art and the works belonging to it. In this study, contributions of the works of art to design activity have been discussed to resolve the above mentioned problems by considered applications. That this experience is a design review action has been explained with the help of various accounts. Two different applications have been sampled in this study in two different design areas selected from Piet Montrian's works, and discussions are going on in connection with gains. One of the design fields is architecture, and the other is landscape architecture. The selected student works are evaluated in terms of design problems and results.

Keywords: Art, painting, design, design activity, design education

* ADDRESS FOR CORRESPONDENCE: **Nilgün Kuloğlu,** KTU Faculty of Architecture, Department of Architecture, Trabzon, 61080, Turkey. E-mail address: nkuloglu@hotmail.com / Tel.: +90-462-377-1621

Human socio-cultural effects upon optimization of architectural operational spaces

Amjad Zaki Almusaed, Sustainable Architecture, Iraq

Abstract
Moving from a cultural zone to other, it creates a situation, where the notion of material and spiritual comfort, modify Thus appealing to an architect as creator, which must to examine critic, because with their instruments and information, he could solve different ways of life, where to find out an optimal combination between the real framework extant, and the need of specific spaces equation which seems quite difficult after the opinion of the many specialists. Any building, no matter of size, functioning, form, no matter of time it is and space where it was enlighten, transmits an information and possesses by itself existence, at least a meaning. The Architecture isn't only the relations system (economics, social, etc.) which it permits existence and species perpetuation, but also complex form to of expression of deeper necessity man, as spiritual being – need to communicate and unfurl of his activities, into adequate climate moral, culture, tradition, and customs . Architecture it must to serve the life day and the needs of society, through the architectural space functional, which it must to cover all the needs of lodger starting by functioning through the material and spiritual needs satisfaction, suitable the real way of life. Today architectural concept becomes more complex than this primitive model. Each valid new improvement in housing wrought by our intimates was at first an innovation, but rapidly afterward became typical practice and then, finally, the acceptable minimum as later improvements superseded it.

Keywords: Socio-Cultural Factors, Architecture, Architectural Spaces

* ADDRESS FOR CORRESPONDENCE: **Amjad Zaki Almusaed,** Sustainable Architecture, Iraq
 E-mail address: almusaed@yahoo.com

Development and Effects of An Interactive Multimedia Learning Environment in Learning Autism Behavioral Symptoms

Jasni Dolah, School of the Art, Universiti Sains Malaysia, 11800 Minden, Penang, Malaysia.
Shanthi Balraj, School of the Art, Universiti Sains Malaysia, 11800 Minden, Penang, Malaysia.
Norfarizah Bakhir, School of the Art, Universiti Sains Malaysia, 11800 Minden, Penang, Malaysia.

Abstract

This research was focused to develop and evaluate the effectiveness of a multimedia learning environment with the purpose of increasing learners' knowledge, awareness as well as perceived motivation towards learning of autism behavioral symptoms. An Interactive Multimedia Learning Environments (IMLE) was developed by integrating relevant learning theories and multimedia principles to provide learners with an interactive content experience. The objective of this research was to study the effects of IMLE as measured by Knowledge Awareness Scale (KAS) in terms of Design Strategies, Gender, Learning Styles and perceived motivation. This research employed a quasi-experimental research with purpose to investigate the effects of two presentation modes: Presentation Mode 1 (Modality Principle) and Presentation Mode 2 (Redundancy Principle). The sample of this study consists of special education pre service teacher who were taking special education courses at local public universities. The total population size of 550 was selected and based on Krejcie and Morgan (1970) table; around 225 samples was selected for the final treatment. The final data were compiled and analyzed using Statistical Packages for the Social Sciences (SPSS) version 19. Analysis of Covariance (ANCOVA), Multivariate Analysis of Covariance (MANCOVA) and Pairwise Comparison were used for inferential statistical analysis. In general, the findings from this study shows a significant increased in the amount of knowledge and awareness of respondents towards the learning material. This learning environment can help to shorten the process in identifying autism symptoms in the future as the technology of computers evolved every day. The learning theories and multimedia principles used in this study were successfully managed to achieve the research objectives and research hypothesis. Furthermore the gain scores showed by the presentation modes was a result of the effectiveness of Knowledge Awareness Scale (KAS) instrument used during the treatment. Nevertheless, further improvements and amendments are necessary to make this study more effective. The use of more reliable and current learning theories and multimedia principle are needed as to strengthen the development of learning material.

Keywords:

* ADDRESS FOR CORRESPONDENCE: **Jasni Dolah,** School of the Art, Universiti Sains Malaysia, 11800 Minden, Penang, Malaysia. E-mail address: jasnidolah@usm.my

Piano Education: Purposes and Ways

Olga Hasanoglu, Piano Department, Ondokuz Mayis University, Turkey

Abstract

In this research, I attempted to foresee the future of some activities involving the piano, relying on examples from its present and past conditions and on statistics from different countries. The main issues that worry pianists and pedagogues today are many, such as the decreasing interest of the concert-going public, a "sportsman-like" approach towards performance by the interpreters, absence of meaning and depth in their interpretations, the beginners' impatience towards practice and very low levels of initial and intermediate education in many countries. These factors lead us, the community of professional pianists, to a highly pertinent question: will our profession survive or will we end up without work and most importantly without inspiration and demand? Much of my work is devoted to analysis of the societal attitude towards music in general and the state of pianistic education in Turkey. Also, the fabric of piano repertoire must be compared with modern ideas and thinking and the characteristics of a national approach of the performers from different cultures. The results of such analysis show that piano activity tends to spread to many new areas in the world and has very different types of impact on human evolution.

Keywords: piano education, statistics, music schools, conservatories, Turkey.

* ADDRESS FOR CORRESPONDENCE: **Olga Hasanoglu**, Piano Department, Ondokuz Mayis University, Turkey
 E-mail address: o.hasanova@hotmail.com

A comparative study about pictogram language

Victor Adîr, Politehnica University,313, Splaiul Independentei, Bucharest, Romania
George Adîr, Politehnica University,313, Splaiul Independentei, Bucharest, Romania
Nicoleta Elisabeta Pascu, Politehnica University,313, Splaiul Independentei, Bucharest, Romania
Tiberiu Dobrescu, Politehnica University,313, Splaiul Independentei, Bucharest, Romania

Abstract

This paper tries to explain the importance of graphic representations as pictograms in a global communication. The aim of this study is to represent and discuss about pictograms as different representations all over the world, but using common elements to be easier understood by the people. We have studied pictograms for different purposes and, the same time, we have proposed new ones to be used in a very good graphic language. The aim of this paper is to bring together pictograms from our daily life and new graphic representations of them and to include these ones in a special language without words. It is about a comparison between what is now in charge and what is suggested to be comprised. This study was a challenge for us due to the generous area of such graphic representations knowing that pictograms are above all boundaries of any writing and spoken language.

Keywords: Pictogram, graphic language, visual and graphic communication

* ADDRESS FOR CORRESPONDENCE: **Victor Adîr,** Politehnica University,313, Splaiul Independentei, Bucharest, Romania
 E-mail address: victoradir@yahoo.com

Current state of training of computer modeling in course of Computer Science

Lyazzat Baltabaevna Rakhimzhanova, Kazakh National Pedagogical University Abai, Kazakhstan.
Zhamila Akkasynova, Kazakh National Pedagogical University Abai, Kazakhstan.
Parasat Tazabekova, Kazakh National Pedagogical University Abai, Kazakhstan.
Kaysar Nurlybayev, Kazakh National Pedagogical University Abai, Kazakhstan.
Sholpan Akhmetova, Kazakh National Pedagogical University Abai, Kazakhstan.
Zhamila Aytuganova, Almaty Technological University, Kazakhstan.

Abstract

In the article training problems of «Computer modeling» section of Computer Science course at high school and pedagogical higher education institution (PHEI) in Kazakhstan for students of «computer science» speciality is considered.

The need is caused by that the substantial line «Formalization and modeling» is the backbone line of the course. Also it is considered to be basis of development of the cogitative operations called the methods of intellectual actions or intellectual abilities in pedagogic. But at schools and HEIs this section of Computer Science's course is not considered properly. The matters connected with a technique of formation of basic concepts of modeling and also application of applied program environments for development and research of models, except the tabular Excel processor are not developed. Practically there are no the techniques forming a broad view on concept of model, there is no methodically acceptable typology of models. At illumination of a material on the themes about modeling stages the process is not considered as cyclic, there is no disclosure of concept of models' relevance, the «undelivered», «vital» tasks, fully reflecting intersubject communication are considered little. The educational computer must be used by learners for computing works in courses of Mathematics, Physics, Chemistry, for analyzing of data of educational computing experiment and search of regularities when carrying out laboratory works, for the research of functions in course of Algebra, for construction and analyzing of mathematical models, physical, chemical, biological and other phenomena and processes as in the field of information technologies essential expansion of their functionality on processing and use of images, speech information, full text documents, results of scientific measurements and mass monitoring is expected. It is necessary to introduce in educational process the personal focused training in computer modeling.

Keywords: computer modeling, training, formalization, personality

* ADDRESS FOR CORRESPONDENCE: **Lyazzat Baltabaevna Rakhimzhanova,** Kazakh National Pedagogical University Abai, Kazakhstan. E-mail address: lazatr@mail.ru

Examination of Effects of Gestalt Theory on Graphic Design

İ.Tahir Erdal, Kocaeli University-Fine Arts Faculty, P.O. Box 41300, Turkey

Abstract

The purpose of this study is to examine the effects of Gestalt Theory on graphic design. For this purpose, the perception in the Gestalt Theory has been addressed with regard to the relation of graphic design products, design principles and design elements. In this study the descriptive method has been used. The horizon of the study is composed of determination of gestalt effects on the graphic designs. It is determined that according to Gestalt Theory, the principles forming perceptual organization laws in the visual perception of Gestalt Theory are included in the graphic design principles, and that for graphic design process and graphic designer, the use of the principles of Gestalt Theory forming the perceptual organization laws have positively affected the perception on graphic design.

Keywords: Graphic design, gestalt theory, figure-ground

* ADDRESS FOR CORRESPONDENCE: **İ.Tahir Erdal,** Kocaeli University-Fine Arts Faculty, P.O. Box 41300, Turkey
 E-mail address: erdal@kocaeli.edu.tr

Mondrian in the Middle East: Encouraging Ceramic Creativity in Omani Educational Institutions

Dr. Badar Almamari, Art Education Department, Sultan Qaboos University, Muscat, Oman

Abstract

The focus on imitating traditional designs among students of ceramics in Omani educational institutions has led to minimising students' creativity. The purpose of this study is to examine the capability of Omani ceramics students to use Mondrian's style in their ceramic art with the purpose of evaluating their ability to free themselves from traditions when they create their ceramic art.

Keywords: Ceramics, Mondrian, Traditional Design, Oman

* ADDRESS FOR CORRESPONDENCE: **Dr. Badar Almamari,** Art Education Department, Sultan Qaboos University, Muscat, Oman. E-mail address: badaralmamari@hotmail.com

Landscape structures course training process in landscape architecture with the three-dimensional technique of expression

Aysel YAVUZ, KTU Faculty of Forestry, Department of Landscape, Trabzon, 61080,TURKEY

Abstract

Department of Landscape Architecture admits the candidates determined by the Student Placement Program in accordance with their exam scores and the department quotas. Initially, susceptibility of these freshmen to the department education is not known. The first difficulty they face in this training process is to design a product from many course books, interpret its spatial relationships and produce it using appropriate techniques of narration and communication. Implementing a creative and original approach in this training process is considered as an important purpose for the cultivation of creative landscape architects. With this study landscape structures, which is an undergraduate course for the students of Karadeniz Technical University, Faculty of Forestry, Landscape Architecture, has been evaluated to be implemented with a new content. It has been put forward that this course is very important due to both its diversity and gains and its complementary effects on the 4-year-education process. It has also been highlighted that achievements in a course should be a prerequisite or infrastructure for another course, and that creative learning be given more importance. As a result, a unique approach has been developed for the first time for teaching the course of landscape structures, which has been evaluated as a positive contribution to the education of Landscape Architecture. For the course of landscape structures, this approach has been found different but very effective

and creative in reaching a solution while working on the model of a product designed in mind to make it concrete and evaluating the compliance between the paired works of art and the student's work related to the course.

* ADDRESS FOR CORRESPONDENCE: **Aysel Yavuz,** KTU Faculty of Forestry, Department of Landscape, Trabzon, 61080,Turkey. E-mail address: ayavuz75@hotmail.com / Tel.: +90-462-377-4082

Graphic symbols in logo design

Victor Adir, Politehnica University,313, Splaiul Independentei, Bucharest, Romania
George Adir, Politehnica University,313, Splaiul Independentei, Bucharest, Romania
Nicoleta Elisabeta Pascu, Politehnica University,313, Splaiul Independentei, Bucharest, Romania
Tiberiu Dobrescu, Politehnica University,313, Splaiul Independentei, Bucharest, Romania

Abstract
The purpose of this paper is to present the importance of graphics to design a logo. The same time, is about the use of a lot of symbols to create logos. The management of both, namely colour and design, is very important in this field. The element called symbol is presented in a few situations, in different graphic representations, for which we tried to explain its meaning. In this study we have tried to answer to a simple question: How to use symbols to design interesting logos? The symbols are very important to define a graphic representation and in this paper we have developed aspects concerning this matter. As it is known in this area of design, it is difficult to achieve a method for all kind of logos. But in our study concerning thousands of examples, we tried to establish a set of rules useful to design logos as powerful and efficient graphic representation. All this work could be called the language of logo design.

* ADDRESS FOR CORRESPONDENCE: **Victor Adir,** Politehnica University,313, Splaiul Independentei, Bucharest, Romania
E-mail address: victoradir@yahoo.com

Needle Laces in the Museum of Tavşanlı Municipality

Nursel Baykasoğlu, GaziUniversity Vocational Education Faculty, Ankara 06500,Turkey
Tuba Bahar, GaziUniversity Vocational Education Faculty, Ankara 06500,Turkey

Abstract
The current study was carried out to investigate the needle laces in the Municipality Museum of the town of Tavşanlı, Kütahya. The motives embroidered in the laces were formed with the social, cultural, political and economic conditions of the society. It has been observed that laces are used to express feelings and as a concrete means of communication besides its purpose of ornamentation. The lace motives of Tavşanlı Municipality Museum could be grouped into five categories as plants, laces with some meanings, laces made up of human and animal figures, laces produced using objects and laces having a name of a certain place or the name of the producer. In the production of laces, long stitch needle, raw silk, hard wire, horse tail hair and flower seed in a small amount were used and giraffe, railing and loops techniques were used with the main needle of needle laces. In the colorization of the laces, natural dyes were mostly basic ones.

* ADDRESS FOR CORRESPONDENCE: **Nursel Baykasoğlu,** GaziUniversity Vocational Education Faculty, Ankara 06500,Turkey
E-mail address:

A Study of Construction Claim Management Problems in Malaysia

Nor Azmi Bakhary, Faculty of Civil Engineering, Universiti Teknologi MARA, Malaysia
Hamimah Adnan, Faculty of Civil Engineering, Universiti Teknologi MARA, Malaysia
Azmi Ibrahim, Faculty of Architecture, Planning & Surveying, Universiti Teknologi MARA, Malaysia

Abstract

The frequency of claims is unavoidable given the nature of the contracts, their complexity, the number of parties involved, the risk and the pressure of time constraint in the preparation of the contract documents and the realisation of the work. The significantly increasing number of construction claims indicates the need for the implementation of an effective construction claim management. This paper will look into claim problems experienced by Malaysian contractors in construction projects. To achieve this, questionnaires survey were conducted involving the contractors and consultants. The findings indicate that the lack of site staff awareness to proactively detect claims, inaccessibility or unavailability of relevant documents, and conflicts which arises during owner/contractor negotiation are all critical problems associated with the process of claim management. The problems observed from this research could be used to solve or improve the contractors' claim management system.

Keywords: Construction Claims, Claims.

* ADDRESS FOR CORRESPONDENCE: **Nor Azmi Bakhary,** Faculty of Civil Engineering, Universiti Teknologi MARA, Malaysia
 E-mail address: azmi1477@gmail.com

Postmodern Approaches and its Reflectıon son Art Educatıon

K. Özlem Alp, Gazi University Art and Design Faculty, Visual Arts Department, Ankara, 06500, Turkey

Abstract

In one side, the art that severely influenced by social changes and transformations establishes its new paradigms, on the other side these new paradigms transforms the direction of art education. Modern art which reflects the whole dynamics of modern age proposed that the art education is to be considered as teachable and learnable discipline. In this context, almost up to 1970's, art education has beard important social targets starting from self development of individuals and reaching at structuring the societies. During the process which called "Postmodern" starting from 1970's and rapidly changing artistic and aesthetic approaches has severely transformed art and art education in terms of values, creation process and its results. The conceptions of competition, commercializing, centralized multiple choice system and homogenization which are in contradiction with all values of art and art education created a chaos and uncertainty.

In this research, it has been aimed to discuss the reflections of postmodern approaches to art education on the basis of values, institutions, art educator and art student, and to provide a criticizing point of view. The research is theoretical and covers concerned literature and discussions.

Keywords: Postmodernism, postmodern art, art education

* ADDRESS FOR CORRESPONDENCE: **K. Özlem Alp,** Gazi University Art and Design Faculty, Visual Arts Department, Ankara, 06500, Turkey. E-mail address: k.ozlem.alp@gmail.com

The Relatıon Between Art Educatıon and Ideology in the Case of Turkey

Sezer CİHANER KESER, Yuzuncu Yil Universty, Faculty of Fine Arts, Department of Sculpture 65080, Van, Turkey.

Abstract

Ideology has played an important role In the field of education in creating policies since the emergence of the modern state. As well as on the education policies and structure of education that there is a significant impact on direct education that is an undeniable fact. Art, has a transformative power In all societies. Many power to ensure social and political transformations that Culture policies of implementati that they have created, has seen the art as a means because of this feature. It can be said that using this function of art caused to the formation of two major problems. The first one, which may affect social change and transformation of certain branches of art free conditions and the artist's function to undergo change. Secondly, the formation of the arts and analysis of arts to undergo change in society. In this study, by taking the relationship between the ideological and social conditions of art and arts, culture, education policy and the approach of the power to this subject is examined In the case of Turkey. current academic studies were discussed In the context of the arts, culture, education and their roles on the ideologies. Current status determinations were analyzed and the results the relationship between art education and ideology that Implemented in Turkey were discussed.

Keywords: Art, Education, Ideology, Power

* ADDRESS FOR CORRESPONDENCE: **Sezer Cihaner Keser,** Yuzuncu Yil Universty, Faculty of Fine Arts, Department of Sculpture 65080, Van, Turkey. E-mail address: sezercihaner@gmail.com / Tel.: +905332334333

Perception of Soft Skills in Textile Designers' Education

Maja Stracenski Kalauz, Institute for development and management of design and intellectual property-IDEA+, Kaptol 24, 10 000 Zagreb, Croatia

Ivana Salopek Čubrić, University of Zagreb, Faculty of Textile Technology, Prilaz baruna Filipovica 28a, 10 000 Zagreb, Croatia

Goran Hudec, University of Zagreb, Faculty of Textile Technology, Prilaz baruna Filipovica 28a, 10 000 Zagreb, Croatia

Abstract

Strategic framework for European cooperation in education and training ("ET 2020"), as well as number of related documents, underlined soft skills importance in effectively dealing professional and everyday life challenges. Soft skills, complementing professional expertise, are only recently recognized as a curriculum inevitable part. The purpose of this study is to enhance understanding of students' perception and attitude to the soft skills and its impact to their future profession. For the research was designed questionnaire with set of 30 personal, social and methodological soft skills. Students of textile design were asked to rate importance for each listed skill for the success in employment and professional career, as well as to rate personal adopted skills level. As a control group, students of textile technology were used. Statistical analysis was made in STATISTICA, conducting methods of descriptive statistics. According to the survey, the most important soft skill is creativity, followed by communication and managerial skills. The obtained results will be used for the comparison with the employers' perception of important soft skills, as well as for the development of soft-skills-related pedagogical tools and digital credentials that will map learner's achievements.

Keywords: soft skills, education, textile designers, survey

* ADDRESS FOR CORRESPONDENCE: **Maja Stracenski Kalauz,** Institute for development and management of design and intellectual property-IDEA+, Kaptol 24, 10 000 Zagreb, Croatia. E-mail address: stracenski.kalauz@gmail.com

The bioharmolojic investigation of an educational building according to the criteria of planning project design and application

Cevdet Emin Ekinci, Firat University Technology Faculty Civil Engineering Department, 23119 Elazig-Turkey
Ömer Keleşoğlu, Firat University Technology Faculty Civil Engineering Department, 23119 Elazig-Turkey
Mehmet Gurol, Yıldız Teknik University Education Faculty Education Sciences Department, 34000 Istanbul-Turkey

Abstract
In this study, a regional boarding school building in Elazig was examined in the scope of Bioharmological Conformity Assessment (BCA) according to 14 basic criteria of Planning, Project Design and Application (PPA). BCA Certificate Class of the examined building was determined as "Unsuitable (A-)" and deficiency-inadequacy level was determined as 53%. Application according to the technique (88%), mechanical system (84%), building installations (74%), furnishing and configuration (54%), user identity (56%) and selection of appropriate materials (56%) were determined as the highest and most significant deficiency - inadequacy criteria among the 14 criteria of the middle school in question. Therefore, it was concluded that the current physical characteristics of the school building in question is not appropriate for user identity and intended purpose, would have negative effect on education and training as well as negative effects on the biological, physiological and psychological development of the students.

Keywords: Educational buildings, bioharmology, regional boarding school, user identity and intended purpose

* ADDRESS FOR CORRESPONDENCE: **Cevdet Emin Ekinci**, Firat University Technology Faculty Civil Engineering Department, 23119 Elazig-Turkey. E-mail address: cevdeteminekinci@hotmail.com

Knitted Patchwork in Interior Design: Research of Matching Different Textures and Colours

Nikolina Kožarić, Freelance artist, Zagreb 10 000, Croatia
Vesna Marija Potočić Matković, Faculty of Textile Technology, Prilaz B. Filipovića 28 a, Zagreb 10 000, Croatia
Ivana Salopek Čubrić*, Faculty of Textile Technology, Prilaz B. Filipovića 28 a, Zagreb 10 000, Croatia

Abstract
The research topic is patchwork, precisely matching and unfitting of samples of knitted or crocheted textiles which can be used in interior design. In addition of being an integral and permanent part of the trends in the fashion industry, patchwork is extremely popular in design of upholstery and furniture, as interesting and desirable styling element in space. This research is focused on the research of matching of different textures (which are specifically expressible in knitted and crocheted textiles), as well as matching of colors. For each knitted and crocheted pattern data was carefully recorded. With photo, texture of the sample was described (fine, coarse) as well as construction in which the pattern was made. Numerical data on the density of stitches helped describe the texture. Color of the sample is described. Analyses of this data included setting of samples of different textures and colors side by side, or differently sad - play with patterns and patchwork assembling, and recording their matching. Outcome of play with patterns (successful combinations) are presented in the paper. Those patterns are applicable in the form of interesting fabrics for upholstery, chairs, decorative pillows, blankets, up to now very modern patchwork carpets.

Keywords: Patchwork, knitting, interior, design

* ADDRESS FOR CORRESPONDENCE: **Nikolina Kožarić,** Freelance artist, Zagreb 10 000, Croatia.
 E-mail address: nikolinakumerle@yahoo.com

Pop Art: The art that emerged from popular culture

Eser Keçeci,

Abstract
Following the Industrial Revolution, in the post-World War II era, mass communication media proliferated immensely with the media eventually becoming a means of materialising the goals of the capitalist system. The

capitalist system was thus able to pull in all social classes into its market and it eventually gave rise to a common lifestyle and a common culture, namely the popular culture. What we today call Pop Art is an artistic reflection upon the deep changes that took place in the years that followed 1945. In this period, which saw the rise of advertising, coloured posters, picture magazines and picture novels in order to stimulate consumption, Pop Art emerged and developed as just another form of advertisement to fuel consumption, enticing a rich field of discussion thereon.

One of the biggest art movements of the 20th Century, Pop Art has been shaped by the demands of consumer society. In contrast to the elitist conception of art, postmodernism used popular images and became the art of consumer society. Employing images from the popular culture, it sought to elevate its objects to highbrow clientele.

In this context, some saw Pop Art as a field whereby popular culture, which essentially belonged to common people, was utilised by the dominant classes to penetrate into the emotions and thoughts of people, eventually aiming to fortify their hegemony. Pop Art was defined as kitsch, decadent or banal for using the popular images from mass culture. Debates over popular culture versus high culture have started to set the tune in art theory.

This research explores the directions into which Pop Art has drawn the theory of art and the challenges it has presented through an analysis of commonalities and differences between popular culture and art.

Keywords:

* ADDRESS FOR CORRESPONDENCE: **Eser Keçeci,**
 E-mail address: eserkececi8@gmail.com

Industrial and craftsmanship orientation of public schools' students in the Sultanate of Oman

Hussein Abdel Basset Hassan, Department of Art Education, Sultan Qaboos University, Oman

Abstract
This research aims to explore the technical, skill-developing and creative roles of art education in raising students' awareness of crafts industries in Oman. It is also intends to discover materials and techniques which have wide applications in the field. Moreover, this research attempts to show the historical aspects of these techniques and their use in both aesthetic and functional (industrials) purposes. In brief, this paper plans to prove the importance of students' awareness of art education through their treatment of materials and converting their pure ideas to be implemented in real life.

Keywords:

* ADDRESS FOR CORRESPONDENCE: **Hussein Abdel Basset Hassan**, Department of Art Education, Sultan Qaboos University, Oman. E-mail address: hussein.sculpture@gmail.com

Art Engineering And Kinetic Art

Barış Yılmaz, Muğla Sıtkı Koçman University, Fine Arts Faculty, Ortakent-Bodrum/Muğla, 48420, Turkey

Abstract
The concepts of art engineering or engineer artists are apt concepts in that science and art nurture one another and that they act in parallel in some situations. The artist also benefits from several scientific disciplines in the process of art creation. Examples for art engineering include the works of Jan van Eyck and subsequent masters, who benefited from chemical engineering by using different mixtures of pigments and various oils in the creation of oil painting dating back to more than six hundreds years ago and Leonardo Da Vinci, who benefited from different fields of engineering such as mathematics and mechanics, which characterized the Renaissance. In parallel, the development of industry and technology brought about a variation in the materials and techniques that can be employed and put into use by artists. As different engineering branches emerged, new concepts were also included in the literature. The word Kinetics (Kinesis) which was originally used to define only movement-related phenomena in the branches of physics and chemistry came to be used in the field of arts and it was established in the art jargon when a Kinetic Art chronology was published in the year

1960. Kinetic Art is the branch of art that probably has the highest concentration of works demonstrating the concept of 'art engineering'. This paper will purport to analyze the way in which practitioners of Kinetic Art benefited from various engineering fields in the light of findings that this movement-based art was nurtured by several fields of engineering including mechanics, mathematics, electronics and even chemistry.

Keywords: Kinetic, Engineer, Science

* ADDRESS FOR CORRESPONDENCE: **Barış Yılmaz,** Muğla Sıtkı Koçman University, Fine Arts Faculty, Ortakent-Bodrum/Muğla, 48420, Turkey, E-mail address: baris.yil@hotmail.com.tr

The Visual Problems of Infographics

Dogan Arslan, Art and Design Faculty, Istanbul Medeniyet University, Unalan Mah. Unalan Sok. D-100 Karayolu yanyol, Uskudar/ Istanbul, Turkey

Ertan Toy, Art and Design Faculty, Istanbul Medeniyet University, Unalan Mah. Unalan Sok. D-100 Karayolu yanyol, Uskudar/ Istanbul, Turkey

Abstract

The importance of infographic is indisputable in digital media. Infographics are a powerful tool to illustrate complex vast information. There are, however, debatable visual approaches in the making of infographics. These problems stem from wrong usage of graphical visual elements in representation of information.

As researchers, we found some basic visual problems in current infographic structures that designers and scholars must know when they work on infographics. We can count some of these problems as layout mistakes, usage of irrelevant colors , wrong choice of format (horizontal and vertical), overused pictographic icons, and off-topic visual elements.

Keywords: infographic, color, typography, information design, visual elements, context and layout

* ADDRESS FOR CORRESPONDENCE: **Saeed Jafarpour Monfred,** ShahidRajaee, Tehran.
 E-mail address: doganaslan@yahoo.com

Museum, Education and Visual Culture Practices: Museums in Turkey

Zekiye Çıldır, Master of Science, Doctorate student at Ankara University, Institute of Educational Sciences, Department of Cultural Foundations of Education/ Fine Arts Education

Ceren Karadeniz, Research Assistant at Ankara University Institute of Educational Sciences, Doctorate student at Ankara University, Institute of Educational Sciences, Department of Cultural Foundations of Education/ Fine Arts Education

Abstract

Modern approach evolved modern museums as dialogue centres which make close contact with visitors based on learning in order to present its exhibition objects. Along with twenty first century, being one of the most important places among the social functions of museums, "education" has almost been one of the traditional

functions of them. Besides the educational facilities which museums provide visitors, they should also develop their physical structures in a contemporary line, and reconsider them in a way that highlights individual experience and visitor interaction during the time spent in there. In order to maximize interaction between visitors and museums, museum education which is developed by using pedagogical methods and grounding on various values, concepts and information has a close relation with visual culture that is an interdisciplinary concept. Visual culture has put popular objects into museums and been an important subject on which modern museums focused in order to provide their sustainability. Modern museums produce information and aim to spread information to all classes in a society by using educational activities; also when they are considered as living places, they are used to practice the functions of visual culture. These practices have been helpful for developing information technologies in museums especially for the last thirty years and, resulted in implementing a structural reform and revisions in regard to integrating these technologies with museum perception. In the frame of these revisions, online technologies, simulations, interactive presentations and digital exhibitions are at the first place. These chances that took place in museums have been the source for from the collections of these institutions to their policies and also from the use of human resources to digitalizing of their activities. The purpose of this study is to identify the visual culture activities which take place in modern museums in the framework of educational activities, and to display practice samples in Turkish museums in detail. The study is a result of a descriptive survey model research that contains samples regarding visual culture practices in the world and Turkish museums. The study is limited with state and private museums which are tied to Turkish Republic Ministry of Culture and Tourism and inspected by the relevant ministry. Visual culture practices that took place in these museums are gathered by using structured interview forms and commented by analyzing content analysis.

Keywords: Museum, museum education, museum technologies, visual culture

* ADDRESS FOR CORRESPONDENCE: **Zekiye Çıldır,** Master of Science, Doctorate student at Ankara University, Institute of Educational Sciences, Department of Cultural Foundations of Education/ Fine Arts Education.
E-mail address: zcildir@gmail.com

CATCHING THEM YOUNG: The Experiences of Children Art Instructors in Nigeria

Pearl Opoko, Department of Architecture, Covenant University, Ota, Ogun State, Nigeria
Jaachinma Nwade, Department of Architecture, Covenant University, Ota, Ogun State, Nigeria

Abstract
Literature shows that art plays a vital role in the wholesome development of children. Aside from providing opportunity for playful fun, art provides opportunity for the nurturing of creative talents and potentials of children while enabling them to create and appreciate beauty. Teaching of art in Nigerian primary and secondary schools is increasingly gaining popularity. However, unlike the more theoretical subjects, which have more established and standardised pedagogic tradition, the teaching of art appears to be left to the discretion of the instructors. Using mainly interviews, this paper documents the teaching experiences of art instructors in selected junior secondary schools in Lagos, Nigeria, focusing mainly on their pedagogic styles, challenges encountered and prospects of art education in Nigerian schools.

Keywords: thought, critical thinking, deductive reasoning, inference, inductive reasoning, assessment, analysis

* ADDRESS FOR CORRESPONDENCE: **Pearl Opoko,** Department of Architecture, Covenant University, Ota, Ogun State, Nigeria. E-mail address: pearlopoko@yahoo.com

APPROACHES OF DEVELOPMENT OF MATERIALS SPECIFIC TO THE ARTWORK IN CERAMIC ART

Pınar Baklan Önal, Erciyes University, Fine Arts Faculty Department of Ceramic and Glass Design, Melikgazi, Kayseri 38039, Turkey.
Nizam Orcun ONAL, Erciyes University, Fine Arts Faculty Department of Ceramic and Glass Design, Melikgazi, Kayseri 38039, Turkey.

Abstract

The role of material in the act of making art takes the artist to some research about the material. Artist who use every object in the nature as a tool when transferring his/her expression to viewers, handles and turns the objects that s/he founds or ready to handle materials in accordance with the theme of his/her design and tries to make them compatible and conforming for his/her purpose, aim and interpretation. Manufacturing the ready to handle objects by handwork or use of industrial methods by only changing the material is an artistic stance adopted by many artists from past to present. Artists have demonstrated their reaction and respond against the previous understanding of art, technology and consumption through methods such as exhibiting daily objects as they are, imitating them simply by use of plastic materials or re-manufacturing them with a hyper-realistic reaction. The importance of material is great and high in these attitudes.

Ceramic clay which is the material gives its name to Ceramic Art has become one of the most important materials on which scientists and artists work intensely together with the contributions of technology and industry in this direction. The purpose of artist in processing his/her clay different from scientists is to strengthen the artistic expression rather than to achieve industrial excellence. The artist of the artwork researches, chooses or produces the material appropriate for his/her artwork that s/he had designed or benefits from the blessings of the material that s/he founds and shapes his/her opinion, idea or artwork according to the structure of the material in his/her hand.

The unique and specific material production idea has been supported in this study which is about clay manufacturing for personal ceramic designs with artistic purposes and the study is presented after making assessments of personal design and implementation samples technically and artistically.

Keywords: Material, Ceramic Art, Clay, Expression, Additions to Clay, Design, Specific to the Artwork.

* ADDRESS FOR CORRESPONDENCE: **Pınar Baklan Önal,** Erciyes University, Fine Arts Faculty Department of Ceramic and Glass Design, Melikgazi, Kayseri 38039, Turkey. E-mail address: pinarbaklan@gmail.com

Rethınking the Educatıon of Medıa Literacy in Turkey: Problems and Solution Offers

İkbal Bozkurt Avcı, Fırat University, Faculty of Communication, Department of Radio, Television and Cinema, Elazig, 23200, Turkey

Abstract

Together with progress in communication technologies, media is taking more part in people's daily lives, playing a key role in forming ideas and behaviors. Having it within his life, the individual gets more effected by media both in positive and negative ways. It's observed that especially the children, having less experience and information on real life are much more effected by negative content of media. In this context; raising awareness and creating critical thinking from early periods in order to help an individual have vantage against media is becoming a current issue. Prequisite of these skills, considered as a necessity for demoratic perception is the education of media literacy.

As defined in the most general sense, the skills such as reach of media messages, considering, analysing and re-creation of media message, media literacy is a new study for Turkey even though it existed in various countries' cirriculums since over a century. As media education is new in Turkey, it brings a number of problems with it due to application of wrong policies. Thereby, this study aims to focus on problems occuring in media literacy and offer sollutions for them.

In the study carried out in Kayseri, 15 instructors in media literacy field were interviewed and problems in media education have been identified. According to the datas collected, main problems of media literacy in Turkey are conservator approach of media literacy, lack in number of instructors, lack of technical equipments and media education being an elective course.

Keywords: Media literacy, problems of media education, solution offers, Kayseri.

* ADDRESS FOR CORRESPONDENCE: **İkbal Bozkurt Avcı,** Fırat University, Faculty of Communication, Department of Radio, Television and Cinema, Elazig, 23200, Turkey. E-mail address: ikbalbozkurtavci@gmail.com

Searching of the theme on 21st century architecture: Frankenstein vs. Snow White

Zafer Sagdic, Dr.,YTU, Fac.of Arch., Dept. of Arch.,Barbaros Blv.,Besiktas, Istanbul, 34330, Turkiye.

Abstract

The contemporary architecture focuses on searching of the concept before giving attention to context since the 1980`s, before thinking on functional needing and / or aesthetical preoccupations. As Baudrillard referred on his theorem simulacra and simulation that today is the era of seeking to interrogate the relationship among reality, symbols, and society. Thus, most of the subjects that are related with life today are given to us as the piece of a great scenery of "the modern life" by authorities, and moreover than this, today`s life is formulating under the effects of the neo liberal economies.

In the architectural field thus, "the hearth" of the projects are not formulating according to the basic architectural principles and guidelines, but it is focused on searching of the concept on architectural projects, which would be the best sellers.

Thus, the paper will not only have the critical overview to 21st century "architectural fiction" which has a zoom on conceptual creating of projects, but also will discuss if this formation is a Frankenstein or a Snow White story for the history of architecture, out of various given architectural examples from all over the world.

Keywords: architecture, concept, context

* ADDRESS FOR CORRESPONDENCE: **Zafer Sagdic,** YTU, Fac.of Arch., Dept. of Arch., Barbaros Blv., Besiktas, Istanbul, 34330, Turkiye.. E-mail address: zafersagdic@hotmail.com/ Tel.: +90.532.4243115; fax: +90.212.2404040

Icograda's Global Symbol Approach and its Aftermath

Ezgi Toraman, Başkent University, Faculty of Fine Arts, Design and Architecture, Turkey.

Abstract

Human beings, before the invention of writing, used the symbols they drew to cave walls and leather as a communication language, and following the invention of writing, on the other hand, they have turned this communication language into letters. Societies, formed by moving into a settled life, have developed cultural and language structures that are different than each other, and this in turn enabled different expression forms in the communication process. Some of the expressions in these expression forms correspond to the same meaning, and same expressions may have different meanings in cultures which are not involved in an interaction frequently with each other. People who get together for various reasons in a rapidly globalizing world in the 21st century may experience ambiguity because they have different languages and cultures. Symbol and pictogram systems formed to prevent this ambiguity aim to establish more comfortable and comprehensible communication. In the Committee of International Graphic Design Association (Icograda), established in 1963 in London, the perception problem of pictograms in an international level as a global language was discussed, and studies were conducted to form a single international visual system. The current study investigates the presentation of pictograms, which is a visual system, within the global language integrity, and focuses on the international symbol approach of Icograda, developed based on this presentation. In the study, the scanning method and comparative analysis method, one of descriptive approach models, were used.

Keywords: Pictogram, Symbol, Icograda, Globalization

* ADDRESS FOR CORRESPONDENCE: **Ezgi Toraman,** Başkent University, Faculty of Fine Arts, Design and Architecture, Turkey. E-mail address: eztoraman@gmail.com / Tel.: +0-541-217-7907

A Ceramıc Art Center with A Very Unique and Specific Tradition: "Boleslawiec"

Nizam Orcun ONAL*, Erciyes University Fine Arts Faculty Department of Ceramic and Glass Design, Turkey.
Pınar Baklan Önal, Erciyes University Fine Arts Faculty Department of Ceramic and Glass Design, Turkey.

Abstract

When world's history of ceramic art is examined and analyzed, it's seen that today's understanding of ceramic art has been developed by nourishing from traditional ceramic art in terms of its aesthetic and technical aspects. As stated by Herbert Read, "ceramic is both the simplest and the hardest of the arts; it's the simplest because the most primitive, it's the hardest because the most abstract of all arts." Based on this understanding, the attitudes of traditional arts and artisans which forms the roots of modern and contemporary ceramic art is of great importance on the way of originalization. The development of ceramic education has been started in Poland in the academic sense by the graduation of children of local potters from academies and the process of being the ceramic art center of the region of this place has been started thanks to the support given to Boleslawiec traditional ceramic production by fine arts education.In line with the education given to academically trained new artists, these people made the Boleslawiec ceramic as the cultural heritage of Poland with its handmade traditional production made with unique clay, high quality technical specifications and various types of decoration with the original and unique aesthetic value. Today, this production center that is world-known as Polish Pottery or Bunzlauer draws attention and becomes noteworthy with ceramic festivals, workshop tours, ceramic museums, exhibition halls and informative events describing the history of pottery held in recent years. Workshops, exhibitions, events and concerts have developed Boleslawiec into both traditional and contemporary ceramic art center by transforming into a traditional ritual.This study in which Boleslawiec ceramic art that is produced by use of stoneware clay which is the most qualified clay of the region and can be differentiated from its kinds with its different and unique decoration technique is examined and analyzed, emphasizes the importance of contribution of academic education to ensuring of continuity of traditional ceramic centers and formation and creation of high-quality production and manufacturing.
Keywords: Tradational Ceramic Art, Polish Pottery, Boleslawiec, Academic Ceramic Education

* ADDRESS FOR CORRESPONDENCE: **Nizam Orcun ONAL,** Erciyes University Fine Arts Faculty Department of Ceramic and Glass Design, Turkey. E-mail address: nizamorcunonal@gmail.com

Leisure time of young due to some socio-demographic characteristics

Siniša Opić, Faculty of Teacher Education, University of Zagreb, Croatia
Marina Đuranović, Faculty of Teacher Education, University of Zagreb, Croatia

Abstract
Leisure time is an extremely important part of life for children and adolescents. It provides them with many opportunities to rehearse different social roles and activities. During childhood and adolescence and later in adulthood, leisure is an important context for the development of a number of individual competences. Children and young people, depending on their interests and preferences, but also the social environment, practice different activities in their free time.
The aim of the research is to explore some demographic characteristics of youth leisure like gender, type of school (primary/middle) and place of residence. A sample of 1062 students in the academic year 2013/2014 in 13 schools in the Republic of Croatia (2 counties) was used to explore the differences in youth leisure considering independent variables of socio-demographic characteristics. Leisure variables were made up of the following composites: electronic media, Internet, sports, cultural activities, socializing outings and relaxing activities. Frequencies of the composite variables indicate the dominance of Internet over other forms of spending free time, although the prevalence of all forms of spending free time is low. Regarding the examined differences, specific gender and age differences on certain composite variables have been confirmed.

Keywords:

* ADDRESS FOR CORRESPONDENCE: **Siniša Opić**, Faculty of Teacher Education, University of Zagreb, Croatia.
E-mail address: sinisa.opic@ufzg.hr

Using Typography and Colour in Packaging Design

Gürsoy Şeref, Nevşehir Hacı Bektaş Veli University, Hacı Bektaş Veli Vocational School, Design Deparment, Graphic Design Programme, Nevşehir, 50800, Turkey

Abstract

Package creates an identity for a product. It must have the feature to be able to reflect characteristics of product to consumers properly and convince them to give money for it. Impacts of packaging design on attracting consumers who interact with product through its package is incontrovertible. In this regard, it must be paid attention on use of typography and colour in packaging design. Typography must be used in a way in which it does not disrupt the integrity of package. It should be in harmony with any other designing elements. When selecting colours to be used in package, it must be made choices such a way that can allow elements, which are desired to be emphasized, to come into prominence. Colours to be able to reflect product properly and be in harmony with it must be preferred. It must be determined characteristics of target audience properly and then a typography to be able to affect their decisions positively must be selected, and favorable colours must be preferred. Besides, selecting image or illustration and background colours to be used in packaging design are also among other constituents to take into consideration in terms of typography.

In conclusion, functionality of typography and colour in packaging design has a crucial importance. Choices and selections must be done by considering the impressiveness of, the importance on interacting with customers of, and the ability of persuasion on consumers of typography and colour in packaging design, and it must be paid strict attention to proper use of these elements.

Keywords: Packaging Design, Color, Typography

* ADDRESS FOR CORRESPONDENCE: **Nilgün Kuloğlu,** KTU Faculty of Architecture, Department of Architecture, Trabzon, 61080, Turkey. E-mail address: gursoyseref@nevsehir.edu.tr / Tel.: +09-0536-822-40-77

Designing Arabic Typeface Between global and traditional norms

Mohamed Hazem Mohamed Taha Hussein Abdalla, Faculty of Applied Sciences and Arts, German University in Cairo, New Cairo-5Th Settlement, Egypt Faculty of Applied Arts, Helwan University, Giza, Egypt

Abstract

With the globalization of visual systems in the Middle East arose new demands in the Arabic graphic design. The imported western commercial and cultural products had created in the Arabic societies new hybrid needs and contradicted visual languages. Unfortunate, western design methodologies and models like constructivism have hardly been understood, even from educators or designers. Modern typography is usually mistaken with calligraphic talent. The controversial European styles like Arts Nouveau have been arabized from designers, who are still dealing with Arabic letterforms as a result of sacred Islamic art. It seems that the western aesthetical norms should be used en mass. Even when we identify its negative impact of the westernized Hebrew and Sanskrit scripts, many of type designers are still using matchmaking techniques in order to create Arabic typefaces out of Latin letterforms: Arabic and Latin types should look identical! (AbiFares, 2007) It is understandable to find international brands like Coca Cola, Kodak, and KFC looking for identical corporate Arabic versions. Their products need to be promoted in unified appearances with dialect language and local touch. But in case of creating a new Arabic typeface for body text, letterforms should be designed according to Arabic reading's habits. Therefore, this paper will focus on the majority of Arabic readers, and reject both of the above-mentioned methods. A new approach for designing Arabic typeface will be presented with the hypothesis that a mixture between old Arabic letterforms could create economical types without causing conflicts with global visual norms.

Keywords: Arabic Typeface, Latin Typeface, Body Text, Letterform, Kufic, Naskhi, Identity, Visual Language

* ADDRESS FOR CORRESPONDENCE: **Mohamed Hazem Mohamed Taha Hussein Abdalla,** Faculty of Applied Sciences and Arts, German University in Cairo, New Cairo-5Th Settlement, Egypt Faculty of Applied Arts, Helwan University, Giza, Egypt. E-mail address: hazemtahahussein@gmail.com

Kindergarten education and architectural creativity

Hacer Mutlu Danacı, Akdeniz University, FFA, Architectural Department, Antalya, Turkey

Abstract
Creativity is a one of the most important factors in architectural education which is used to determine the accomplishment of the students. Creativity is a genetic characteristic, and it can be developed, or waste away depending on the environmental influences from childhood. Particularly, kindergarten education influences to child care very deeply. Nursery education mistakes may prevent child creativity. For example, giving some rules about the colors of the pictures. Creativity in children is prevented to show a model to children of the study before creating something. In this study, the relationship between creativity in architecture, whether there is a connection between whether a child went to kindergarten or not is analyzed using a small questionnaire.

Keywords: kindergartens, creativity, architectural education

* ADDRESS FOR CORRESPONDENCE: **Hacer Mutlu Danacı,** Akdeniz University, FFA, Architectural Department, Antalya, Turkey. E-mail address: hacermutlu@gmail.com

Designing Arabic Typefaces: Between Modernity and Tradition

Mohamed Hazem Mohamed Taha Hussein Abdalla, Faculty of Applied Sciences and Arts, German University in Cairo, New Cairo-5Th Settlement, Egypt Faculty of Applied Arts, Helwan University, Giza, Egypt

Abstract
With the globalization of visual systems in the Middle East arose new demands in the Arabic graphic design. The imported western commercial and cultural products had created in the Arabic societies new hybrid needs and contradicted visual languages. Unfortunate, western design methodologies and models like constructivism have hardly been understood, even from educators or designers. Modern typography is usually mistaken with calligraphic talent. The controversial European styles like Arts Nouveau have been arabized from designers, who are still dealing with Arabic letterforms as a result of sacred Islamic art. It seems that the western aesthetical norms should be used en mass. Even when we identify its negative impact of the westernized Hebrew and Sanskrit scripts, many of type designers are still using matchmaking techniques in order to create Arabic typefaces out of Latin letterforms: Arabic and Latin types should look identical! (AbiFares, 2007) It is understandable to find international brands like Coca Cola, Kodak, and KFC looking for identical corporate Arabic versions. Their products need to be promoted in unified appearances with dialect language and local touch. But in case of creating a new Arabic typeface for body text, letterforms should be designed according to Arabic reading's habits. Therefore, this paper will focus on the majority of Arabic readers, and reject both of the above-mentioned methods. A new approach for designing Arabic typeface will be presented with the hypothesis that a mixture between old Arabic letterforms could create economical types without causing conflicts with global visual norms.

Keywords: Arabic Typeface, Latin Typeface, Body Text, Letterform, Kufic, Naskhi, Identity, Visual Language

* ADDRESS FOR CORRESPONDENCE: **Mohamed Hazem Mohamed Taha Hussein Abdalla,** Faculty of Applied Sciences and Arts, German University in Cairo, New Cairo-5Th Settlement, Egypt Faculty of Applied Arts, Helwan University, Giza, Egypt. E-mail address: hazemtahahussein@gmail.com

The Place of Sensorial Submodalities in Ideomotor Representations of Neurolinguistic Programming

Grosu Vlad –Teodor, Technical University, B-dul Muncii, Cluj –Napoca 400641, Romania

Grosu Emilia- Florina, Babes – Bolyai"University, Faculty of Physical Education and Sport, No.7 Pandurilor street, Cluj- Napoca 400376, Romania

Suciu Cornelia, Medical and Pharmacy University"Iuliu Hatieganu",No.8 Babes Street, Cluj – Napoca 400012 , Romania

Dumitrescu Marin, Technical University, B-dul Muncii, Cluj –Napoca 400641, Romania

Fetean Gheorghe, "Nicolae Bălcescu"Lyceum, No.6 Constanta street, Cluj – Napoca, 400158, Romania

Abstract

Problem statement: This study is part of a larger work, in which we want to examine the possible increase of athletic performance by applying mental training techniques, particularly by neuro-linguistic programming.

Purpose of study: In neurolinguistic programming we have studied the relationships between sensory sub modalities by applying the following tests: Richard Bandler and Thomson Garner (2012) and Jacobson (2011).

Methods: We had two testing: Test1 and Test 2. Statistical indicators were calculated, elements of descriptive statistics, the data are presented using indicators of centrality, location and distribution.

Statistical analysis: Wilcoxon nonparametric test was used for sample pairs (data uneven distribution / ranking. Significance threshold taken in account was α = 0.05 (5%), α = 0.01 (1%) or α = 0.001.

Findings and Results: To detect the correlation between two variables we used the Spearman rank correlation coefficient (ρ). Correlation coefficients analysis was performed using Colton 's rule. We have found no statistically significant differences were observed (p > 0.05) in Bandler & Garner and Jacobson, the test sample pairs (T1-T2), but there are very many and very good correlations in both studied tests between the values of the items.

Conclusions and Recommendations: we want to continue with this study because the time difference between the two testing was short and we want to extend this study to a minimum of 3 months. All sensory submodalities are particularly important in achieving ideomotor representations underlying the importance of mental training.

Keywords: ideomotor representation, neurolinguistic sensations, training, sensorial submodalities.

* ADDRESS FOR CORRESPONDENCE: **Grosu Vlad –Teodor,** Technical University, B-dul Muncii, Cluj –Napoca 400641, Romania. E-mail address: emiliaflorina.grosu@gmail.com / Tel.: +40-744-622-193

The bioharmolojic investigation of an educational building according to the projection level of spatial features

Cevdet Emin Ekinci, Firat University Technology Faculty Civil Engineering Department, 23119 Elazig-Turkey

U.Teoman Aksoy, Firat University Technology Faculty Civil Engineering Department, 23119 Elazig-Turkey

Mehmet Gürol, Yildiz Technical University Education Faculty Education Sciences Department, 34000 Istanbul-Turkey

Abstract

In this study, a regional boarding school building in Elazığ was examined in the scope of Bioharmological Conformity Assessment (BCA) according to 18 basic criteria of Projection Level of Spatial Features (PLSF). BCA Certificate Class of the examined building was determined as "Unsuitable (A-)" and deficiency-inadequacy level was determined as 61%. Harmony (91%), texture (90), format (75%), shape (73%), and Rhythm (71%) were determined as the highest and most significant deficiency-inadequacy criteria among the 18 criteria of the middle school in question. Therefore, it was concluded that the current physical characteristics of the school building in question is not appropriate for user identity and intended purpose, would have negative effect on education and training as well as negative effects on the biological, physiological and psychological development of the students.

Keywords: Educational buildings, bioharmology, regional boarding school, user identity and intended purpose

* ADDRESS FOR CORRESPONDENCE: **Cevdet Emin Ekinci,** Firat University Technology Faculty Civil Engineering Department, 23119 Elazig-Turkey. E-mail address: taksoy@firat.edu.tr/ Tel.: +90-533- 380 28 00

An investigation on improving the life quality of elderly people in design of an interior place

M. Vefa Han, Firat Universty Technical Sciences Vocational School, Elazig-Turkey
Yüksel Esen, Firat University Technology Faculty Civil Engineering Department, Elazig-Turkey

Abstract
Physical, psychological and social relations decrease with the aging of the human and life quality of the persons also declines significantly. Although at the average human lifespan increase, the studies in the health field could not prevent the aging process. Many diseases associated with aging has brought obligation to live together to elderly people for long time. Nursing homes have been seen as isolated from society by the elderly people. This increase of elderly individuals psychological problems are pushed out of social life them. Like any individual, elderly person also deserve to live in a comfortable, a suitable condition, safe and healthy environment.
The main aim of this study is to identify design difficulties in interior of structure for elderly people.
In this research studied in the survey shape, obtained aims are as follows;
• 	The determination of physical decline because of aging
• 	The determination of difficulties because of structure design
• 	The determination of difficulties because of furniture and other items
• 	The determination of difficulties because of the placement of goods.

Keywords: Ederly people, Interior design, the quality of life

* ADDRESS FOR CORRESPONDENCE: **M. Vefa Han**, Firat Universty Technical Sciences Vocational School, Elazig-Turkey.
E-mail address: yesen@firat.edu.tr / Tel.: +90-532- 445 65 40

The Methods of Development of Teenager's Graphic Skills in the Process of Artistically-Designed Activities

Zilia Muchtarovna Javgildina, The Institute of Philology and Intercultural Communication, The High School of Arts named after S.Saidashev, Kazan (Volga region) Federal University, Meglauk, 3/45, Kazan 420021, Russian Federation
Nadegda Valentinovna Mishina, The Institute of Philology and Intercultural Communication, The High School of Arts named after S.Saidashev, Kazan (Volga region) Federal University, Meglauk, 3/45, Kazan 420021, Russian Federation

Abstract
The main aim of our paper is to reveal and to ground scientifically the methods of development of teenager's graphic skills in the process of artistically-designed activities that (methods) provide a high level of their artistic training. Significance, features and definition of such conceptions as graphic skills and artistically-designed activity has been examined. Therefore, we introduce a set of common didactic and special methods with regard to the material analysed. The complex of the introduced methods is being consistently applied in the course of fine arts and design classes within the children's school of arts in Kazan (Russia). In conclusion, we make a clear message the methods that had been offered in our research provide a high level of development of teenager's graphic skills in the process of artistically-designed activities.

Keywords: Art education, fine art, method, graphic skills, artistically-designed activity

* ADDRESS FOR CORRESPONDENCE: **Zilia Muchtarovna Javgildina**, The Institute of Philology and Intercultural Communication, The High School of Arts named after S.Saidashev, Kazan (Volga region) Federal University, Meglauk, 3/45, Kazan 420021, Russian Federation. E-mail address: zilia.javgi@gmail.com / Tel.: +7-927-675-0237

From Module to Space: Playground Design

Habibe ACAR, Department of Landscape Architecture, Faculty of Forestry, Karadeniz Technical University, Trabzon, Turkey

Abstract

The purpose of landscape design is to design comfortable spaces that meet people's needs and demands in open spaces. These spaces' shapes, capacities and equipments vary depending on user and activity type. These spaces the activities will take place are designed according to the criterias; design concept, activity type, the location of the area to be designed etc. In this study, spaces designed depending on the activity type.

For this purpose, a module was determined depending on activity type and spaces have been created with the coming together different sizes and directions of this module. This method were tested with a playground design studies in child, play and design course at Karadeniz Technical University Department of Landscape Architecture. Because playground design is one of the exciting field of study of landscape architecture. Additionally children perceive the environment with functional features unlike adults so perceive opportunities of elements in the environment. Affordances offered by modules provide functional use of space. Therefore, in this method, modules were determined according to affordances. Eventually, resulting design products showed that these approach assessable in the open space design.

Keywords: Module and space, Playground design, Affordance, Child, Design

* ADDRESS FOR CORRESPONDENCE: **Habibe ACAR,** Department of Landscape Architecture, Faculty of Forestry, Karadeniz Technical University, Trabzon, Turkey. E-mail address: habibeacar@hotmail.com

Empathic Design: A brief look at a designer's approach

Eric Dimla, School of Engineering, University of Portsmouth, Portsmouth, PO1 3DJ United Kingdom

Abstract

Empathic Design can be seen as the designer using empathy throughout the Design process. Empathy fully comprehends the object of contemplation through entering one's personality into it. Through enhancing communication within a design team, empathy can be shown between the designer and user, Project manager, tool maker, and factory assemblers. Empathic Design is a research model, which when considered within Human Centered Design and employed alongside the Design Methods structure can ensure innovative design solutions which capture the real needs of users. By addressing the problem of our throwaway society at the forefront of the design process we can start to eliminate the production of products which are discarded early on in their product life, due to a real need not being met. This paper explores how designers can build Empathic Design through understanding people. It examines Empathic Design with regards to the need of designers to develop an interdependent relationship with the user in order to build empathy into products. The author outlines an approach designers can utilise, using methods and techniques that can be implemented into the formative stages of the design process to push innovation. Two case studies involving products from leading businesses, are analysed to show the outcome of employing empathic methods. The result is a product that goes beyond the user's expectations and contains the user's values, whilst ensuring that the product has been produced to address a relevant need. Our environment can surely only benefit from designer's adopting an empathic approach when used alongside eco-design and tailoring design solutions to the broader sustainability considerations in product development.

Keywords: Empathic Design, Empathic Methods & Techniques, People, Innovation

* ADDRESS FOR CORRESPONDENCE: **Eric Dimla,** School of Engineering, University of Portsmouth, Portsmouth, PO1 3DJ United Kingdom. E-mail address: eric.dimla@port.ac.uk

The Model of Individual Educational Route of Special Training for Students of Art Universities

Zilia Muchtarovna Javgildina, The Institute of Philology and Intercultural Communication, The High School of Arts named after S.Saidashev, Kazan (Volga region) Federal University, Meglauk, 3/45, Kazan 420021, Russian Federation

Anastasia Valentinovna Mishina, The Institute of Philology and Intercultural Communication, The High School of Arts named after S.Saidashev, Kazan (Volga region) Federal University, Meglauk, 3/45, Kazan 420021, Russian Federation

Abstract

The article describes the model of individual educational route of special training for students of art universities. The model structure implies following components: goal-oriented – the goal and type of individual education routes; content-oriented – the invariable and variable (elective courses, an individual programme of independent art work, an individual schedule of exhibitions and contests) constituents; control-oriented – the schedule and forms of midterm assessment; outcome-oriented – an expected outcome of individual education routes realization.

Keywords: model, individual educational route

* ADDRESS FOR CORRESPONDENCE: **Zilia Muchtarovna Javgildina**, The Institute of Philology and Intercultural Communication, The High School of Arts named after S.Saidashev, Kazan (Volga region) Federal University, Meglauk, 3/45, Kazan 420021, Russian Federation. E-mail address: zilia.javgi@gmail.com/ Tel.: +79276750237

The artifact as evidence of novel value in design education

Jaki M. Everitt, Central Queensland University, PO Box 5606 MMC, Mackay QLD 4740 Australia

Ashley M Holmes, Central Queensland University, PO Box 5606 MMC, Mackay QLD 4740 Australia

Abstract

Qualitative data obtained by this researcher to date suggests ambiguity and uncertainty in design research and education, and yet 'innovation', 'novelty', and 'utility' are all terms of reference for formal design registration and patent assessment. Notwithstanding that patent law is a socio-political institution, and understanding it is a somewhat interpretive art in itself, this mixed method research aims to provide insight into ways to improve the design evaluation process and to provide a new approach to design education curricular. In keeping with the aim, valid evidence as to how the axioms of value and law are compatible with design research is sought. The hybrid mixed research method includes practice-led approach, involving application for design registration of a human computer interface artifact. It is intended that analysis of this process will inform a solution for the elusive validation and measuring of design artifact outcomes, and a credible and scholarly assessment model for design researchers. This paper specifically discusses the role of the artifact itself in establishing value, using as a starting point the Design Research conceptual framework of Bruce Archer and Phil Roberts.

Keywords: Design Education, Novelty, Value, Artifact, Evidence

* ADDRESS FOR CORRESPONDENCE: **Jaki M. Everitt,** Central Queensland University, PO Box 5606 MMC, Mackay QLD 4740 Australia. E-mail address: jaki.everitt@cqumail.com / Tel.: +61-7-411-378-883

An experimental work:
Aesthetic as emotional interaction in product design

Seçil Şatır, Hitit Üniversity-Çorum, 19100, Turkey

Ahmet Zeki Turan, Mimar Sinan Güzel Sanatlar Üniversitesi-Istanbul, 34427, Turkey

Abstract

The experimental work was made with students of industrial product design in collaboration with "Small and Medium-sized Enterprises" (SMEs). SMEs constitute 94.6% of Turkish industry, but they are not adequately familiar with product design. Therefore, collaboration with SMEs initially requires an explanation of what product design is. If SMEs are not given a thorough explanation and orientation, they take for granted that innovation is limited to products which look like those in the market or to products that are only a few steps ahead of those in the market. Accordingly, we started the experimental project with a different concept so that we made SMEs accept the project definition and give the designs a direction towards innovation from the onset. The project was titled "Emotional Interactional Approaches to Lighting Instruments". Relevance to Design Practice and Theory: It provides a direct approach to design application. To create difference in design, a method which is already different is implemented. The sophisticated difference in the beginning could be lessened to equate the design to those exist in the market according to expectations by the SME. The project is evaluated throughout along with the concepts such as aesthetic function, aesthetical emotions, etc. which are doubtlessly indispensable for design. We tried to theorize the information obtained from the experimental work.

Keywords: Lighting instruments design, emotional interaction, aesthetic

* ADDRESS FOR CORRESPONDENCE: **Seçil Şatır,** Hitit Üniversity-Çorum, 19100, Turkey
. E-mail address: satirse@gmail.com

The Development of Teenagers' Project Abilities Within Project and Art Activities

Zilia Muchtarovna Javgildina, The Institute of Philology and Intercultural Communication, The High School of Arts named after S.Saidashev. Kazan (Volga region) Federal University, Meglauk, 3/45, Kazan 420021, Russian Federation

Lubov Petrovna Efimova, The Institute of Philology and Intercultural Communication, The High School of Arts named after S.Saidashev. Kazan (Volga region) Federal University, Meglauk, 3/45, Kazan 420021, Russian Federation

Abstract

The article is devoted to the issue of students' project abilities' development. The topic is relevant due to the education modernisation strategy. The article briefly reviews a set of project abilities, emphasizes the necessity of schoolchildren to acquire the abilities and reveals the modern understanding of the didactic notion of "projects' method". It highlights common and distinctive characteristics of the notions, explains the reasons of the art and project activities to be introduced among teenagers' training, and describes an application of the art and project activities among teenagers.

Keywords: project abilities, art and project activities, teenagers

* ADDRESS FOR CORRESPONDENCE: **Zilia Muchtarovna Javgildina,** The Institute of Philology and Intercultural Communication, The High School of Arts named after S.Saidashev. Kazan (Volga region) Federal University, Meglauk, 3/45, Kazan 420021, Russian Federation. E-mail address: nkuloglu@hotmail.com / Tel.: +90-462-377-1621

Using interior design to communicate corporate identity

Nour Munajjed, Centre of Postgraduate Studies, Limkokwing University of Creative Technology 63000 Cyberjaya, Selangor, Malaysia

Suzy Sulaiman, Centre of Postgraduate Studies, Limkokwing University of Creative Technology 63000 Cyberjaya, Selangor, Malaysia

Abstract
Corporate identity is an important concept that an organization uses to convey its personality and values to employees and customers, and thereby, shape the perceptions of organization. Companies have been increasingly finding innovative ways to communicate their corporate identity to the public. One sophisticated approach involves employing interior design as an important element in this process. Interior design can help companies express their corporate identity through the creation of spaces that influence visitor perceptions. However, the role of interior design in shaping corporate identity is not well understood. Based on a review of corporate practices and related studies, this study offers recommendations regarding the use of interior design to communicate company identity in a better manner.

Keywords: Corporate identity, interior design, corporate visual identity

* ADDRESS FOR CORRESPONDENCE: **Nour Munajjed,** Centre of Postgraduate Studies, Limkokwing University of Creative Technology 63000 Cyberjaya, Selangor, Malaysia. E-mail address: nour.munajed@gmail.com/ Tel.: +60-16-4605354

Use of Fonts on Web Sites

Fatih Kurtcu, Hacettepe University Fine Arts Faculty Department of Graphic Design, Ankara 06800, Turkey

Abstract
Technologies have changed and developed. Each new technology gains new and different values, which interact of every field. However, if the production environment changed proper and good typography is immutable. Of course good and accurate production moves relative to each other, differences, according to the criteria of the different technologies. More precisely, each of the production mediums there is a good and accurate use cases, under own criteria and values.
Internet is the most common and the largest communication network which using billions of people. Internet largely is using for sharing information. Text, image and audio, such as data reach this way to computer users. Many people make websites who lure of this global network. Some are unwittingly also cause visual pollution. Visual pollution constitutes one of the major reasons is the use incorrect of typography. Incorrect use of typography prevents the accurate transfer of information. This situation leads to difficulties in communication. The idea itself is of great importance like how shows.
In this research, using techniques described in the fonts for website and typography will focus on accurate and well designed. Solutions will be investigated.

Keywords: Typography, Font, Websites, Web Font

* ADDRESS FOR CORRESPONDENCE: **Nilgün Kuloğlu,** KTU Faculty of Architecture, Department of Architecture, Trabzon, 61080, Turkey. E-mail address: nkuloglu@hotmail.com / Tel.: +90-462-377-1621

The Role of Musical Arts in Teenagers' Civic Consciousness Development within School Music Classes

Zilia Muchtarovna Javgildina, The Institute of Philology and Intercultural Communication, The High Shcool of Arts named after S.Saidashev, Kazan (Volga region)Federal University, Meglauk, 3/45, Kazan 420021, Russian Federation

Svetlana Aleksandrovna Emelina, The Institute of Philology and Intercultural Communication, The High Shcool of Arts named after S.Saidashev, Kazan (Volga region)Federal University, Meglauk, 3/45, Kazan 420021, Russian Federation

Abstract

The article considers the problem of the teenagers' civil development in the period of their school years. It gives an absolutely substantial characteristic of the meanings such as «civic culture», « civic competention » and «civic date». There are the main barriers that are opened in the article and they contribute to strengthening of negative teenagers' attitude toward the outward things and the socialization. There are also methods and technics that help to subdue the negative factors using the music art. The article's maintenance leans on the proceedings of the Ancient Greek philosophiests Platon and Aristotel, native pedagogues A.S. Makarenko, V.A. Suhomlinskij, the modern figures S.E. Karpushkina, T.V. Nabieva, M.A. Portnagina, M.A. Shulenkova, E.V. Yakivleva and others. The authors offer their musical program to teens, that creates their civic culture, feeling of patriotism, values and morals.

Keywords: civic culture, civic competention and civic date.

* ADDRESS FOR CORRESPONDENCE: **Nilgün Kuloğlu,** KTU Faculty of Architecture, Department of Architecture, Trabzon, 61080, Turkey. E-mail address: zilia.javgi@gmail.com/ Tel.: +7-927-675-0237

Enhance the creative potential of Omani graphic design students

Salman Alhajri, Sultan Qaboos University, Sultanate of Oman

Abstract

This paper investigates the position of 'creativity' within graphic design education in general, and within the Omani educational context in specific. Creativity is defined within this research and in relation to graphic design education as 'problem solving', which is explained also as a cultural activity, or a cultural production. Graphic designers can involve themselves effectively in solving communication, social, and cultural problems that are classified as 'wicked problems', which usually require creative solutions. It is argued that Omani graphic designers should be creative problem solvers and able to find effective solutions for these problems. Yet this is not the case in Oman, at least from the perspective of this paper.

A qualitative interpretative methodology was used for this purpose. A survey approach was used, implementing two methods: questionnaires and interviews. The online questionnaire was conducted with 33 international participants. It investigated how creativity is defined within graphic design contexts; whether creativity can be taught or enhanced. The same set of questions was asked in face-to-face interviews conducted with 39 design lecturers. The interviewees were local lecturers who teach graphic design courses at some Omani institutions. All of the collected data was analysed through a thematic analysis.

As a result this paper has defined the concept of 'creativity' from design educational perspective, collected ideas, insights and trends about creativity in graphic design education, and has advanced knowledge of the relationships among graphic design, creativity, within Omani education system.

Keywords: Creativity, Omani design education, teaching creativity, problem solving, wicked problems.

* ADDRESS FOR CORRESPONDENCE: **Salman Alhajri,** Sultan Qaboos University, Sultanate of Oman.
E-mail address: salmanh@squ.edu.om/ Tel.: +90-462-377-1621

The Significance of Béla Bartok's Turkey Compilations in Terms of Introduction to Ethnomusicology

Gülşen G.Erdal, Kocaeli University-State Conservatory, P.O. Box 41300, Turkey

Abstract

The purpose of this study is to examine the significance of the studies of the Hungarian composer and ethnomusicologist Bela Bartok, which became a basis for the ethnomusicology studies in Turkey during the nation state formation process starting with the establishment of the Republic in line with Turkish music revolution ideology. Nationalism, preservation of the traditional music, emphasizing the dominant ethnic identity, including folk music in the training music gained a place in the Turkish music life with the help of Bartok's studies. Thus, the aspects of the relationship of Bela Bartok's Turkey compilations to the music revolution in Turkey and the national music ideology, the importance of Bartok and his compilation styles in revealing the national and local musics and his field researches' forming a basis for the ethnomusicology studies will be discussed in the scope of folk music studies in line with this purpose.

Keywords: Béla Bartok, Turkey, Ethnomusicology studies, folklore

* ADDRESS FOR CORRESPONDENCE: **Gülşen G.Erdal,** Kocaeli University-State Conservatory, P.O. Box 41300, Turkey. E-mail address: ggoksel@kocaeli.edu.tr / Tel.: +090-555 323-9672

From Substantıal to Virtual: The Evolution of Materıal Use in Toy Design

Hatice S. AYDIN, Gazi University Faculty of Architecture Industrial Design Department, Turkey.

Abstract

Human being identified as a natural player processes materials which it is able to supply, with variety of techniques around imagination to serve the purpose of its games. According to the titop1(C)33(E)-11(:7(@k)P)310(to)5( )-1tuff(i)

Aristotelian performances aim at that the audience integrates with the meaning intellectually and critically, rather than emotionally. Likewise in drama in education, modern approaches such as process drama of Cecily O'Neill provides the participants with the opportunity that they can observe, handle and analyze the human life situations that are dealt with in a class critically. It can be suggested that process drama activities are parallel to non-Aristotelian structure of Brecht's epic theatre in some ways. Techniques and structure as the elements of these two notions (O'Neill's process drama and Brecht's epic theatre) resemble to each other not only by the usage and also by the relationship between the process and the participants as well. Some elements from Brechtian plays can also be seen in process drama activities in a way that participants are no longer passive objects of artificial pure-didactic processes but they are active and critical subjects of an interactive learning process and acquire opportunity to obtain a special aesthetical experience that is unique to the performing arts. This paper intends to build a direct link between drama in education and theatre fields and to explain this link from a structural point of view by comparing examples from plays of Brecht and process drama sessions of O'Neill. This comparison may be contributing to a well-known dispute: whether drama in education can lead to any aesthetical experience or not.

Keywords: Drama in Education, Process Drama, Epic Dramaturgy, Brecht, Cecily O'Neill, Episodic Structure

* ADDRESS FOR CORRESPONDENCE: **Özgehan Uştuk**, KTU Faculty of Architecture, Department of Architecture, Trabzon, 61080, Turkey. E-mail address: oustuk@balikesir.edu.tr

Evaluating Pre-school Children's Ability of Using Language and Body as a Communication Tool by Creative Drama Methods According to Children's Opinions

Ülkü Beyoğlu, Teacher, OsmanTurkay Nursery School, Ozanköy -TRNC

Abstract

The aim of this study is evaluation of applicability and effectiveness of creative drama methods on ability of using language and body as a communication tool of 60-72 month old children according to their opinion. Pre-school education is full of experience and makes children earn scientific process abilities and basic concepts. The main objectives of pre-school education are to support improvement of children's social, emotional, physical, mental, and linguistic development and to reveal abilities of questioning and observation skills, creativity and self-confidence. Drama which planned in accordance with the purpose of education, can be expressed an action, event, emotion, various roles, poetry, animate or inanimate asset by role-play or simulation through voice and body. This study is valuable for us to get opinions from children even with little ages about their experience and education. Children's opinions are important for study data to be more qualified. Evolution properties of pre-school children are evaluated in this study. A 10-week educational package program was prepared under the supervision of 3experts. Video and audio recordings were made at each meeting and daily observations were reported by the researcher. This study is an action research and its approach is qualitative. At the end of the 10th week, study findings demonstrated that creative drama could be helpful for improvement of children's linguistic skills and use of body language.

Keywords: Pre-school, Creative Drama, Language Use, Body Language

* ADDRESS FOR CORRESPONDENCE: **Ülkü Beyoğlu,** Teacher, OsmanTurkay Nursery School, Ozanköy -TRNC.
E-mail address: chali_kushu_@hotmail.com/ Tel.: +0-533-858-2500

Design studio project complexity and students' perceptions of their creativity

Adedapo Adewunmi Oluwatayo*, Department of Architecture, Covenant University, Ota, Ogun State, Nigeria
Oluwole Alagbe, Department of Architecture, Covenant University, Ota, Ogun State, Nigeria
Albert Adeboye, Department of Architecture, Covenant University, Ota, Ogun State, Nigeria
Omoyeni Fulani, Department of Architecture, Covenant University, Ota, Ogun State, Nigeria

Abstract
The quality of design that architecture students produce has often been attributed to the complexity of the design project, sometimes referred to as "how challenging the project is". In this study, an attempt is made to empirically test this assumption, using a sample of students in the Department of Architecture, Covenant University. The data obtained were analysed using regression analysis. The results of the study confirms the assumption and identifies the aspects of complexity that resulted in perceived higher creativity of the students. Recommendations were made in line with the findings of the study.

Keywords:

* ADDRESS FOR CORRESPONDENCE: **Adedapo Adewunmi Oluwatayo,** Department of Architecture, Covenant University, Ota, Ogun State, Nigeria. E-mail address: dapo.oluwatayo@covenantuniversity.edu.ng

Comparison of Jury System in Architectural Schools in South West Nigeria

Pearl Opoko, Department of Architecture, Covenant University, Ota, Ogun State, Nigeria
Oladunni Izobo-Martins, Department of Architecture, Covenant University, Ota, Ogun State, Nigeria
Omolade Akinjare, Department of Architecture, Covenant University, Ota, Ogun State, Nigeria
Oluwole Alagbe, Department of Architecture, Covenant University, Ota, Ogun State, Nigeria
Albert Adeboye, Department of Architecture, Covenant University, Ota, Ogun State, Nigeria

Abstract
Examination of architectural design is given prominence in schools of architecture because it is considered as the bedrock of architecture profession. In many Nigerian architectural schools, the jury system is used to examine the students' architectural design projects. However, subjectivisms and variations have been found to exist in the manner in which the jury system is applied in various schools. The aim of this paper is to critically examine the jury system as applied in two schools of architecture located in South West Nigeria. While one school is domiciled in a government owned university, the other is located in a privately owned university. Data is based on analysis of relevant documents, observation of processes and interview of key stakeholders in both schools. Result obtained will foster exchange of ideas between schools and harmonize architectural training in Nigeria.

Keywords:

* ADDRESS FOR CORRESPONDENCE: **Pearl Opoko,** Department of Architecture, Covenant University, Ota, Ogun State, Nigeria E-mail address: pearl.opoko@covenantuniversity.edu.ng

Comparison of design studio and jury systems in architectural schools in southwest Nigeria

Peter Aderonmu*, Department of Architecture, Covenant University, Ota and 112101, Nigeria
Oluwole Alagbe, Department of Architecture, Covenant University, Ota and 112101, Nigeria
Pearl Opoko, Department of Architecture, Covenant University, Ota and 112101, Nigeria
Adedapo Oluwatayo, Department of Architecture, Covenant University, Ota and 112101, Nigeria
Gbenga Alalade, Department of Architecture, Covenant University, Ota and 112101, Nigeria

Abstract
Architectural design studio engages students, teachers and other stakeholders in countless activities that results in the term 'studio culture'. Traditionally, the culture comprised of experiences, habits and patterns within the studio space. These unique learning environments have been observed to be deserted by students due to some factors that were either neglected or not properly positioned in the context of the schools' 'modus operandi'. This paper examined the attitudes of students towards design studio in schools of architecture. An in-depth investigation of studio culture, policy, implementation strategies and students' attitudes was carried out in lieu of deserted studio. It was tailored after the studio culture policies of four (4) selected schools in south-west Nigeria. Findings revealed that culture demystification, motivational factors and institutional policies are some of the factors responsible for deserted studio. The study showed commonalities and varied conceptual indices of the terms "studio culture" in each case. The study recommended specificity of sustainable studio culture policy, operation and implementation strategies for architecture schools in Nigeria as a way of curbing the menace of deserted studios.

Keywords: Architecture, design studio, jury assessment, Nigeria

Actor training for doctors and other healthcare practitioners: a rationale from an actor's perspective

Paul Macneill, Centre for Values, Ethics and the Law in Medicine, Sydney Medical School, The University of Sydney, NSW 2006, Australia
Jane Gilmer, Visual & Performing Arts, Drama, National Institute of Education, Nanyang Technological University, 1 Nanyang Walk, Singapore 637616, Singapore
Dujeepa D. Samarasekera, Yong Loo Lin School of Medicine, National University of Singapore, NUHS Tower Block, 1E Kent Ridge Road, Level 11, Singapore 119228, Singapore
Tan Chay Hoon, Yong Loo Lin School of Medicine, National University of Singapore, NUHS Tower Block, 1E Kent Ridge Road, Level 11, Singapore 119228, Singapore

Abstract
Two four-hour workshops were held in Singapore offering health care workers (HCWs—clinicians and others) training in theatre skills and techniques to expand their range of 'performativity' and effectiveness in relating to patients. Experiential theatre training exercises (including body-awareness and work with masks) were conducted by an experienced actor-director and acting teacher. This paper presents the rationale for these workshops from an actor's perspective. Whilst objective measures, in terms of outcomes, are required in justifying innovations in education, we claim that outcome measures are not sufficient. Actor training for HCWs needs also to be underpinned by a pedagogical rationale that is derived from acting theory and practice. This paper presents several justifications from an arts perspective including that there is much that is in common between what actors, doctors and other HCWs do; that acting is not to 'pretend' but to express a role in a way that is effective for the role and genuine for the actor; that mask work is a means to teach HCWs to be more expressive; that there are many parallels between 'theatre' and 'medicine'; that communicating well with patients goes beyond 'communication skills' to include 'embodied practice'; and that actor training can provide HCWs with an experience and an understanding of their capacity to be simultaneously empathic and analytic. We claim that actor training for HCWs is well grounded and justified.

Keywords: drama training, actor training, health care workers (HCWs), communication skills; role play.

* ADDRESS FOR CORRESPONDENCE: **Paul Macneill**, Centre for Values, Ethics and the Law in Medicine, Sydney Medical School, The University of Sydney, NSW 2006, Australia E-mail address: paul.macneill@sydney.edu.au /
 Tel.: +61-2-9036-3405

Planning and Programming Continuous Professional Teacher Training: Experiences in Croatia

Daria Tot, University of Zagreb, Faculty of Teacher Education, Department for Educational Studies, Savska cesta 77, Zagreb 10000, Croatia

Siniša Kušić, University of Rijeka, Faculty of Humanities and Social Sciences, Department of Pedagogy, Sveučilišna avenija 4, Rijeka 51000, Croatia

Anita Klapan, University of Rijeka, Faculty of Humanities and Social Sciences, Department of Pedagogy, Sveučilišna avenija 4, Rijeka 51000, Croatia

Abstract

This work presents research results on teachers' opinions about the ways their educational needs are examined, on the professional support available to them for the creation of continuous professional training programmes and on the differences in their understanding of the need to create personal (individual) continuous professional training program. The research included 434 interviewees - 304 primary school class teachers and single subject teachers in sixteen primary schools and 130 secondary school vocational subject teachers in sixteen vocational schools in thirteen Croatian counties and the City of Zagreb. The research drew attention to and emphasized the need to examine teachers' educational needs and to align those needs with professional training contents and its relevance to the professional work of teachers. The research results point to measures and activities for further quality improvement of continuous professional teacher training planning and programming.

Keywords: professional teacher training, recording educational needs, program contents

* ADDRESS FOR CORRESPONDENCE: **Daria Tot,** University of Zagreb, Faculty of Teacher Education, Department for Educational Studies, Savska cesta 77, Zagreb 10000, Croatia. E-mail address: daria.tot@ufzg.hr / Tel.: +00 385 1 6327 338

The role of intercultural communication in teaching English at the initial stage

Leila Nurgalieva, The Institute of International Relations, History and Oriental Studies, Department of Romano-Germanic languages and International communication, Kazan (Volga Region) Federal University, 1/55 Pushkin str., Kazan, 420000, Russian Federation

Elmira Saidasheva, The Institute of International Relations, History and Oriental Studies, Department of Romano-Germanic languages and International communication, Kazan (Volga Region) Federal University, 1/55 Pushkin str., Kazan, 420000, Russian Federation

Abstract

Nowadays in the epoch of international, economic, diplomatic, cultural ties, the intercultural communication being considered as the communication of the representatives of different ethnolingvocultural communities has its own peculiarities both in lingvocultural and sociocultural aspects. Moreover the role of intercultural communication in teaching a foreign language at the initial stage of training becomes one of the most important and promising directions in methods of teaching, because it makes a significant contribution to the development of the individual worldview theory. As it is generally known mastering a foreign language at the initial stage is more effective in the process of comparing both the foreign language (English) and the native (Tatar) ones. Our experience in teaching English for the Tatar audience shows that the acquisition of the target language is more resulting if the teacher systematically and regularly compares verbal means of speech etiquette of the studied language and the mother tongue.

Keywords: Intercultural communication, foreign language teaching, communicative competence, the native language, the target language

* ADDRESS FOR CORRESPONDENCE: **Leila Nurgalieva,** The Institute of International Relations, History and Oriental Studies, Department of Romano-Germanic languages and International communication, Kazan (Volga Region) Federal University, 1/55 Pushkin str., Kazan, 420000, Russian Federation. E-mail address: LANurgalieva@kpfu.ru / Tel.: +7-917-291-2762

Future Problems of Uncorrected Refractive Errors in Children

Emine Kilic-Toprak, Pamukkale University, Faculty of Medicine, Department of Physiology, Kinikli, Denizli, Turkey.

Ibrahim Toprak, Department of Ophthalmology, Servergazi State Hospital, Denizli, Turkey.

Abstract

Visual impairment secondary to uncorrected refractive errors in childhood (myopia, hyperopia and astigmatism) is an important health problem, and might lead social, educational and economical disability in adulthood. In this study, we reviewed the literature about future effects of refractive errors in children on education and quality of life. Refractive problems can be easily diagnosed and corrected with spectacles as a cost effective treatment modality. However, recognition of refractive errors in children at family or school level is critical to prevent irreversible visual deterioration from amblyopia. In adulthood, these patients are generally faced with loss of social, educational and occupational opportunities. World Health Organization (WHO) recommends and supports school screening programs to prevent refractive error related vision loss in children. Teachers have an important role in screening programs; however, awareness campaigns and education of the parents can help to overcome all barriers against visual rehabilitation. In Turkey, most common complaint of refractive error in childhood is watching television closely, inability to read and decrease in school success. The teachers conduct school screening programs and refer suspected children to an ophthalmologist by giving information to the parents. However, after correct diagnosis of refractive error, compliance of children and parents to spectacle should be provided.

In conclusion, recognizing refractive errors in children has critical importance, and irreversible visual impairment due to amblyopia affects socio-economical area of life. Therefore, communication among teacher, parents, ophthalmologist and child should be well established.

Keywords:

* ADDRESS FOR CORRESPONDENCE: **Emine Kilic-Toprak**, Pamukkale University, Faculty of Medicine, Department of Physiology, Kinikli, Denizli, Turkey. E-mail address: ektoprak@pau.edu.tr

The Role of Drawing and Art Classes in the Graphic Design Education

Yasemin Erengezgin Kafkas, Fatih Sultan Mehmet Foundation University Faculty of Fine Arts Graphic Design Department, Kandilli, Istanbul, Turkey

Abstract

This study aims to analyse the role and importance of the Arts relevant courses, concentrating on Drawing lessons, in the light of evolving technology and new expectations in the Graphic Design education era. First, the article briefly focuses on the relationship between art and design area. Then, the topics such as the possible contributions of art and drawing classes in education and the link between art, culture and a good design are covered. In the next section, the old fashioned Graphic Design education methods and new approaches are compared. The relation between creativity and knowledge, necessity of hand drawing while creating designs and the question about the competency of computer design programmes are discussed. The discussion is exemplified through comparison of Graphic Design curriculums from different higher education institutions. Another important question attempted to answer here is, to what extent the computer programmes an instrument of abstract design or the execution process are. The expectations and demands of the students are examined in context of previous discussions. The final objective of the paper is to show that manuel drawing skills and art culture knowledge are still valuable achievements for a graphic design student. Therefore, the work ends with thoughts about convincing them to notice and properly learn these skills.

* ADDRESS FOR CORRESPONDENCE: **Yasemin Erengezgin Kafkas,** Fatih Sultan Mehmet Foundation University Faculty of Fine Arts Graphic Design Department, Kandilli, Istanbul, Turkey.
E-mail address: yerengezgin@yahoo.com

Picture Books on Tablet Devices; Innovative Features of Children's Interactive Book Apps And Their Effects on Learning

Merve Ersan, Hacettepe University

Abstract

One of the most important innovations that today's technology offers to the user, tablet devices have created a new media to children's picture books, as well as the fields like communication, social networks, music, games and many more. On tablet devices, children's picture books emerge as "applications" and just like in the print media; developmentally appropriate applications, which are qualified in terms of design and content need to arise. Well-designed book applications can be highly engaging for children and might open a new dimension in their imagination. Thanks to the possibilities offered by mobile technology, interactive book applications have brought a different dimension to children's picture books and bring in new features along with story and illustrations in printed books. These applications have begun to change the attitude of readers towards reading and our perception of what makes a book, by adding sound, movement, interaction and game to the once printed and static page. Also, thanks to these features, book apps not only produce content, but also provide a learning experience that can't be accessed in printed books.

In this study, the features of the rapidly emerging interactive children's book applications on tablet devices, such as user interface, interactivity, motion, sound and game features are defined and their impact on learning is investigated with examples on selected interactive children's book apps.

Keywords: Children's Picture Books, Mobile Media, Tablet Devices, User Interface, Interaction, Interactive Children's Book Apps

* ADDRESS FOR CORRESPONDENCE: **Merve Ersan,** Hacettepe University. E-mail address: mervesenoymak@gmail.com

Scrutinizing the postmodern approaches in globalization process

Seda Nur Topaloğlu*, Atatürk University, Tortum Vocational High School, Design Department, Graphic Design Program, Tortum/Erzurum 25430,Turkey.

Abstract

The globalization is an economical, technological and social phenomenon that we may base upon many factors like the development of communication and economic reasons (market seeking etc.) based on the colonial states search of the countries which completed its industry revolution post-war, immigration of the group who are unemployed due to the mechanization, to the large cities and the international dimension of the production and commerce. It is at the same time a concept that points the dependency of the individuals and communities one another.This concept is not just related with economics, communication or commerce. It a process that grows like a balloon that takes air in it each day and includes the art and involves it into its negative or positive struggle. Today, the effort of interpreting the artworks in a different way as the result of the globalization, presents the necessity to emphasize the respect to the works and the artists as it should be. With the simplest example to portray, use "Mona Lisa" the work of Leonardo da Vinci in different shapes and to reflect these changes to the individuals as it is normal in the fast growing communication process, shows the negative effect of the globalization on art. The moustache and beard parody that Marcel Duchamp has drown in reproduction of Mona Lisa, is an attack to the selfish western middle class within today's or his own period's imperialist nostalgias, not to the artist or art. The period of this activity, is the period that the modernism has

developed and moved in its most firm status. But maybe the parody of Mona Lisa which is fast spreading as the result of Marcel Duchamp taking this icon as an example, made the destruction in the globalization process unavoidable. 'The rebellion period to modernism movement that is formed with the concern to convert the tradition to global and the arrival of this rebellion to the level that probes the ethical dimension of the art brings along the inevitable concern, the concern of determining the limits of the art, artist protection and critical approach. For sure the development of the technology and settlement of the communication problems is a process that glamour the human. The negative results of this process target not only the states that are being exploited but also the culture, art and artist of these states. Under these circumstances, the concern to art for the path that the art shall be followed or directed, have importance.Besides the concerns that are felt for the results of postmodernism, in this study some examples are given for showing that the postmodernism can be evaluated with its inspiration sense more of the one to one counterfeiting.

Keywords: Globalization , Postmodernism, Modernism, Marcel Duschamp, A.M.Cassandre, N. Bel Geddes, E.McKnight Kauffer.

* ADDRESS FOR CORRESPONDENCE: **Seda Nur Topaloğlu,** Atatürk University, Tortum Vocational High School, Design Department, Graphic Design Program, Tortum/Erzurum 25430,Turkey.
 E-mail address: sedanur.topaloglu@atauni.edu.tr / Tel: +90-442-761-2524

Analysıs of Exam Questıons in Vocatıonal Education

Hasan Gul, Firat University Tehnical Science Vocational School, 23119, Elazığ/ Turkey.

Abstract

The aim of this study is identification on exam question by educator. In Vocational and training high school, second year exam question are selected as a sample.

Keywords: vocational training, defect question

* ADDRESS FOR CORRESPONDENCE: **Hasan Gul,** Firat University Tehnical Science Vocational School, 23119, Elazığ/ Turkey.
E-mail address: hgul@firat.edu.tr / Tel.: +905332321288

A Romance of Many Dimensions

Baris Hasirci, Hacettepe University, Institute Of Fine Arts, Department Of Graphic Arts, Turkey.

Abstract

Varying fields of artistic creation that have their products usually flat by nature have seen a move towards the creation of the illusion of 3 dimensions. Such a tendency can be observed most obviously in films, painting and, to a lesser yet evident degree, in graphic design. Author Steven Heller, in his article "Illusionism, Meet Dimensionalism", states that the illusion of 3 dimensions in graphic design makes the viewer take a second, more careful, look and thus satisfies a key requirement of any design work. However, Michael Evamy, in "Return To Flatland", argues that a return to a two dimensional understanding is on the rise due to the fact that, while visually shallow, in fact two dimensional designs provide deeper meaning. The aim of this paper is to find and get a better sense of an efficient approach between design that simulates 3 dimensions and flat art. For the assessment of this, a similarity between design and cinema was drawn where, in movies, the tendency has been to give the 3D treatment to popcorn blockbuster movies while indie art films have consistently kept their distance with this kind of illusionistic technology. Through the examination of the audiences' reaction and interaction with different, both in content and dimensions, types of films, it can be observed that both types

serve certain purposes, though when striving for honesty and real human connections, leaving behind false illusions and taking a 2 dimensional flat approach is more beneficial.

Keywords:

* ADDRESS FOR CORRESPONDENCE: **Baris Hasirci,** Hacettepe University, Institute Of Fine Arts, Department Of Graphic Arts, Turkey. E-mail address: barishasirci@gmail.com / Tel.: +05348168582

The Process of Creating Awareness in Graphic Design: Motion Posters

Mesut Tanrıkulu, Hacettepe University, Enstitute of Fine Arts ,Department of Graphic Desing Ankara, Turkey

Abstract
Even though there are lots of varieties of graphic design areas today, the posters, which are one of the most effective ways of informing the public about the solutions of the problems among other communication tools, kept up with developing technology and changed not only according to technical facilities but also art movement at that time. Motion posters, which are designed on numerical platforms by animating and are presented with LCD technology, attract people. In last a few years, motion posters which showed up by animating some movie posters done on digital platforms will maybe meet us so as to present some products, create awareness of the consumers and increase sales. Today, the competition of being better and more different for the companies will help the new advertisement to be widespread.

The poster making its target group felt its existence there by making use of the principles of specific design, must make itself noticed. There needs an impressive and strong feature which makes them noticed the piece of paper hanging on the wall: Motion.what a mini fragment for changing the attitudes and perceptions of the target audience, visual images and typographic elements of poster in a specific sequence will increase noticability of poster through this message bombardment.

The purpose of the study, now only used for experimental animated banner mobilization of movie posters in the coming years in the varieties of the other posters are questioning whether to use. In this context, hatching mode and effect analysis methods are research methods that will be used.

Keywords: Poster, Motion poster, Principles of Specific Design

* ADDRESS FOR CORRESPONDENCE: **Mesut Tanrıkulu,** Hacettepe University, Enstitute of Fine Arts ,Department of Graphic Desing Ankara, Turkey. E-mail address: m.suth@hotmail.com/ Tel.: +0-536-644-0381

Museums and Early Childhood Education

Aysel Köksal Akyol, Ankara University, Health Science Faculty, Department Of Child Education, Turkey.
Ali Akın Akyol, Gazi University, Fine Arts Faculty, Department Of Conservation And Restoration Of Cultural Properties, Turkey.

Abstract
According to the understanding of contemporary education, education not only at school outside the school must be able to effectively continue. Outside of school places, the museums have important roles in education. Museum education, museum learning and gaining experience in planning and implementation of activities to provide is expressed as. Therefore, museums, relationship with objects of visitors is seen as a tool. Museum of the most basic functions: to protect, investigate and communicate is defined as especially. Museums in works produced by people to be aware of and provide cross-cultural communication. According to Piaget, which is about the here and now of children in early childhood and in recognition of the past , the museum exhibited in the museum to create a positive attitude to training activities carried out in the museum is of great importance. Museums for children in the early childhood educators to make effective educational events and museum training in early childhood education, adequate knowledge, skills and competencies are required to have.

Keywords: Museum, Education in Museum, Early Childhood Education

* ADDRESS FOR CORRESPONDENCE: **Aysel Köksal Akyol,** Ankara University, Health Science Faculty, Department Of Child Education, Turkey. E-mail address: aliakinakyol@gmail.com

In search of adapting dynamic typography to longer reading experience within the context of e-books

Begüm Eken*, Hacettepe University, Faculty of Fine Arts Beytepe Campus, Ankara 06800, Turkey
Deniz Yeşim Taluğ, Hacettepe University, Faculty of Fine Arts Beytepe Campus, Ankara 06800, Turkey

Abstract

How can e-books utilise 'Dynamic Typography' in a commercially viable and significant way? This article seeks to discover potential applications for dynamic typography within the context of e-books. Digital innovations are already established spheres of practice within typographic design by adding new terms to the field. Among many design researchers, namely, Michael Worthington and Jessica Helfand recognise the potential that time-based and digital media have in contributing to the field of otherwise static typography. However, as it currently stands, dynamic typography is limited to a particular range of every-day commercial uses such as website banners, public signage, film (Saul Bass' title sequence for North by Northwest, or Channel 4's range of identity's by MPC are some notable examples), and somewhat niche examples within the field of contemporary art, such as the work of Eduardo Kac. Dynamic typography is not commonly used with longer texts, intended to be read over an extended period of time. Taking that in consideration, the central question to be examined in this paper is: 'Why not? And how might dynamic typography be adapted for use over extended reading periods with e-books?'

Keywords: Dynamic typography, e-books, temporal typography, legibility, readability

* ADDRESS FOR CORRESPONDENCE: **Begüm Eken,** Hacettepe University, Faculty of Fine Arts Beytepe Campus, Ankara 06800, Turkey. E-mail address: begumeken@gmail.com

An Overview of Postgraduate Theses within the field of Creativity Development and Art Education at Preschool Period in Turkey

Füsun Yıldızbaş, Fatih University, Education Faculty, Department of Preschool Education, Turkey.
Ayşe Aksoy Doğan, Fatih University, Education Faculty, Department of Preschool Education, Turkey.

Abstract

This research was conducted within the graduate course of ' Creativity and Art Education'.The aim of this study is to examine and analyze thematically the graduate thesis about Creativity Development and and Art Education during Preschool Period, which was completed in Turkey. The study was descriptive and screening method was utilized. For the purposes of the study, a total of 43 graduate level theses which were approved and archived between 2004-2013 were attained from Higher Education Counsel Web-Database. There are two theses in 2004, three theses in 2005, three theses in 2006, three theses in 2007, four theses in 2008, six theses in 2009, six theses in 2010, five theses in 2011, four theses in 2012 and six theses in 2013 about topics related to creativity development and art education. However, two theses in 2005 did not have the consent form and the access for two theses in 2012 and one theses in 2013 was restricted bythewriter. The sample of the study was composed of 42 graduate level theses that were done in education area and one graduate psychology theses. The themes of the theses were determined and analyzed, the postgraduate education theses on the development of the creativity and the art education in Turkey are demonstrated with figures according to the years, universities, methods and the thematic distributions. The results show that the role of teacher has more emphasized in theses of creativity and art education. Furthermore, the effects of art in child development have also mentioned. It has considered that the results of this research will guide new researchers in their further studies about creativity and art education during preschool.

Keywords: Preschool Period, Postgraduate Theses, Creativity and Art Education

* ADDRESS FOR CORRESPONDENCE: **Füsun Yıldızbaş,** Fatih University, Education Faculty, Department of Preschool Education, Turkey. E-mail address: fusun.yildizbas@fatih.edu.tr

An interpretation to design activity through painting art

Mohammad Ali, The Parkside Building, Birmingham, United Kingdom

Abstract

The term 'effective learning environment' is discussed from several perspectives which clearly identify the significant effects that learning environments have on learning. Two key factors are considered to be important in enhancing the learning outcome; educational structure and practices, and educational environment. Educators and scientists are mostly concerned with modifying and developing the pedagogic system and curriculum in search of the best appropriate style of learning and teaching efficiency. They recommend creation of a self-organised learning system that leads the learners to drive their education without continual supervision (Robinson, 2006). The alternative view among educationalists promotes the development of a structured learning system that stresses supervision and is fully managed by teachers and educators (Powell, 2012). On the other hand, designers and architects interact with the "environment", which refers to everything around us, and within it; each aspect of which has a different effect on human behaviour, productivity and perception. The main purpose of a learning environment is to support and enhance the physiological modes of human understanding, including visual, auditory and kinetic. The learning environment consists of numerous factors that shape the physical environment which consequently have direct or indirect effects on learning, productivity, behaviour and academic achievement (Kopec, 2006, Allen and Hessick, 2011, Wannarka and Ruhl, 2008) .The proposed paper analyses the above views and proposes the consideration of learning environments. In addition, it examines some of the important factors that the designers should take into account for providing a learning environment that supports needs for this century. The research methodology is based on social relation methods and mixed approaches such as surveys and case studies within the Kuwaiti public school environment.

Keywords: learning environment, Interior space for education, Student Learning, human behaviour, enhance learning.

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* ADDRESS FOR CORRESPONDENCE: **Mohammad Ali**, The Parkside Building, Birmingham, United Kingdom
. E-mail address: M_mullaali@hotmail.com

Business English /vs/ General English. A Pedagogical Approach

Herteg Crina, 1 Decembrie 1918 University of Alba Iulia, Romania Department of Foreign Languages, Romania

Abstract

I.Problem Statement

Like every professional genre, business English one exists as agenre in itself, with many subgenres and it is characterized by certain lexical, semantic and stylistic patterns. As regards its lexicon, this one represents the demarcation line between general English and business English, especially in areas such as: finances, banking, marketing. Business English genre has long been a topic of interdisciplinary research in specialist literature. On the one hand, ESP specialists have been preoccupied to find and exploit the best and the most suitable teaching methods with emphasising on the functional and notional aspect of business English. On the other hand, linguists have focused on analysing the lexical, semantic and stylistic features of business English genre.

II. Purpose of Study

The aim of the paper is to dwell on the characteristics of the business English genre and its sub-genres. The differences between the business English lexicon and the general English one will be exploited from a lexical and pedagogical perspectives. The paper also makes reference to the cultural implications which play an important role in the teaching of business English.

III. Methods

One step in our approach would be increasing students`awareness of the business English vocabulary and of the differences existing between general English and business English. Among the best ways of exploiting the lexical differences arising between general English and the business English genre, mention should be made of the use of corpora. To this end, the instruments used in our approach include authentic material. For the business English teacher corpora represent an advantage and at the same time an opportunity which can facilitate students` acquisition of the business English genre. In this way business English students are more

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ready to make the difference between business English vocabulary and general English one and they will acquire more easily words such as: interest, futures, securities, assets. Basically, the set of skills acquired by a foreign language student is very similar with the one a business English student will be empowered with. The business English student will not build extra skills, different from the ones acquired while learning general English. Generally, business English students need oral communication skills in their job. To meet these needs, the teaching of business English must focus more on communication skills and task-based skills, such as case studies, role play and simulation tasks. Through these activities the teaching process must integrate specialized vocabulary and communication skills.

IV.Findings and Results

The development and expansion of the international business world has called forth the integration of the business owners and entrepreneurs into this professional environment. The instrument of this integration is of linguistic nature and as a consequence business English was imposed as the lingua franca of international business. As a consequence, lots of business English courses have been designed to facilitate and improve students` needs and skills of business English. Teachers have had to adjust their teaching methods so as to keep up with the students`needs and necessities.

V. Conclusions

From a pedagogical point of view the differences existing between general English and business English refer to the teaching methods, which should integrate authentic material into the business English class and to the course design, with focus on the communication skills and tasks. From a lexical point of view the difference between general English and business English lies in vocabulary.

This makes it difficult for business English students to identify and acquire specialized vocabulary. Such difficulties may arise in producing language, when students use lexical units which are not appropriate for the business context, when they associate lexical units which do not usually collocate, or in translation when students easily mistake general English lexical units for business English ones.

Thanks to corpora there is a large range of teaching materials which business English teacher can make use of, it is therefore easier for teachers to resort to already existing corpora to facilitate the acquisition of business English vocabulary.

Keywords:

* ADDRESS FOR CORRESPONDENCE: **Herteg Crina**, 1 Decembrie 1918 University of Alba Iulia, Romania Department of Foreign Languages, Romania. E-mail address: crina.herteg@gmail.com

Re-construction of the Information Bridge

Ceyda Calguner, Department of Painting, K.T.O Karatay University, Faculty of Fine Arts

Abstract
In the life period continuing from yesterday to today and from today to tomorrow, every new decade exposes a much more change and development acceleration than the previous one. Through the light of change, human who has gained a new form within the life period; has been exposing a state of transition from sociality to individuality in general sense. This condition inevitably forces the social change of human flourishing a visual generation movement from nature through city life. It can be stated that a structure of 'periodic feature' comprises in means of statements, trends and approaches; even in periods of a decade, not more.

The life model that is created by development and therefore change, definitely exposes its reflections by artistic motility in this condition as it always be. Yet creations are scattering idea sparks much more than an effort through expressing determined concepts. Studies existed in various areas under art structure is being concluded with an absolute interactional expression, while keeping its unite structure in essence.

While acting with a mission of breeding a society model that can build up international cultural connections as art educationalists, what we expect from ourselves is a whole of actions that are much more further than emotional situations as adoration, relish, verification and sharing.

Human life can be symbolized as a bridge between past and future, transforming information over itself. Acquisitions effectuated by past cumulations create a distinctive acceleration on each recent information bridge and ensure that the information transfer velocity of every generation bridge be higher than before. Education as the structure of information transfer, should expose an attitude parallel to this recent social change. The outputs of our educational approach that is expected to accommodate common values with our productions, continue its travel in time for articulating information in artistic form as intellectual packages that can be transferred into future.

This study investigates the standing point of art education by emphasizing the role of arts in educative process. In this aspect, through a sample of various art focused universities having international compatibility, the success in satisfying the expectations of students and academicians is discussed by handling contextual and structural arrangements that were organized in the recent years.

Keywords:

* ADDRESS FOR CORRESPONDENCE: **Ceyda Calguner,** Department of Painting, K.T.O Karatay University, Faculty of Fine Arts. E-mail address: ceydacalguner@gmail.com/ Tel.: +905322231294

The Role of Higher Education in Emerging Knowledge Society

Rubina Qureshi, Abu Dhabi University, P.O Box 59911 Abu Dhabi, UAE
Dr. Sreethi Nair, Abu Dhabi University, P.O Box 59911 Abu Dhabi, UAE

Abstract
The way we organize our life changes tremendously when there is a change in the environment. For many years our environment was largely agricultural, where people primary value was their land. Soon agriculture began to yield to industry, as machines took center stage, along with standardized processes and the efficiencies of scale. But in the last few decades, Agricultural Society and Industrial Society have gradually been replaced by what has been called the Knowledge Society, driven by new digital technology and globalization and high tech educational systems in place. As a result, enormous empowerment got transferred from the owners and workers of farms and industries, to those whom we now call "Knowledge Workers," people who construct and lead knowledge construction. For them, power attaches more to ideas and values than to money

Islamic Restrictions in terms of female figures specifically in contemporary art.

Deniz Yeşim Taluğ*, Hacettepe University, Faculty of Fine Arts Beytepe Campus, Ankara 06800, Turkey
Begüm Eken, Hacettepe University, Faculty of Fine Arts Beytepe Campus, Ankara 06800, Turkey

Abstract

The initial influence of Islam on art was not profound, however its impact became conspicuous in the ways that artists began to create art within the frame of Islamic theocracies. From the earliest beginnings of Islam, there have been rules and obligations regarding the depiction of human body in illustration and painting in general. After the coming of Islam, the interest of artists in religion and art with religious references make a substantial part of artistic production by using Quran and its verses in their works in different innovations. Those Islamic approach influence art and has been used for centuries including illuminated calligraphic texts, geometric and vegetal patterns, and figural representations between or around the verses of Quran, miniatures, ceramic tiles, etc. This paper examines if Islamic obligations led artists to be more creative while trying to find their way around the restrictions of using figural representation. While arguing if it's appropriate to accept religious values as a norm of art.

Keywords: Islamic art, aniconism, figural representation, censorship, freedom of expression

* ADDRESS FOR CORRESPONDENCE: **Deniz Yeşim Taluğ,** Hacettepe University, Faculty of Fine Arts Beytepe Campus, Ankara 06800, Turkey. E-mail address: deniztalug@hacettepe.edu.tr / Tel.: +90-533-414-5919

Evaluation of Sculpture Education Programs in the Light of Technological Developments

Nihat Sezer Sabahat*, Ordu University, Fine Arts Faculty, Sculpture Department, Teaching Stuff

Abstract

Technological developments influence the educational fields as well as all areas of life, play an important role in giving direction to the flow of the education. In general, this radical innovations in technology affects education/art education, in particular they affect the understanding of traditional material and application methods in sculpture education. The opportunities offered by the computer technologies as well as electric and pneumatic tools which replace traditional instruments to the field of sculpture deepen the gap between contemporary methods and traditional education methods. While traditional method and techniques are used in sculpture education on the one hand, on the other hand a workshop hardware that is compatible with today's technology and an education program developed in line with that hardware are needed. How much the institutions giving statue education renew their educational programs with the developing technology and how they response to these developments are seen as a problem. This paradoxical situation is not only sculptors' problem but it is also a problem/question for the institutions and academic staffs giving sculpture education.
The purpose of this study is to determine the effect of the usage of technology in sculpture education era on the education, to contribute by proposing what kind of preparation should be carried out in terms of having the students earn the technology usage in educational curriculum.

Keywords: Sculpture, Technology, Education Program

* ADDRESS FOR CORRESPONDENCE: **Nihat Sezer Sabahat**, Ordu University, Fine Arts Faculty, Sculpture Department, Teaching Stuff. E-mail address: nihatsezerss@hotmail.com

Process of Visual and Conceptual Development in Basic Graphic Design Education and a Proposal to Developing Creative Perception: 'Objects And Imagery' Project

Elif Ergen*, Hacettepe Üniversitesi, Güzel Sanatlar Fakültesi,Grafik Bölümü, Ankara, 06510, Turkey

Abstract
Graphic design education can be defined shortly as building visual culture as subjective manner and concerns very detailed education process. This process can be explained as:
- Creation of a semiotic language and imagery,
- Color and meaning,
- Conceptualism,
- Visual perception,
- Typography,
- Page design and layout creation,
- Printing and reproducing.
It is possible to teach all these titles with detailed explanations but it is very hard to offer a project to apply for each. There is only two semester to learn and study for Basic Design Education course generally so there is big timing matter. As a result there must be wide spread projects to give to students. As an expanding offer; 'Objects And Imagery' Project described as this study's central subject.

Keywords: Graphic Design, Education, Basic Design Education, Logotype, Educational Design Project

* ADDRESS FOR CORRESPONDENCE: **Elif Ergen,** Hacettepe Üniversitesi, Güzel Sanatlar Fakültesi,Grafik Bölümü, Ankara, 06510, Turkey. E-mail address: elifvarolergen@gmail.com

Participant Approaches Towards International Student Poster Competitions

Didem Catal* Çanakkale Onsekiz Mart University, Çanakkale 17100, Turkey

Abstract
 In recent years, developments and changes at cultural and technologic areas have effected communication design greatly and this situation provided very important opportunities in creating poster designs which are going to create a positive perception towards communal problems with social content by forming environmental sensitivity, raising awareness, and producing common solutions at poster design competitions which are organized in order to draw attention to global important issues. Presentation of global messages belonging to communal problems with social content as a poster by students reveals creative and intelligent solutions and design practices and approaches of the young generation can be achieved by this way. In this research, international student competitions which have been opened in the category of poster making are examined and it was found that these competitions provide students important contributions such as designer identity creation, encouraging them, developing research skills, producing functional solutions to design problems in accordance with given briefs, thinking of what is different and gaining presentation skills by analyzing and visualizing these in a creative way.

Keywords: Poster Competitions, Competitions, Design, Student Contests

* ADDRESS FOR CORRESPONDENCE: **Didem Catal**, Çanakkale Onsekiz Mart University, Çanakkale 17100, Turkey
. E-mail address: ddmctl@gmail.com

Influence of mental training on the execution technique in rhythmic gymnastics

Cristina Elena Moraru*, University "Alexandru Ioan Cuza" of Iaşi, 3 Toma Cozma Street, Iasi, 700554, Romania

Liliana Elisabeta Radu, University .,"Babeş-Bolyai", 1 Mihail Kogălniceanu street, Cluj-Napoca,400084, Romania
Emilia Florina Grosu, University "Alexandru Ioan Cuza" of Iaşi, 3 Toma Cozma Street, Iasi, 700554, Romania
Alexandru Rareş Puni, University "Alexandru Ioan Cuza" of Iaşi, 3 Toma Cozma Street, Iasi, 700554, Romania

Abstract
Optimizing the technical training is a primordial (essential) requirement within the entire training process in Rhythmic Gymnastics. For this reason, the purpose of this study was to improve the execution technique, to teach or correct the technical elements and to obtain high results in competitions. We have approached this theme in order to pinpoint certain mental training techniques and their application in the training process on a sample of 10 female gymnasts of the third and the second category. After interpreting the results obtained at the competitions of 2012 and 2013, we have found an increase in the scores for both execution scores and final scores. Hence, the female gymnasts scored the following values: t = -2.771 (hoop), t = -4.483 (ball), t = -2.182 (clubs) and t = -6.805 (ribbon), all with p < 0.05 threshold. The final scores obtained had the following values: t = -5.473 (hoop), t = -3.851 (ball), t = -3.184 (clubs) and t = -4.880 (ribbon), all with p < 0.05 threshold. In conclusion, we underline the idea that the role of mental training techniques is that of channelling the athlete's attitude towards the self, thus increasing self-awareness, which leads to analyzing the personal performance. Mental training is a process of acquiring a positive attitude towards the achievements set in mind.

Keywords:

* ADDRESS FOR CORRESPONDENCE: **Cristina Elena Moraru,** University "Alexandru Ioan Cuza" of Iaşi , 3 Toma Cozma Street, Iasi, 700554, Romania E-mail address: gimcristinamoraru@yahoo.com / Tel.: +4-074-493-3133

EXAMINATION OF SOCIAL SKILLS LEVELS AND HOPELESSNESS LEVELS OFPRESCHOOL TEACHER CANDIDATES

Pınar AKSOY*, Gaziosmanpaşa University, Faculty of Education, Department of Primary Education, Sub-Department of Preschool Education, Turkey.
Gülen BARAN, Ankara University, Faculty of Health Sciences, Department of Child Development, Turkey.

Abstract
Humans, as social beings, are in need of living, communicating and sharing their feelings and ideas with others and being included in a group during their lifetime and they structure their lives with the social skills they have during this process. Social skills of the individuals provide them with building positive relationships with the people around them, solving their problems in a way acceptable by the society, developing positive perceptions for themselves and people around, adapting to changes, and coping with difficulties and negativities. On the other hand, failure to find solutions for their problems or remaining of the efforts inconclusive may cause burnout feeling, weakness, difficulty in motivation and pessimism. Therefore, it is considered that it is of importance to research the effect of social skill levels of the teachers in the role of structuring the society and teacher candidates representing the future teachers on the perceptions for the future. From this point of view, this study aimed at examination on social skill levels and hopelessness levels of preschool teacher candidates, determining the factors that may be effective and revealing whether a relation exists between social skills and hopelessness levels. In line with this general aim, genders of preschool teacher candidates, grade level they continue and their place of living will be independent variables of this study.
This study, in which relational screening model is used, will be carried out on first grade and fourth grade teacher candidates continuing their education at the Department of Early Childhood Education of Faculty of Education of a state university within 2013-2014 spring semester. In this study, "Social Skills Scale" developed by Riggio (1986) and adapted to Turkish by Yüksel (1997) will be used in determination of social skills of preschool teacher candidates and "Beck Hopelessness Scale" developed by Beck (1974) and adapted to Turkish by Seber et al. (1993) will be used in determination of hopelessness levels. This study will research whether distribution of data meets the normality assumption in determination of social skills and hopelessness levels according to the variables of genders of preschool teacher candidates, grade level they continue and their place of living in this study, and in this direction, it will be determined whether significant difference exists using

parametric or non-parametric tests. The relation between social skills levels and hopelessness levels will be analyzed with correlation analysis techniques. In this line, the obtained results will be presented in tables and revealed by discussing with the related references.

* ADDRESS FOR CORRESPONDENCE: **Pınar Aksoy,** GaziosmanpaşaUniversity, Faculty of Education, Department of Primary Education, Sub-Department of Preschool Education, Tokat, 60140, Turkey. E-mail address: aksoypnr@gmail.com

THE DESIGNABILITY OF AN "AESTHETICAL" ARCHITECTURAL PRODUCT IN THE CONCEPT OF "UGLY"

Aysun AYDIN OKSUZ*, Karadeniz Technical University, Turkey.
Bahar KUCUK, University, Karadeniz Technical University, Turkey.

Abstract

Human being, since its existence, feel the need of classifying the assets and objects around itself in order to understand the environment that it lives in. A person, use the distinctive differences of the objects while classfying process that the person needs. These distinctive differences can be, the beautiful and the ugly, the good and the bad, the rude and the elegant and definite amount of definitions like these. In this research, "the beautiful and the ugly" are chosen as a basis and the explanation of the meaning of an architectural product has been argued. The argument in question explains, does the acceptance of an architectural product depends on that it is beautiful or ugly, can an architectural product be called as beautiful or ugly by the definitions of these concepts, can the "Main Designing Principles" and "Principles of Gestalt", which are effective in creating an architectural product, be used to define the product as beautiful or ugly, in another way to ask, can the definitions of beautiful and ugly be used for an architectural product in a normative way. The main concept of architecture is the period of creating buildings and places for people. In this period, different parameters are being effective on an architectural product's position. Finding the beautiness is the most influential point among these parameters, the main result of the applications of beautiful designing principals while the production process continues, the final product will be beautiful and aesthetical in the end, which is a main acceptance. However, in this research, on the contrary of these main acceptances, the definition of "ugly" is created by taking "The Main Designing Principles", "Principles of Gestalt" and emotional reactions as a basis in the designing period of an architectural product. The ability of producing an architectural product via the definition of "ugly", which has been created, is researched. The research was made by Karadeniz Teknik University, faculty of architecture, 2013-2014 fall semester, project-5 class. The subject of "a nightclub with a definition of ugly" was given to the project group. In this context, this research contain the results of the notional definitions of the concepts of ugly, beautiful and aesthetical with the studies of the group mentioned above. The purpose of the study is to research of the feasibility of an architectural product's aesthetical values can also be done via the definition of "ugly" in the designing process of a finished product.

* ADDRESS FOR CORRESPONDENCE: **Aysun Aydın Oksuz,** Karadeniz Technical University, Turkey.
 E-mail address: mimaraysun@gmail.com

Changed Design Process and Educatıon in Terms of Computational Design

Serbülent VURAL *, Yrd.Doç.Dr.Karadeniz Teknik Üniversitesi, Mimarlık Fakültesi, Trabzon-Türkiye
Güneş MUTLU AVİNÇ, Arş.Gör.Karadeniz Teknik Üniversitesi, Mimarlık Fakültesi, Trabzon-Türkiye

Abstract

Since the day that computer technologies entered in architecture environment, it has been assertively said that architecture will be different from now on, and there have been efforts in this direction. However, they have not soared being used as a means of drawing and visualization. The change of this situation began to be possible with developing digital technology. Computer is no longer a means that undertakes the presentation

of the designed but has took the shape of design atmosphere that gives direction to design and provides the improvement of design process in a recycling way.

Undoubtedly, change is not only changing the architectural product but also changing the process and methods under which the product is obtained. With the usage of computer as a means of developing design, various modelsoccurred such as parametric design, algorithmic design based on recycling systems, design based on animation, and design based on performance, and entered in architecture area as new design methods. These methods make the recycling of architectural form and the practicability of them by featuring geometries except for Euclidean. The designer can give direction to design by parametrically entering to the program data such as the direction of wind, day light and scenery, and the flow of pedestrians- vehicle.

It is observed that depending on new methods, the design process has changed and the existing methods remained foreign to new methods. This situation naturally enforces the education of architecture to keep pace with the change by developing new processes and models. It will undoubtedly not be easy for the educators to change themselves and systems in today's education system where still goes the argument of the advantages and disadvantages of hand drawing and computer drawing.

In this study, it is aimed to examine the effects of new design processes and methods brought by digital design in education environment. In this respect, primarily, the differences between traditional design process and digital design process will be discussed. Afterwards, how the education model that is shaped according to traditional design method can change according to digital design method will be scrutinized and questioned by dealing with the examples throughout the world.

* ADDRESS FOR CORRESPONDENCE: **Serbülent VURAL**, Yrd.Doç.Dr.Karadeniz Teknik Üniversitesi, Mimarlık Fakültesi, Trabzon-Türkiye. E-mail address: vuralart@hotmail.com

A Comparative Analysis in the Communıcatıon Field Training (The Sample of Turkish and German Universities)

Mustafa Yağbasan*, Assoc. Prof. Dr., University Firat Faculty of Communication, Turkey.

Abstract

Communication Faculties at the Higher education level in Turkey quickly become popular and continue to be so day by day. At these faculties founded without making any strategical planning and continuing to be founded so, the education has generally been formed as 4 departments - Radio, Television and Cinema, Public Relations and Introduction and, Journalism and, Visual Communication Design. When the formal and the evening education are considered together, it is seen that the number of the graduates from the mentioned departments is too high. As thought that all the universities having the Faculty of Communication give training, it can be foreseen that this number will annually reach the higher ratios. It is obvious that this population not being parallel to the employment facilities in Turkey will create employment issues in time. Yet, it can be said that the basic problem is more related to the educational outputs because it is impossible to say that there is a correlation between the facilities at the communication sector in Turkey and the quality and quantity of the graduates of the Communication Faculties. Likewise, it is supposed that this situation not meeting the qualitative demands of the private and public sharers for the employment arises from basing on the lack of the given practical education and of the class outputs. When a general comparison is made, it is seen that the conditions work more profitably in the European countries, especially in Germany.

The purpose of this study is to analyze the communication education in Turkey and Germany comparatively. In this sense, it has been tried to analyze the courses and their outputs qualitatively by selecting two faculties from both countries, Gazi and Fırat Universities from Turkey and Stuttgart and Magdeburg Communication Faculties (high schools) from Germany after the quantitative data has been transfered. The reason of these samples being taken as a basis results from the classification of the developed and rural universities. The data collected with the scanning method (websites) and literature scan in the study has been analyzed by tabulating. Of the data obtained at the end of the study, significant findings to be sample for Turkey has been achieved.

Keywords: Communication Education, Turkey, Germany

* ADDRESS FOR CORRESPONDENCE: **Mustafa Yağbasan,** Assoc. Prof. Dr., University Firat Faculty of Communication, Turkey. E-mail address: myagbasan@firat.edu.tr

Calligraphy, It's Transfer to New Media Environment and The Part It Plays in Graphic Design Products

Banu Bulduk *, Hacettepe University, Faculty of Fine Arts, Department of Graphics, Ankara 06800, Turkey.

Abstract

Although the conceptual definition of calligraphy is elegant handwriting formed with an aesthetic concern, it can be expressed as the reflection of artist's individuality and form of his authentic interpretations on the features of brush and line with a style of expression. The importance of the calligraphy is an undeniable fact in the finalization of a writing as an art object. Writing serves a functional purpose basically. However, it is closely related with the stylistic development of different branches of art. Creation of artistic writing with an aesthetical concern comes to the fore as a feature in contrast with the formation of writing as a result of the needs of human beings. In this study, the historical development of calligraphy is analysed, its usage in today's design and importance is evaluated and the connection of its development with technology is examined by considering examples. With the detailing of the factors affecting the art of country, the effects of culture on the methods and applications are examined. Although it was developed from writing, calligraphy as an art can be defined as figurations, interpretations which perform the communication function formed by the aesthetical concerns. In this context, it is possible to speak of a form of expression in illustrations which is described as "calligraphic" a result of using the brush and lines randomly. With this study in which the necessity, technology and usage of calligraphy in graphic design is examined, it is aimed to deal with the cultural quality of education of calligraphy and its educational benefits and the teaching methods of educators will be examined in terms of quality.

Keywords: Calligraphy, calligraphic illustration, graphic design, writing skills, graphic element

* ADDRESS FOR CORRESPONDENCE: **Banu Bulduk,** Hacettepe University, Faculty of Fine Arts, Department of Graphics, Ankara 06800, Turkey. E-mail address: banubulduk@hacettepe.edu.tr / Tel.: +0-312-297-8825

ANIMATED INFORMATION DESIGN

Seza Soyluçiçek *, Hacettepe University Faculty of Fine Arts Department of Graphic Design, Research Assistant, Turkey.

Abstract

At the present time, which may be referred to as the information age, reaching the needed information is becoming increasingly difficult. Through the information bombardment from the mass media to the individuals, each communication channel is willing to make people watch and listen to it. As it is not possible for people to be able to stay away from all these stacks of information, some of the essentially needed information is also not being clearly understood. Therefore, the information cannot be perceived and may be overlooked by the viewer. As a result of this, access to the required information among the stack is becoming increasingly difficult. At this point, information design comes into play. Information design today is one of the most powerful visual applications in clarifying the information and transferring it to the user. Information designs deliver the required information to users through effective visual designs. It can be also argued that infographics is a field of design emerging by the merger of concepts such as 'information', 'requirement', 'visualization' and 'information delivery'. Besides the traditional practices in this field, different designs can be created by using new technologies as well. Transferring stacks of information with the traditional information designs may not always be sufficient and at this point motion graphics could be a solution to this problem. Because animated infographics has more potential to make the transfer of information than the fixed structured ones. Animated infographics, which is created by combining animated graphics offered by computer software technologies and infographics is the subject of this study. In this study, issues such as expression of numerical or textual data with image, conversion of content to images, signification of image and audio based on the content will be included. In addition, the necessity of interdisciplinary studies in moving infographics and the importance of creating a universal language in design will be discussed.

Keywords:

* ADDRESS FOR CORRESPONDENCE: **Seza Soyluçiçek,** Hacettepe University Faculty of Fine Arts Department of Graphic Design, Research Assistant, Turkey. E-mail address: sezasoylucicek@gmail.com

Students' Opinions: Digital Text or Printed Text?

Assoc. Prof. Erol DURAN *, Uşak University, Faculty of Education, Turkey.
Ozan ALEVLİ, Uşak University, Faculty of Education, Turkey.

Abstract

The purpose of this research is to determinate the opinions of 8th grade students about reading on screen. The research has been conducted in accordance with the descriptive scanning model. The study group of this research consist of 30 volunteer students that have been chosen by purposeful sampling among the 8th grade students who study at the Öğretmen Ali Baykal and Şehit Alibey Secondary Schools in Eşme in Uşak. 50% of the students are boys and the other 50% of the students are girls. Having a personel computer has taken into consideration fort he students who are going to attend the interview. Data of the research has been acquired via the semi-structured interview form. 3 different questions have been asked to the students in the interview. Students' thoughts about reading on screen have been tried to receive via these questions. Content analysis has been used in the analysis of the students' answers, first the data has been coded and then the topics which explain the data in general level have been determined. In determination of the categories, literature, interview questions and the students' answers to these questions have been benefited from.

According to findings that have been acquired, students have both positive and negative opinions for reading on screen. In addition to this, most of the students generally prefer   reading on screen to reading from printed material. The students stated the reasons of choosing the reading on screen as "reading on screen's easing the reading process", "reading on screen's being interesting", "reaching the intended informationin an easy and fast way", "easy data portability" and "texts' being easy to skim". Besides a great majority of the students think that using the electronic texts in education will be useful resulting from the factors such as "contents' being supported visually and auraly", "books being in electronic form", "rapid-access to information, efficient use of time" and "improving the students' motivation".

Keywords:

EXAMINATION of SOCIAL SKILLS LEVELS and HOPELESSNESS LEVELS OF PRESCHOOL TEACHER CANDIDATES

Pınar Aksoy   *, Ankara University, Faculty of Health Sciences, Department of Child Development, Ankara, Turkey
Gülen BARAN, Ankara University, Faculty of Health Sciences, Department of Child Development, Ankara, Turkey

Abstract

Humans, as social beings, are in need of living, communicating and sharing their feelings and ideas with others and being included in a group during their lifetime and they structure their lives with the social skills they have during this process. Social skills of the individuals provide them with building positive relationships with the people around them, solving their problems in a way acceptable by the society, developing positive perceptions for themselves and people around, adapting to changes, and coping with difficulties and negativities. On the other hand, failure to find solutions for their problems or remaining of the efforts inconclusive may cause burnout feeling, weakness, difficulty in motivation and pessimism. Therefore, it is considered that it is of importance to research the effect of social skill levels of the teachers in the role of structuring the society and teacher candidates representing the future teachers on the perceptions for the future. From this point of view, this study aimed at examination on social skill levels and hopelessness levels of preschool teacher candidates, determining the factors that may be effective and revealing whether a relation exists between social skills and hopelessness levels. In line with this general aim, genders of preschool teacher candidates, grade level they continue, their place of living, and their residential place they have lived in for the most time till university will be independent variables of this study.

This study, in which relational screening model is used, will be carried out on first grade and fourth grade teacher candidates continuing their education at the Department of Early Childhood Education of Faculty of Education of a state university within 2013-2014 spring semester. In this study, "Social Skills Scale" developed by Riggio (1986) and adapted to Turkish by Yüksel (1997) will be used in determination of social skills of preschool teacher candidates and "Beck Hopelessness Scale" developed by Beck (1974) and adapted to Turkish

by Seber et al. (1993) will be used in determination of hopelessness levels. This study will research whether distribution of data meets the normality assumption in determination of social skills and hopelessness levels according to the variables of genders of preschool teacher candidates, grade level they continue, their place of living, and their residential place they have lived in for the most time till university in this study, and in this direction, it will be determined whether significant difference exists using parametric or non-parametric tests. The relation between social skills levels and hopelessness levels will be analyzed with correlation analysis techniques. In this line, the obtained results will be presented in tables and revealed by discussing with the related references.

Keywords: Preschool teacher, teacher candidate, social skill, hopelessness

* ADDRESS FOR CORRESPONDENCE: **Pınar Aksoy**, Ankara University, Faculty of Health Sciences, Department of Child Development, Ankara, Turkey. E-mail address: aksoypnr@gmail.com

AN INVESTIGATION of EMPATHIC SKILLS of FOSTER FAMILIES, TURKEY

Bilgin Kıray Vural, Assistant Professor, Healthcare Services Vocational School, Pamukkale University, Denizli, Turkey

Özlem Körükçü, Assistant Professor, Healthcare Services Vocational School, Pamukkale University, Denizli, Turkey

Neriman Aral, Prof. PhD, Faculty of Health Sciences, Ankara University, Ankara, Turkey

Gökhan Körükçü, Statistician, Turkish Statistical Institute, Denizli, Turkey

Abstract

Objectives

Empathy brings people closer and facilitates communication in almost all the fields of daily life. Having been an important dimension of foster care, empathetic skills should be developed in a foster family. In this study, we aimed to determine the empathic level of the foster families.

Methods:

This cross-sectional study on foster families was performed in Turkey. Research data were collected from 124 fosters parents. Two instruments were used in the survey: the personal information form and the Basic Empathy Scale. The volunteers were chosen by applying a non-probability sampling method, i.e. the "snowball" method. The data were analyzed by using SPSS statistical software, Version 18.0.

Results:

The foster parents had a mean age of 48.37±9.36. Most of foster carers (89.5%) were married. 76.6% of foster families had their own biological child, among them, 29.5% had one, 54.7% had two, and 15.8% had three children. The percentage of foster families that preferred female, and male children, were 76.6%, and 23.4%, respectively. Among the children, who had been placed in foster parent households, 42.7% aged less than 3 years, 31.5% between 4-6 years, and 25.8% more than 7 years. The ratio of parents, who defined foster family concept as "social responsibility," "protection," "ownage," and "charity" were 76.6%, 71.1%, 58.1%, and 45.2%, respectively. The ratio of those, who thought that to be a foster carer matured a person, was 62.9%, whereas the ratio of those, who emphasized that they became role model for their environment, was 77.4%.

The subjects were asked to empathize with the relevant biological families, and that 59.7% gave first priority to "I want to be sure about my child's safety", 29.8% to "I want to be sure that my child is in good hands", 7.3% to "I want to see that my child is valued". Also 56.5% of foster families pointed out that they were disturbed by the idea that one they the child might be sent back to his/her biological family.

General Cronbach's alpha co-efficient of the instrument was found to be .76. The cognitive empathy of sub-factors was found to be .78, and the emotional empathy of the sub-factors was .62. Basic Empathy Scale average points were 71.52±9.76 in the parents. The mean cognitive empathy was 34.49±5.79, and the mean emotional empathy was 37.03±6.08.

Empathy scores were found to be above average in both foster care parents.

Keywords: Foster family, Foster children, Empathy

* ADDRESS FOR CORRESPONDENCE: Yard. Doç. Dr. Bilgin KIRAY VURAL, Pamukkale Üniversitesi Denizli Sağlık Hizmetleri Meslek Yükseokulu Kınıklı-Denizli, Turkey. E-mail: E-mail address: bvural@pau.edu.tr /
Tel: +90 258 2962504, Fax: +90 258 296 2526,

Grandparent – Grandchildren Relationship

Ozlem Korukcu *, Assistant Professor, Healthcare Services Vocational School, Pamukkale University, Denizli, Turkey

Bilgin Kıray Vural, Assistant Professor, Healthcare Services Vocational School, Pamukkale University, Denizli, Turkey

Şahin kapıkıran, Associate Professor Psychological Counseling and Guidance Department, Faculty of Education, Pamukkale University, Denizli, Turkey

Abstract

Introduction

A positive relationship as established between grandparents and grandchildren is beneficial for both parties. The aim of this study is to examine the emotions and thoughts of grandparents with regard to their relations with their grandchildren.

Materials and method

The qualitative data were collected in the city of Denizli between January 1st and February 31st of 2014, using the purposeful sampling method. Grandparents aging <65 years (n=16) and >65 years (n=17) were interviewed by an observer and an interviewer. Having been applied a semi-structured interview technique, all the interviews were recorded, and transcripts thereof were produced thereafter. Data collected during the interviews were analyzed by the content analysis method. Three surveyors independently coded the phrases in the transcripts, after which lists were prepared upon agreement thereon, and similar codes were collected under the same theme.

Results

The phrases were grouped under five themes, namely the reasons for caretaking grandchildren, grandparent role satisfaction, value transfer, challenges experienced, and common activities. The foremost reason for grandparent caretaking is the working mothers. Majority of the interviewees stated "happiness for taking care of grandchildren as grandparents." The most challenging aspects of caretaking grandchildren were reported to be feeding and recalcitrance. It was noted that grandparents held considerably positive feelings and thoughts with regard to the relation with their grandchildren. However it was observed that grandparents had to spend excessive time especially for very early age group, and experienced occasional difficulties in connection therewith.

Conclusion

The continuance of grandparents' relation with their grandchildren is very important in terms of the elders' adherence to life and physical and mental health. The findings of this study suggest that introduction of preschool education and provision of childcare assistance for early age grandchildren will physically and mentally relieve grandparents.

Keywords: Grandparents, grandmother, grandfather, grandchildren.

* ADDRESS FOR CORRESPONDENCE: **Ozlem Korukcu**, Assistant Professor, Healthcare Services Vocational School, Pamukkale University, Denizli, Turkey. E-mail address: okorukcu@pau.edu.tr

City Branding Fact and Design Processes in Twenty-first Century

İncilay Yurdakul *, Hacettepe University, Faculty of Fine Arts, Department of Graphics, Ankara 06800, Turkey

Abstract

Corporate identity studies has been emerging as a system which needs a strategic planning due to the developments achieved in communication in this globalized world. This system is not only contemporary, but also it includes an expansion network having scientific fields such as nature, history and philosophy, design processes, advertising and promotional campaigns. Corporate identity studies have a very strong organic bond with the processes of creating a brand and building a brand. Here, the studies on the positioning of the city and the brand is very significant. In the twentieth century, sophisticated citizen profile, merging of the contemporary advertising agencies and city governments in a common ideal, created the concept of city branding. Olympic Games, art and design biennials, festivals, tourism phenomenon have been the driving forces supporting the concept of city branding. Social, economic, cultural and artistic level of sophistication along with psychological and philosophical factors have accelerated the city branding process. The cities, in which global trade fairs, competitions, activities are intensified, have gamed the awareness of being a city

brand. The cities which are successful in city branding fact in the twenty-first century are the world's most powerful in the perception of communication, economy, tourism and politics. Global advertising agencies are making a positive contribution to these developments. Also, the formation of city identity and creation of brand identity are important in this stage. By creating creative qualified associations and discourses with a self-confident city image in city branding, strong urban spirit, intense emotion and commitment; cities such as Sydney, Melbourne, Rome, Moscow, New York, London, Tokyo, Beijing, Shanghai, Amsterdam, Barcelona, Paris, Dubai etc. have differentiated just like in Jack Trout's slogan "Differentiate or Die" and by creating a center of gravity, these cities have been gaining reputation. At the end of these processes, city design brand is emerging as a powerful phenomenon. The subject of this paper consists of approaching to the city branding concept in the globalizing world, logo designing processes in the context of corporate identity design, the relationship between corporate identity culture, philosophy and city branding phenomenon, examination of the advertising and promotion processes. The cities which are mentioned in the paper will be examined for their city branding formation processes and their comparative analysis will be made. Working processes of the agencies which are performing the city branding designs will be examined. Historical, theoretical, visual findings will be evaluated. As the evaluation criteria, design principles will be considered. The achievements in these processes and the cities' city branding gains will be examined. The results of the researches on the effects of city branding designs will be evaluated.

Keywords: Corporate identity design, design, brand city, branding processes of cities; olympic corporate identity.

* ADDRESS FOR CORRESPONDENCE: **İncilay Yurdakul,** Hacettepe University, Faculty of Fine Arts, Department of Graphics, Ankara 06800, Turkey. E-mail address: incilay@hacettepe.edu.tr / Tel.: +0-312-297-8825

"Space", as a communication tool: Expressing one's self on a thematic plane.

Müge Burcu Codur, Hacettepe University, Faculty of Fine Arts Department of Graphic Design, Beytepe Campus, Ankara 06532, Turkey

Abstract

Today, "communication" can take place in every face of life, side by side with the more traditional channels like written and visual media. Personal / corporate images are reinforced by the message given in the space; through the interaction of space and humans, an unspoken communication is established. It is possible for people or corporations to use the space as a communication tool by creating differentiated, thematic habitats. The perception of space by people who interact with it depends on the strength of the graphic elements designed. These elements are based on a common point of negotiation. With a correctly identified theme and strong visual imagery, it is possible to provide space-human interaction.

The cooperation of graphic design with space to give a certain message creates a new medium for "communication": A space-human interaction, which is provided by a theme fictionalised only with the visual elements. A human being, who shapes and expresses him/herself as he/she desires, presents the same variety of expression and freedom by the thematic designs he/she creates in spaces.

In this study, the purpose and process of forming the spatial image have been analysed. The effects of "message", which is formed at the end of this process, on personal and social communication, and the impact of the utilization of space by humans as a medium for their communication are evaluated.

Keywords: grandparents, grandmother, grandfather, grandchildren.

* ADDRESS FOR CORRESPONDENCE: **Müge Burcu Codur**, Hacettepe University, Faculty of Fine Arts Department of Graphic Design, Beytepe Campus, Ankara 06532, Turkey. E-mail address: mugeburcu@gmail.com

University museums and recommendations on the configuration

Candan Dizdar Terwiel, Hacettepe University, Faculty of Fine Arts, Department of Ceramics, Ankara, Turkey.
Sevinç Koseoğlu Ulubatli, Gazi University, Faculty of Vocational Education, Department of Ceramics, Ankara, Turkey.

Abstract

Museums, which stores and displays the cultural heritage of a nation, tell us the memories of a society. Besides reflecting the accumulation of cultural heritage of the institutions, university museums also contribute to enhance the quality of art, science and education at that institution. In Ankara, major state universities like Middle East Technical University, Hacettepe University, Ankara University and Gazi University have established museums that exhibit an accumulation of science, technology and art heritage.

Each individual university museum may be subject to special evaluation but Gazi Art Museum, which stands out with its most rooted history and inheriting our Republic's icon, is evaluated in the scope of the "Art and Museology" for its architectural value and diverse collections. In this study, it is tried to put forward some suggestions to enhance the museum. As an outline of this work; it is suggested to bring together the entire building, which was built by Architect Kemaleddin in 1927 and transferred to Gazi University by Immovable Cultural and Natural Heritage of the High Council in 1984, to be converted into a museum. With the property's architectural and historical attributes and Gazi University's accumulated cultural heritage, the museum will become a world museum, instead of remaining just as a university museum.

Keywords: museology, gazi art museum, university museums.

* ADDRESS FOR CORRESPONDENCE: **Candan Dizdar Terwiel,** Hacettepe University, Faculty of Fine Arts, Department of Ceramics, Ankara, Turkey, E-mail address: terwiel.candan@gmail.com

A Research on Ceramic Applications with Down Syndrome Children in the Age Range of 7-10

Candan Dizdar Terwiel, Hacettepe University, Faculty of Fine Arts, Department of Ceramics, Ankara, Turkey.
Caner Yedikardeş, Hacettepe University, Faculty of Fine Arts, Department of Ceramics, Ankara, Turkey.

Abstract

Although the children with Down's syndrome go forward in the same development stages with the children progress ingnornally, they stay behind especially in terms of mental process and motor skills development because of the genetic differences. Generally they show lowestand limited life skills in society as a result of peformance decrease which is seen in motor skills because of not having essential movement and exercise environment in their surrounding sandphysiological property. One of the most fundamental features of art education is to increase the quality of life with the art studies which can be done in every age and situation and to make them happy by providing self-realization. Kneading substances and plastic clay can be used forvarious purposes in this study. Clay is effective on increasing awareness, arousing aestheticsen sibility, giving knowledge of cleaning, teaching to be patient, gaining the cooperation and collaboration, providing being interested in surrounding sandetc. Furthermore, the studies done with the children with Down's syndrome by using clay have great importance in terms of busyness and spending quality time. It is considered that ''clay'' which is the basic material of ceramic may have a vital property for individuals with mental disabilities to communicate with their environment.

Keywords: down's syndrome, clay, ceramic, art education, special education

* ADDRESS FOR CORRESPONDENCE: **Candan Dizdar Terwiel,** Hacettepe University, Faculty of Fine Arts, Department of Ceramics, Ankara, Turkey, E-mail address: terwiel.candan@gmail.com