

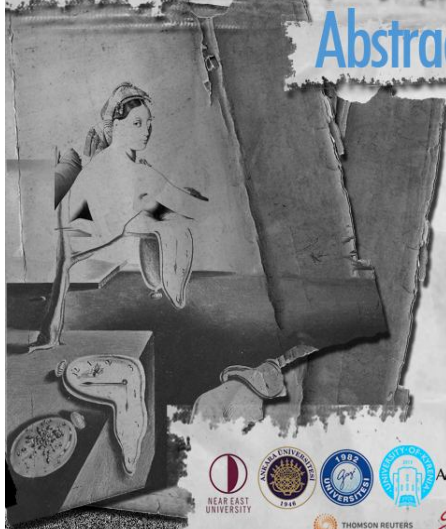
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4th
World Conference
on Design
& Arts

26-28 June, 2015
Christian, University, St. Petersburg, Russia

Abstracts Book



Abstract Book WORLD CONFERENCE on DESIGN and ARTS - WCDA-2015 26-28 June, 2015, Christian University, St. Petersburg, Russia



**4th WORLD CONFERENCE on DESIGN and ARTS
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ABSTRACTS BOOK

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ABSTRACTS

A RESEARCH ON THE RECREATION NEEDS OF SYRIAN REFUGEES LIVING OUT OF THE CAMPS IN TURKEY AND THE POSSIBILITY TO MEET THESE NEEDS

Kayhan KAPLAN, Hatay deputy mayor/ Hatay-Turkey

Abstract

Since the domestic disturbance in Syria started in 2011, an increasing number of Syrian Arab Republic citizens has been temporarily **migrating** to Turkey as refugees. Republic of Turkey has been the most generous country providing humanitarian aid both in temporary refugee centers and in residential areas to Syrian citizens affected by this tragedy. It is known that approximately 500 thousand registered refugee have been **migrated** to Turkey until today. Moreover, it is estimated that this number can reach almost 1 million with non-registered refugees. Only 200 thousand of these refugees have been living in camps. It is endeavored to increase the life standards of refugees with education centers for children, health services and vocational courses provided by Prime Ministry Disaster and Emergency Management Presidency. However, there is no research about the 70% of those refugees living out of those camps and their needs, wishes and solitude. This study aims to find out the recreation needs of the refugees living out of the camp in Hatay province. Altınözü, Kirkhan, Yaylaadağı, Reyhanlı and Antakya districts where the Syrian refugees are living to the highest degree, were chosen as research areas. Firstly, a questionnaire has been conducted with the participation of 350 people living in the 6 neighborhood of Altınözü district via face-to-face interview method. This questionnaire has helped to develop the profiles of Syrian refugees and tried to determine the recreational requirements of them.

Keywords: recreation, , Syrian refugees. Recreation planing, migration

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GET THEM ALL: VISUAL IMPACT AND USE OF STEAM ACHIEVEMENTS

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Abstract

A long time past since the in-game achievements first appeared in video games. They were used as visual trophies (like awards or medals) for players to see how far they ranked and achieved different goals in a game. Nowadays with the digital PC and Console sale & play system "STEAM" developed by Valve Corporation, in-game achievements changed to a dynamic and out of game content which is visually to be discussed. The purpose of this study is to discuss and understand the visual design, use, and effectiveness of achievement system on Steam interface and in in-game environments. This study graphically analyzed Steam achievement showcases, lists, icons in terms of composition, size, style, typographic description and frequency of occurrence on Steam interface and in in-game layouts. The interface of steam analyzed and it is founded that achievements are used in standard sizes and typography changing in style per game. The achievements are shown to players on their profiles and on their friends' pages in the game showcases. Also players always notified when a friend gets a new achievement. In conclusion Steam Achievement system is understood to be an efficient visual structure that helps players to compete and connect beyond the game that nicely fits the social needs of today's social networks and online communities.

Keywords: Steam Achievement, efficient visual structure

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FORM RESEARCH TO PRACTICE: CREATIVE ILLUSTRATIONS OF CULTURE SHOCK

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Abstract

This creative research paper explores the phenomenon of culture shock, integrating traditional Chinese Aura Beasts as inspiration of mascots creations, which carries the new theme of an innovative illustration. The process of culture shock developed and experienced into the stages of "Experience", "Impact" and "Integration". By observing the phenomenon of culture shock in life, this paper is going to transform these norms with three cultural perspectives: "Time", "Nation" and "Opposition", in order to derive the phenomenon of culture shock from each stage as the series of illustrations. Aura Beasts and Mascots could upgrade the narrative of the creation and the creativity of cultural value-added because both phenomenon possess the symbols with identification as well as the functions with auspicious image of happiness and good omens. According to self-reflection and induction of this creative research outcome, the creative elements of "conflicting", "dynamic sense" and "humor" can effectively control the composition of continuity and homogeneity of illustration creation. "Conformity", "Gestures" and "Un-substitutive" as the three key creations, can be efficiently converted traditional mascot into story configuration for illustrations.

Keywords: Culture Shock, Mascot, Illustrated Creation, Chinese Aura Beasts.

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PARADIGM SHIFT IN INDUSTRIAL PRODUCT DESIGN: GENERATIVE DESIGN

Saliha Türkmenođlu

Abstract

Generative Design is an up to date topic in recent decades in areas such as industrial product design, architecture, and interaction design. It can be defined as finding the basic codes of “creating” and presenting a flexible implementing plan for design with certain algorithms. Examining the roots and reasons of Generative Design is the subject of this article. Nigel Cross’s article “The Coming of Post-Industrial Design” which investigates the paradigm shift at industrial product design after “Modern Movement” and puts forward suggestions for future, has taken as basis. In collaboration with Cross and his contemporaries comments, revealing factors of generative design will be analyzed.

Keywords: Post-Industrialism; Paradigm Shift; Generative Design; Industrial Product Design; Digital Fabrication

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CONNECTING FAITH AND PEDAGOGY: FORTUNE FAVORS THE BRAVE

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Abstract

This paper examines the defined charisms of an international field placement, the connection of those gifts with the culture and faith of participating preservice teaching candidates and investigates candidates' reflections of teaching persona and self-efficacy fostered by an international teaching experience. Launched in 2010, the ELISA (English Learners in Specialized Atmosphere) program was intended to provide opportunities for preservice candidates to cultivate global classroom perspectives and culturally relevant teaching. As the partnership between the University and pilot schools in Gaming, Austria strengthened, the education faculty began to identify that something deeper was occurring. Participants in the field placements were not only developing pedagogy but connecting their faith to their reflective practice and teaching.

Keywords: Charism, Study Abroad, Preservice Teaching Candidates, Culturally Relevant Teaching

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EMOTIONAL AND MOTIVATIONAL BARRIERS TO LEARNING:A QUANTITATIVE STUDY REGARDING HIGH SCHOOL STUDENTS IN TURKEY

Eda GÜRLen,
Tuğba CİHAN,

Abstract

Identifying barriers to learning and finding ways to overcome them is a significant concept to ensure that all students benefit as greatly as possible from the learning experience. According to the Education White Paper 6 (2001), which suggests "building an inclusive education and training system" to expand the participation of all students in the culture and curriculum of educational organizations and minimize barriers to learning, "all children, youth and adults have the potential to learn within all bands of education and they all require support" (p.24). This study aims to provide a conceptual framework for identifying the emotional and motivational barriers to learning with regard to high school students in Turkey and make suggestions to support those experiencing barriers to learning within the education system so that all students can make the most of the learning process. Based on this the following questions are examined: 1) What are the emotional barriers to learning that hinder academic learning for high school students?(In terms of the emotion of fear, shame and stress). 2) What are the motivational barriers to learning that hinder academic learning for high school students?(In terms of self-efficacy, lack of a goal, self-regulation and learning environments). Descriptive method has been used in this study as it aims to depict the existing situation as it is. Scale of Learning Barriers is a likert style scale developed by GürLen&Cihan (2015) has been administered to high school students from different regions of Turkey. Based on the findings of the study the suggestions are made.

Keywords: emotional learning barriers, motivational learning barriers, high school student

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EFFECTS OF USING OF CONTEMPORARY ART IN HIGH EDUCATION ON STUDENTS METACOGNITIVE AWARENESS

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Abstract

The aim of this study was to determine the effects of the use of contemporary art in High Education on Students' Metacognitive Awareness from students' point of view after their involvement in specially designed activities. The learning context was created under the main thesis that metacognitive development can be supported by the creation of didactic situations, in which three different relations are blended - with the environment, with the others, and with oneself, based on the combination of different spaces. This thesis here was interpreted under contemporary art. The study was carried out with three groups of students from different specialty in period between 2014 and 2015. Quantitative data was used for the base of the analyses. The data was obtained using the Metacognitive Awareness Inventory which was developed by Schraw and R. Dennison (1994). As a result it was outlined that the main effect of using contemporary art in context of this research is the regulation of cognition.

Key words: design of educational activities, metacognition, contemporary art

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VIRTUAL REALITY (VR) TECHNOLOGIES IN EDUCATION OF INDUSTRIAL DESIGN

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Abstract

Design is an art and art is a design. Today, all industrial products are the result of a design process. Industrial design is a multi-disciplinary field of study, which has a goal to create and produce new objects and it focuses on designing of products by using knowledge related with applied science as well as applied arts and various engineering disciplines. Academic programs related to industrial design focus on achieving the proper balance between practicality and aesthetic pleasure. Courses may include graphic and industrial design basics, manufacturing, modelling and visualization, environmental and human interaction in design. Computer aided design software are strongly emphasized. Students constantly observe, model and test their creations. They investigate the optimal ways to design virtually any type of products, including computer interfaces, appliances, furniture, transportation and recreational items. The developments of new interactive technologies have inevitably affected to education of design and art in recent years. VR is an interdisciplinary emerging high technology. VR interfaces, interaction techniques, and devices have been improved greatly in order to provide more natural and obvious modes of interaction and motivational elements and it is an integrated technology combining; 3D graphics, human-computer interaction, sensor, simulation, display, artificial intelligence and network parallel processing. This study presents notable VR systems have been developed for education and the methods of design, such as modelling and visualization.

Keywords: industrial design, interactive technologies, modelling and visualization, environmental and human interaction, virtual reality

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ARTPEDAGOGY IN THE SYSTEM OF MODERN EDUCATION OF PEDAGOGY STUDENTS DURING PLAIN-AIR PRACTICE

Zhanar Nebessayeva,

Abstract

The article reviews systematization and elaboration of artpedagogical nature of the “professional and creative activity of future visual arts teachers” concept together with its “performance”, “creativity” and “activity” categories, and the opportunities that plain-air practice provides to a teacher’s professional growth. The author has identified and substantiated the additional reserves of students’ creative activity intensification during plain-air practice; the author has also reviewed pedagogical conditions facilitating the intensification of professional and creative activity of students during plain-air practice.

Keywords: Artpedagogy, proactiveness, creativity, activity, plain-air practice, integration, imaginative cognition specificity

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INTELLIGENT SPACES: AFFECTS OF PERVASIVE ENVIRONMENTS ON THE ROLE OF INTERIOR DESIGNER

Inanç Işıl Duman,

Abstract

Intelligent spaces are rooms or areas that are embedded with sensors and actuators which enable the spaces to perceive and understand what is happening in them. Through an increasing number of computers and wireless communication technologies networked them, these spaces have the ability of receiving the parameters of physical world which users exist in their relevant context, analyzing and processing the data with the interfaces between the physical and digital world, and react or change their mode and augment the human functionality, on time. Integration of computer and physical space results a space which have the computer's thinking ability. Due to the space having intelligence, sensors and the capability to communicate, definitions are not the same as in usual space. Pervasive computing is transforming interior spaces by allowing utilities, goods and information to appear dynamically where and when they are needed. Also, we are face with the space that can understand what is happening inside and outside it and which is not passive to the changing environmental situations. Intelligent interiors can become immersive sensory environments that combine the advantages of automation and modern technology with sensory feedback and materiality. The advances in hardware, system design, and software made enable to achieve this vision. In this world, physical objects and spaces are linked to the digital world and information about the physical world can be used to support human functionality and experience.

Keywords: information to appear dynamically

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HERKESİN KENDİSİNİ TASARIMCI GÖRDÜĞÜ BİR DÜNYADA, TASARIM ve TASARIMCI OLMAK ÜZERİNE

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Özet

İnsan varlığını sürdürebilmek için, içinde yaşadığı çevreyi tanımak ve ona uyum sağlamak zorundadır. Tarihsel süreç içerisinde insan-çevre ilişkisi dinamik bir yapıda ilerlemektedir. Bilimsel ve teknolojik gelişmelerle birlikte değişen üretim biçimleri ve malzeme farklılıkları ürün çeşitliliğini etkilemiş, bu durum insan çevresini oluşturan nesnelerin de değişmesine yol açmıştır. Yapay çevremizi oluşturan ve insanın üretim, tüketim, sosyokültürel alanda gelişen gereksinimlerini karşılayan nesnelerin önemli bir bölümünü tasarlanmış ürünler oluşturmaktadır. Dolayısıyla insanın çevreyle olan ilişkisinin önemli bir bölümünü, insanın tasarım ürünleriyle olan ilişkisinin oluşturduğu söylenebilir. Teknolojinin gelişmesi ve internetin hayatımıza girmesiyle endüstriyel toplumdan ağ toplumuna geçtiğimiz düşünülürse, bilginin alımı, stoklanması, iletimi ve işlenmesi neredeyse maliyetsiz olduğu için küresel bilişim ağları sayesinde endüstriyel ekonomiye karşı bilgi ekonomisinin geliştiği bir gerçektir. Günümüzde üç boyutlu yazıcıların üretilmesi, fikirlerini somut ürüne dönüştürme noktasında internetin insanlara sunduğu kaynaklar, tasarımın demokratikleşmesi ve katılımcı tasarım gibi kavramlarla uzmanlık alanı tasarım olan meslek sahibi tasarımcılar dışındaki kişilerin de kendilerini tasarımcı ilan ettikleri görülmektedir. Hazır mutfak tasarım programıyla kullanıcılara kendi mutfağını geliştirme olanağı sunan, IKEA sistemi denilen kavramla kullanıcıların tasarım sürecine dahil edilmesinin de bu görüşü desteklediği söylenebilir. Tasarım, insanların birbiriyle ve çevresiyle nasıl iletişim kurduğu, ortaya konulan ürünlerin bu ilişkiyi nasıl kolaylaştıracağı ve geliştireceğiyle ilgili bir iş kolu olup, tasarlamak ise insan ve deneyim odaklı düşünceleri hayata geçirmek anlamına gelmektedir. Bu yaklaşım tasarımcılara, siparişe göre iş yapmaktan çok, yeni stratejiler geliştirmesi gereken uzmanlar olmak gibi roller yüklemektedir. Tüm bu gelişmeler çerçevesinde gelecekte tasarımcıların konumunu anlamak adına yapılan bu çalışmada, sürekli değişim gösteren yapı içerisinde tasarım kavramının bu durumdan nasıl etkileneceği sorgulanmıştır.

Anahtar Kelimeler: Tasarım, Tasarımcı, IKEA Sistemi, İnternet, Teknoloji

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ARTPEDAGOGY IN THE SYSTEM OF MODERN EDUCATION OF PEDAGOGY STUDENTS DURING PLAIN-AIR PRACTICE

**Zhanar Nebessayeva,
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Abstract

The article reviews systematization and elaboration of artpedagogical nature of the “professional and creative activity of future visual arts teachers” concept together with its “performance”, “creativity” and “activity” categories, and the opportunities that plain-air practice provides to a teacher’s professional growth. The author has identified and substantiated the additional reserves of students’ creative activity intensification during plain-air practice; the author has also reviewed pedagogical conditions facilitating the intensification of professional and creative activity of students during plain-air practice.

Keywords: Artpedagogy, proactiveness, creativity, activity, plain-air practice, integration, imaginative cognition specificity

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INSPIRATION FROM NATURE: A SEARCH FORM OF METHOD-EVALUATION OF THE SYSTEMATIC ANALYSIS IN DESIGN EDUCATION

Mustafa ÖZDOĞAN,
Seçil ŞATIR,

Abstract

When it is looked at the ongoing search effort form of design education, we see that designs developed with different methods have faced with the design inspired by nature developed in different ways. While it used the form search methods in the designs inspired by nature, it generally followed the processes such as the nature of sampling and the specialized concepts such as bionic, biomimicry, biomimetics. The development of technology affects the form of the product in the last quarter century. However, it seems that technology has reached the saturation point at the last decade and its effects on the forms have decreased. In other words, the method inspired by nature seems to be quickly activated in product design. There are several reasons for this situation in reality. The most important reason is that the researchers give priority to transfer ideas from which is inspired by nature or the natural environment to which is unnatural against the contamination of human life. However, forms have been always discussed ergonomically in that case. The purpose of this study is to uncover that inspired from nature has rapidly evolved as the search form of method and has become increasingly dominant and what a kind of researches have been made in a variety of disciplines on this issue. For this purpose, by using content analysis method from qualitative research methods, 107 graduate theses were analyzed. Theses which are written since 1997 in the field of biology have been selected in phase of data collection. Between the findings of the study it can be shown that some disciplines were rarely used, as the studied or science disciplines intensively. The results of the study revealed that methods inspired by nature increases so far when is compared to other methods and presences of nature have an important support to reach accurate results in the design and design education

Keywords: Design education, inspiration from nature, systematic analysis.

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CULTURAL PATTERNS OF SHOE STORAGE IN THE APARTMENT LIFE OF İSTANBUL, A FOCUS ON THE DIFFERENCES OF SHOE CASE USAGES

Özgün Dilek

Abstract

This paper aims to reflect an ethnographic research on the usages of shoe cases in the apartment life of Istanbul. This topic is chosen to understand the effect of a cultural behavior on taking off the shoes before entering a private space. This common cultural behavior may have role on changing the design of shoe case, its variations developed by users and its artifacts. To do this research, I followed interviewing and literature review methods. Initially, I met people to talk about their habits on taking off the shoes and then I searched for the literature within the relation of common spaces in neighborhood. The reason I followed that way is not to have some preconceptions though the literature before I conducted interviews. As a conclusion, paper inquiries the concept of borders, hygiene, and common space through the changing usages of a shoe case and through the habit of taking off the shoes.

Keywords: literature, case and through the habit

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PERSON PICKING AN APPLE FROM THE TREE (PPAT): ART THERAPY WITH CHILDREN COPING WITH A CHRONIC DISEASE

Genta Kulari,
Maria Isabel G. Loureiro,

Abstract

Children with a chronic disease such as (asthma, diabetes, epilepsy, cystic fibrosis, etc.) are at risk for numerous psychological and social challenges. 92% of children receiving only traditional medical care, with no psychological and social services, experience difficulties coping with their health condition (Malchiodi, 1999). Art therapy is an expanding psychological treatment that uses drawings along with verbal communication to evaluate one's emotional state. Grantt & Tabone introduced in 1998 the "*Person Picking an Apple from a Tree*" test, where interpretation of details of the drawings such as color vitality, space organization or size, can be quantified to interpret the patient's psychological and emotional state. Following their approach, we seek to provide an evaluation method that is more easily accessible for children and high throughput for health practitioners. This is particularly important in every country, where hospitals lack personnel specialized in art therapy.

Keywords: Art Therapy, Children, chronic diseases, Person Picking an Apple from the Tree (PPAT), Art

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RESEARCH ABOUT OCCUPATIONAL ANXIETY LEVELS OF TEACHER CANDIDATES THAT TAKE PEDAGOGICAL FORMATION REGARDING FIELD VARIABLE

Ebru Temiz,

Abstract

Teaching profession is one of the most popular occupations of today regarding becoming a government official or finding a job. Pedagogical formation training programs opened in the last two years and the student demand for the programs opened constitute the most important indication of this situation. After the pedagogical formation training (for one or two periods), if the candidates are appointed, then they will directly start performing the requirements of occupation. Thus, it is an issue of concern at what level the candidates that do not choose Faculty of Education in their undergraduate education are ready for teaching profession. With this research, it is aimed to reveal the occupation anxieties of teacher candidates graduated from Faculty of Science, Faculty of Literature and Faculty of Fine Arts. Data collection means of the research is Teacher Candidate Anxiety Scale that is customized and developed by Saban, Korkmaz and Akbaş (2004). Scale consists of three sub-dimensions which are egocentric, duty-centered and student centered anxieties. 105 teacher candidates in Music, Mathematics, Turkish and Science fields that were educated in Niğde University Faculty of Education Pedagogical Formation program in 2013-2014 academic year form the study group of the research. Occupational anxieties of teacher candidates are analyzed regarding field variable and comparisons are made. According to research findings, in occupational anxieties of teacher candidates regarding field variable; in egocentric anxieties in music and mathematics, in duty-centered anxieties significant different is observed music and mathematics with music and science fields. Student centered anxieties do not show any differences according to field variable.

Keywords: Pedagogic Formation, Occupational Anxiety, Teacher

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PLASTICITY OF GEOMETRIC REPERTOIRE IN POST-INDURTRIAL PRODUCTION

Atınç Özdemir,

Abstract

Greek originated “*tekhné* (τέχνη)” dealing with all types of technical construction is the etymologic root of the term “*technology*”. Even now, it is possible to claim that *poiesis* of any concrete object still can be explained by Aristotle’s causality principles related to material, form, function and subject. However, we are experiencing some changes on technical paradigms such as production method and its geometries in digital era. Today, industrial designers, have the opportunities of both to produce and represent any design by binary systems. These systems constitute concrete forms of post-industrial production. We do not only have necessary material equipment like numerically controlled systems in production, but also communicational options of any forms. Besides, we still use industrial grammar of lathes, milling machines etc. from the beginning of Industrial Revolution. They seem to remain as an industrial heritage even in software interfaces. However, if we leave aside the conventional way of the causalities, which geometric perspectives does this extending repertoire offer? Furthermore, can we reverse this chronologic relation of this industrial heredity to update design tools? Therefore, the aim of this work is to obtain this possibilities via Deleuze’s separation of actual, extensive spatiality and virtual, intensive forces behind them. In order to do this, material world of any construction is to be re-examined through the term “*plasticity*” as structural beings from the level of concrete constructions to molecular relations.

Keywords: post-industrial production, geometry, plasticity, actual, virtual.

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AS A NEW RESEARCH CENTER: DESIGN LAB AND THE PRACTICE OF INTERDISCIPLINARY STUDY

Ahmet BAŞKAN,
Füsun CURAOĞLU,

Abstract

In the 21th century; which is accepted as the information age, the pace of information generation and multiplication is incredible, yet it is impossible to control the rate of information permeation. Although it was important to generate, multiply and publish the information until the late years of 20th century, currently the priority is shifted into filtering and specializing the information spreaded in an uncontrollable fashion. Therefore the academy started seeking for new research systems in order to filter and specialize the information. Especially in newly interdisciplinary learning processes, Design Labs are to be defined as the most crucial research centers to search for innovation. We know that in the past centuries, it is accepted that only the studies in natural sciences (e.g. physics, chemistry, biology, medicine) can be conducted in a laboratory environment. That is why the laboratory based researches are believed to be consisted within natural sciences. Since design discipline is able to create mutual associations with all fields of natural and social sciences; which has been disregarded for decades, design studies have always been located in the background. In contrast, design laboratories became the most important research centers to test newest ideas, processes and hypotheses today. Currently design laboratories are being re-structured in order to generate and multiply creative ideas. The aim of this study is to investigate Design Labs as a new structure for interdisciplinary design studies, and to discuss on the new opportunities they create within the discipline.

Keywords: Design education, design labs, interdisciplinary studies

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HAVE YOU SEEN THIS BUS? : INFORMATION DESIGN PROBLEMS IN PUBLIC SPACES IN ISTANBUL AND AN INTERVENTION ON PUBLIC TRANSPORTATION IN DİKİLİTAŞ NEIGHBORHOOD

Melike Ozmen

Abstract

This project indicates the importance of accurate information to be transmitted to the public and the problems related to lack of information about public bus transportation in Dikilitaş neighbourhood, Istanbul via transmedia storytelling. IETT provides public transportation services in Istanbul. It uses several communication channels such as institution's website, smart phone application, information screens on the bus stations, and information screens inside the buses to convey the essential information about public transportation to the passengers. However, none of these tools are working properly and they fail to give accurate information to passengers. Dikilitaş is located on a high hill in Beşiktaş and it is hard for residents - especially for the people with varying types of physical disabilities, elders, children and people with heavy belongings - to reach their desired destination in the area by walking. The purpose of this project is to evaluate the residents' attention to these problems and to enforce IETT to propose solutions to them. In this process, firstly, the erroneous information provided by IETT is gathered and IETT is informed about that information via e-mail and their call-centre. Secondly, opinions of the residents about these problems are monitored via participant observation and interviews. All of these conversations, observations and interview records are gathered on a blog (<http://buotobusugordunuzmu.tumblr.com>). This information is transferred into a pop-up book with my personal storyline. A leaflet is designed and hanged on the bus stations around the neighbourhood to attract the attention of the residents to the blog. Furthermore, a promotional video of the book is recorded and published on the blog. In conclusion, the residents started to get in touch with IETT via e-mails and call-centre to complain about the problems in public transportation services in Dikilitaş. IETT declared that they accepted the problem and promised to provide a solution later in 2015.

Keywords: Information Design; Public Transportation; Public Space; Transmedia, Storytelling

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THE ROLE OF USER RESEARCH IN DESIGN PROCESS IN PRODUCT DESIGN EDUCATION

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Abstract

Building product usage scenario of products, building product-user relationship, thinking like users and empathizing with users are the most frequently encountered problems in project-based studio courses in current undergraduate education of Industrial Design and Industrial Product Design departments in Turkey. In this research, undergraduate second and third year programs of Industrial Design departments of 13 different universities in Turkey are examined. Learning outcomes, contents and objectives of the product design courses are compared and contrasted. Thus the similarities and the differences are obtained. Consequently, the two main reasons for the ignorance of user research during design process are; the absence of theoretical courses about user research and the absence of practical and supportive reflection of these courses on product design studio courses.

Since 2000s, participatory design and co-design approaches, types of human centered design notion, have been broadly accepted. Application of these concepts in design process could be one of the solutions for current problems. As a result of this study, integration of the new methods such as; participatory design, co-design and collaborative design approaches to design process in product design education is suggested. Besides, the importance and the necessity of user participation experience are emphasized.

Keywords: participatory design and co-design approaches

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USER INVOLVEMENT IN THE CONTEXT OF INNOVATION: USER INNOVATION

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Zeynep YALMAN,
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Abstract

“User” , as subject of studies after World War II, was frequently studied in 1980s in the field of Economics and Management as well. While in particular it was held in the Consumer Behaviour context, it was divided into subheadings according to the process it was included (such as purchase decision; Mittal, 1989; Slama and Tashchian, 1985; Smith and Bristor, 1994; cited in Michaelidou and Dibb, 2008) and each subheading had evaluated in its way. But there is a conflict about the involvement process in this context because the notion of consumer describes the subject as passive. In case, the main aim of this paper is to define “user” as an active agent by presupposition of user’s potentiality. In this context, the user involvement is studied in terms of innovation which is the intersection of management and new product development. The research is based on literature review and seeking for an answer of the reasons and fundamentals of user involvement in innovation process.

Keywords: User involvement, innovation, user innovation.

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INVESTIGATING THE SUCCESS OF HALF SCALE MANNEQUINS OBTAINED FROM THE BODY SCANNING SYSTEM IN CLOTHING DESIGN PROCESS

Neşe Yaşar ÇEĞİNDİR,

Abstract

Nowadays, mannequins are important tools in fashion design education as in the past. Till soon, they had not represented the exact shape of real body curves. However, today real body shaped and curved mannequins can be prepared thanks to 3D body scanner Technologies. The aim of this study is to examine the achievement of clothing which prepared on the half scale mannequins obtained from the body scan system in respect to design process. The study was conducted at Cornell University, College of Human Ecology Department of Human Fiber Science & Apparel Design Fashion Studios where the researcher had operated her research for one year thanks to scholarship The Scientific and Technological Research Council of Turkey (TUBITAK) funded. The study in which experimental method used, whether half scale mannequins contributed or not to achieve in clothing design process was tested. For this, 1/1 scale standart full body form and half scale form-academic series of the Alvanon company were used. Eleven miniature models were designed based on half-sized forms. Then, these patterns transferred to computer by using Lectra-digitizer system and upgraded to 1/1 scale on Optitex-Computer Aided Design (CAD) System. After that, full size models were prepared via patterns transferred to the paper with the help of the printer and with real fabrics by not sewing prototype. The desired alignment was achieved when the full-sized mannequins in the same form were dressed the designed models. Based on the research findings, it was observed that clothes obtained with the half-scale formed mannequins gave the same results as full-sized ones, in less time, with less effort and less usage of clothing material. In the end of the research, superior features of half-scale clothing forms obtained by body scanning system than those which were used in the past and also currently were discussed. In addition, contributions that will be brought to creativity and success of students by dissemination of the usage in both fashion sector and schools training fashion education were discussed.

Keywords: Fashion Industry; Clothing Design; Patternmaking; Miniature Mannequins; Half Scale Forms; Full Scale forms

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AN EDUCATIONAL EXPERIENCE FOR URBAN RENEWAL: THE CASE STUDY OF MASS HOUSING IN KAGITHANE, ISTANBUL

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Suzan SANLI ESIN, Istanbul Kultur University, Istanbul, Turkey

Abstract

In Istanbul, rural and urban migrations and unplanned urbanization have resulted in severe housing problems especially for the low and middle-income groups. Within the context of Architectural Design Studio VII of IKU Department of Architecture, senior architecture students have been encouraged to go beyond developing projects for mere educational purposes and discuss alternatives for residential design. A problematic residential area of 40.000 sq.m. in Kagithane, which is officially announced as a renewal area in Istanbul-Turkey, has been selected as the case study area. Students have been asked to analyze the site in terms of physical and social attributes. Each student has detected and defined different sets of problems and s/he has been expected to propose an experimental, creative, new housing alternative and system. The main theme of the studio has been to understand, evaluate and improve the urban life in and around the defined site. It can be stated that the approach in the design process has followed a contextual methodology. The aim of this paper is to evaluate and put forward different contextual approaches within the framework of this project, when looking for new solutions to similar global housing problems.

Keywords: Architectural education; urban renewal; housing; Kagithane in Istanbul; contextual approach.

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THE EFFECT OF JOB TRAINING FOR SEWING OPERATORS TO QUALITY AND PRODUCTIVITY OF PRODUCTION

Çetin, Nezahat. Gazi University. Graduate School Of Educational Sciences, December, 2014

Abstract

One of the most important ingredients of the apparel industry is working. Improving the productivity and quality of production, varies linearly with the training of staff. Training of employees who work in the garment industry is usually provided with in-service training. Employees increase their skills through this training. Increase of the working capability has affected both production efficiency and production quality. The aim of the research, it is to determine the impact on the production quality and efficiency of this training by the implementation of job training programs that prepared in order to prevent the errors in military garment plant. In the study, one of experimental research models which is the non-control group and sampling "No Control Group Final Test" method was applied. Six monthly quality control reports of company were analyzed and causes of defects of production were identified. The most important cause of the fault in production has been identified by utilizing Cause-and-Effect diagram and Brainstorming Technique. The most important part of production defects resulted from the variation of employees. A Job Training Program for sewing operators intended to prevent this production defects has been prepared. Production of company are divided into A, B, C and D groups which based on the garment types. B group that the maximum production defects have occurred was selected for training. First, it was detected the status of the operation capability of sewing operators in this group and tables were created.

Keywords: No Control Group Final Test" method

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DESIGN FOR SUSTAINABILITY: BEYOND THE TECHNOLOGICAL BLINDFOLD

Lisa Thomas

Abstract

Design for sustainability is contextualised within the modern worldview, which undermines notions of human meaning that accord with sustainability. A research through design approach is presented, responding to calls for more 'radical' approaches to sustainability, which account for deeper notions of human meaning lacking within dominant technological approaches. Two artefacts have been designed, which have been informed by philosophical perspectives that relate to the technological erosion of human meaning. It is argued that this form of fundamental design research could inform a higher education agenda that substantively contributes towards the development of more effective, rather than merely more efficient approaches to design for sustainability.

Keywords: Design; sustainability; technology; meaning

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EVALUATING THE CONDITION OF THE EXISTING ART OF BODY TATTOOING AND CURRENT PRACTICES IN TURKEY

Şeyda Akarsu

Abstract

Throughout history, human kinds have always been trying new ways by different means to look beautiful and different. Tattooing is also one of those ways and challenges. Today tattooing is losing its traditional concept and becoming more common with new professional spirit. Traditional tattoo with all its concerns to tattoo receivers and tattooing artists now is gradually become peeled from its old cast to be regarded as an art. Tattooing is application of dye to subdermal layers of skin which stays permanently and can't be rejected by skin later on. With rising tattoo application and use in the world, likewise in our country tattooing, it is also growing and become more popular. Based on this idea, the existing tattooing practices in Turkey were investigated and evaluated. This research applied in three biggest metropol cities and a Holiday village. On these locations, the questionnaires were submitted to 553 tattoo receivers and 69 tattooing artists personnel. At the same time, 69 tattooing centres were visited and observed. The study results show that; tattoos are mostly the product of aesthetic and self-expression predominantly in younger generations. The most preferred tattoo motives were writings and images, and also the most preferred color found to be black. None of tattooing artist had formal training and they had different understandings of hygiene. As a result of this study, it has also been found that there are no regulations, administration or enforcement for standards in tattooing centres. Following the evaluation of this research results and also considering the current practice of tattooing centers in Turkey. It is proposed a set of recommendations to train, to regulate, to administrate and to enforce the standards for the art and practice of tattooing in Turkey.

Keywords: Tattooing, Body, Art

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FUTURE BY THE ARCHEOLOGY OF THE PAST: THE IMPRESSION OF TRADITION ON TURKISH ART AFTER 1980

AYSE NAHIDE YILMAZ,

Abstract

The notion of tradition that is counted as one of the signs of the era before modernism has acquired a new dimension in art and culture after 1980's. The traditional and historical values, especially the religious ones, have simultaneously rallied all around the world by the collapse of Eastern Bloc, the new liberalism effectuated by the leadership of the USA and the UK and the pretension about the crisis of the nation-state model. The nexus, which was to be reconstituted with the fixed and museumatized values connected to tradition and history were the brick stones of the construction of a new idea of future and have generated new cultural works of consumption. In this presentation, I reconsider the concepts such as progressivism, obscurantism, conservatism, traditionality, and historicity by means of cultural production of Turkey's art scene from 1980's on and argue about the ideology of modernity and contemporaneity. By this purpose, this study focuses on the works of artists such as Ergin İnan, Erol Akyavaş, Ömer Uluç and Özdemir Altan and so. The argument asserted is that art scene has been fortified by the concern on history and tradition derived from the archeology of Turkish/Ottoman/Islamic roots.

Keywords: Modernity, tradition, historicity, contemporaneity, Turkish art

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WRITING STORIES IN MUSEUMS, A NEW PERSPECTIVE FOR TURKISH LANGUAGE TEACHERS

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Abstract

Dewey believed that people learned in museums, just as they can learn in schools and from books, but all structured, specialized learning environments, whether formal (schools) or informal (museums), need to test their activities constantly against a criterion of their relation to the world outside the specialized setting (Hein, 2004:423)¹. At this point of view, museums can be used for different learning activities. This study, focuses on museums as sources for learning and improving writing skills.

Keywords: activities, specialized learning environments

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GAME AS A MEDIATOR IN A FIRST YEAR ARCHITECTURAL DESIGN EDUCATION

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Abstract

First year architectural design education can be started with various methods which, through testing within different studio studies, can also give ideas as to how to start architectural education. This study will address the contributions, and results of starting first-year architecture education with game as a mediator. When they start their architectural education, students will have their own unique experiences of form, and space gained since their childhood in their built environment. Therefore, in order to refine the students' perceptions on their built environments at the beginning of the education process, it's necessary to provide them with opportunities that will give them confidence in what they can do about form and space. The aim of this paper is to emphasize the importance of the first year in architectural design education, and to discuss the beginning methods, considerate student, tutor and educational factors together. Thus, the game selected to start the architectural education with the purpose of activating the gaming instinct of the student is the "City Game". The findings of this study provide guidelines for tutors to set up a favorable learning environment from the city and that cooperative learning can be enjoyable by the game for the students

Keywords: design education, game, mediator, first year architectural education

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THE COMPARISON OF THE SUCCESS IN LECTURES BETWEEN STUDENTS GETTING INTO THE FACULTIES OF ART AND DESIGN BY SPECIAL TALENT EXAMINATION AND OTHER STUDENTS BY CENTRAL EXAMINATION

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Hülya Soydaş ÇAKIR, Gedik University/ Faculty of Architecture and Fine Arts /Istanbul-Turkey

Abstract

In Turkey, students are accepted to Faculties of Art and Design by a special talent examination by some universities; however, some other universities accept student by a central examination. Department of Visual Communication Design in Gedik University, Faculty of Fine Arts and Architecture admitted students by the central examination in 2012-2013 and 2014-2015 school years; yet, they preferred a special talent test while admitting students in 2013-2014 school year. This study includes the analysis of those 2 different student groups' success in classes during a school year. It has been aimed to determine the grades of the students in studio, design classes and human sciences, and the factors effecting their grades. Moreover, we have tried to make other departments with the education of art and design be a part of this study.

Keywords: Art education, , design education. Education in Turkey

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LEARNING FROM TURKISH MODERN FURNITURE DESIGN

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Hande ATMACA,
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Abstract

Furniture, as a design element is an important part of design theory as well as design history. It has acted both as a part of the architectural context and individually in history. It reflects the context of the time, lifestyles, choice and behavior. The manifestation of modernism at the beginning of the 20th century can be indicated as a milestone regarding the whole history of furniture. However, when the history of furniture in Turkey during this time is analyzed, it is observed that one can only come across limited literature. Departing from this lack of historic writing and rewriting, a scientific research project, "DATUMM: Documenting and Archiving Turkish Modern Furniture", was initiated based on exhibiting, documenting and archiving the history of modern furniture design in Turkey. The aim of this project is to highlight the modern furniture designed and produced in Turkey in the modern periods that can be defined as 1930's "Cubism" or "Functional Architecture Period", and the period of "International Style" in 1950s, 1960s and the 1970s. The sense of a comprehensive experience was needed to tell this story, and that is why it is composed of a variety of methods and related outcomes. With the array of outcomes planned to take its place in memory, the aim is to enable a remembered and developing process filled with significant moments to not only put together a collection, but to provide an inclusive impression. The methods and products -online archive, documentary film, catalog, colloquium, and exhibition work together to fulfill this aim. The first stage of the project has now been completed and has brought designers as well as furniture designs of the time together. The paper includes the assessment of the process, as well as the strategies for the future to enable the continuation of the success of the project.

Keywords: Turkish modern furniture design; design heritage; design history; archiving; documentation; exhibition

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MICRO-RAMAN AND FT-IR SPECTROSCOPIC ANALYSIS OF ANCIENT TERRA-COTTA FINDINGS FROM ANCIENT AINOS (TURKEY)

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Abstract

Ancient Ainos (Enez) is one of the most important archaeological sites in Turkey. It is located on the southwest part of Edirne with the Aegean sea on the west, Kesan on the east, the Saroz gulf on the south and Ipsala and Greece on the north. The ancient city, with two well preserved harbors, was founded in the junction of seaways and highways that connect Balkans to Aegean and Anatolia. In point of cultural history, its importance lies not only in being on the essential transition way where the cultural contacts between the mentioned regions are made but also in having loamy soil. In this work the results of systematic investigation of pottery shreds belonging to 5th to 7th century BC by using Micro-Raman, FT-IR and EDXRF spectrometric and archaeometric methods will be presented and the production technologies will be discussed. The aim of the investigation was to determine the chemical and mineralogical composition of the pottery shards and thus to address technology of production. The EDXRF analysis of pottery samples indicated presence of abundant amount of Si, Al and Fe, whereas Na, S and Ti were found as minor constituents. Quartz, hematite, magnetite, amorphous carbon, anatase and albite phases were detected. Dark brown and black coloration was due to different concentrations of amorphous carbon, magnetite and hematite. The presence of hematite suggests firing in an oxidizing atmosphere. FTIR spectroscopic investigation together with EDXRF analysis allowed us to identify the mineral composition and to discuss the firing conditions. Chemometric analysis of the IR spectra of the pottery samples is performed in order to cluster the samples depending on their geographical origin and firing temperature. Principle component analysis (PCA) has been performed on the IR spectral data of the selected spectral region, $1300-423\text{ cm}^{-1}$ (area normalized absorbance). PCA analysis confirmed IR spectral findings as presence of two different firing temperatures.

Keywords: chemical and mineralogical

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SPECTROSCOPIC IDENTIFICATION OF THE ANCIENT GLASSES EXCAVATED IN ENEZ (ANCIENT AINOS) TURKEY

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Abstract

Glasses have been produced into decorative objects since ancient times. They differ widely in chemical compositions and physical properties. Glass production has been known from antiquity (3000 BC in Syro-Palestine area and 1500 BC in Egypt), but in due course, the composition of glass varied with the purpose of improvement of its quality. It was a long way of search of both materials and their fractions and as a result of century practice the fractions of separate components were determined as: one portion of either Na_2O or K_2O , and one portion of CaO or PbO and six portions of SiO_2 . The investigation of the nature of the raw materials and the technology implemented for production of the glasses is important, since it gives us a better understanding of the civilization. Various types of colored archaeological glasses are found during the excavations in ancient Ainos (Enez)-Turkey, one of the most important archaeological sites in Turkey, such as unguentarium, amphoriskos and alabastron (see Fig 1). Ancient glass fragments excavated were investigated by combined Fourier Transform Infrared (FTIR) and EDXRF techniques. The aim of this research is to determine chemical composition of the basic components and coloring elements of the glassware and ancient technology of glass production. The elemental concentrations of the glasses are discussed in terms of color and/or opacity of the glass fragments. The thermal history of the glass samples was determined by FTIR spectrometry. EDXRF analysis indicated that samples imported from Syria are potassium-limy glasses. Alabastron has the highest calcium content as confirmed by calcite bands by FTIR.

Keywords: materials and the technology implemented

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SLIPPAGE: PRESENTNESS AND LOCATION IN AN ART SITUATIONAL CONTEXT BETWEEN THE I AND ME NATURES OF THE SELF

Gregor Roth,

Abstract

Traditional art viewership is static and places a gap between viewer and art. This chasm hinders relationship between viewer and art. As such, no sense of 'presentness', moments of 'being' with Art exists. An art situation demonstrates that employing art object(s), their Form establishing context for relational understanding, and as Installation, having Zones, necessarily reveal Order and Types that govern moments of being present through one's Dual Bodily Unit. Association of Zones, Objects and Ma, employs Zones to measure; peripatetic actions, proprioception to phenomenology and visa-versa; art object(s) perception and relationship; Ma as the settling into space - time intervals that affirm, as methods of engagement, moments of 'presentness'. A "Slippage" occurs between one's cognitive and corporeal senses. These define interpretations via perceptions. Durational investigation establishes moments of being present. This situation facilitates and transforms; one is free to interpret, reinforcing 'presentness', in the Ma of space - time; naturally occurring investigative processes are explorative and active. This produces moments where art and participant share, and, are connected within the same space - time. The I self, subjective, projective, imageless interfaces with the Me object, memory recall self, within the field of art object(s), actualizing moments of presentness. These findings suggest existence is explorative and relational and that one's dual natures, I / Me, are fully equipped and actualized, in a world of art objects, and this art situation creates moments of presentness. Importantly, Art is now brought into a shared situation where one appreciates their 'being' with Art and world.

Keywords: Dual Bodily unit, presentness, location, Ma, space - time, form, orders, gray type, types, cardinal system of ordering, six principles influencing perception, association of zones, objects and ma, peripatetic, proprioception, phenomenology, Slippage, I temporal bubble, Me nature membrane,

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USING ART ACTIVITIES FOR IMPROVING PRESCHOOL CHILDREN'S READING CULTURE

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Abstract

The purpose of this study is to improve the reading culture of pre-school children through art activities. For this purpose, we will work with 23 children of 66 months old that are attending pre-school education. The second step in improving reading culture of children is to evoke in them love of books. It is thought that children that sense love of books in this pre-school stage, make significant progress in acquisition of reading culture. In this study, we designed activities focusing on "establishing love of books" to help them develop a reading culture. We are going to resort to art activities to establish love of books. The study has been designed as 9 sessions. Activities will be held within an scheme that bears the title "We Love Books" and consists of activities like Music, Creative Drama, Theatre, Books as Gift, Design Your Own Book. The model of the study is quasi-experimental, one sample, pretest-posttest design. We are going to work with a single group. A pretest will be applied to the children before the activities. We are going to interview with the parents in order to learn about the children's relationship with books. Structured interview questions will be used in the interviews. A posttest will be applied after the activities have been completed. The data gained from the interviews will be analysed by Nvivo program. It is expected that the study will contribute to the children's reading culture acquisition process and establishing love of books through art activities.

Keywords: reading culture acquisition process and establishing

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INTERIOR ARCHITECTURE STUDIO IN THE CONTEXT OF TRANSFORMING OLD SPACES

Kadir Uyanık

Abstract

Art and design are consumed fast as we live in a world that is changing rapidly where popular culture is a part of the consumer society. The fast living as well as social and sociocultural activities involving different cultures have become the main starting point for design in metropolitans like Istanbul, the largest city in Turkey where we have been experiencing this change exhaustively for the last 10 years. Cities have started lose identity in this period of fast change and transformation, which brought reuse and protection to the agenda. Buildings, which have not been used for prolonged periods or have failed to adapt to new purposes of use, are demolished and replaced with new buildings produced as part of this transformation. During the last ten years of extensive change in Design Studies, an important part of the studio education has become preserving and making re-functional the architectural elements from any period with the purpose of sustaining the urban memory, rather than demolishing the old and building a new one, an approach that has been adopted very often. The studio education is conducted through transformation by considering the architectural elements from the late history as the only limitation to the newly built design. This studio process recycles the association with the place as well as the traces of relevant cultural events and experiences as key potentials of the deisgn process.

Keywords: experiences as key potentials of the deisgn process.

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ATTITUDES OF PRIMARY SCHOOL PROSPECTIVE TEACHERS TOWARDS ART EDUCATION

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Abstract

Art education involves educational activities performed in all fields of art. When children receive art education at early ages, they get versatile while much more successful in cognitive domain lessons at the same time. On the other hand, teachers pay much more attention to Turkish and Mathematics lessons in classroom practises. This situation gives rise to thought that teachers attribute negative emotional meaning to the art education. Teachers' negative feelings may lead students towards the same way. Therefore, it is essential to determine the prospective teachers' attitudes via emotional meanings they attribute to the art education. There is no other measurement tool detected in literature to specify the prospective teachers' attitudes towards art education using Osgood affective meaning scale. This study aims to determine the prospective teachers' attitudes towards art education using Osgood affective meaning scale which takes little time to answer and is easy to administer. The study is designed in a survey model. Data was collected through all grades from the first to the fourth level of primary school teaching department students who are being educated at 2014-2015 education period Spring term in Faculty of Educational Sciences, Ankara University. Descriptive statistics and factor analysis were used to analyse the data. Results of analysis reveal that prospective teachers have different emotional meanings towards art education. Within this scope, suggestions concerning to develop students' attitudes towards art education were presented for academicians, education politicians and those concerned.

Keywords: being educated at 2014-2015 education period Spring

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GRAPHIC DESIGNERS AND THE PRINTING INDUSTRY

Miguel Sanches,
Abstract

Creating images and consequently their reproduction, has undergone over the years great changes following the change of human behaviour and technological development. Since the twentieth century that the image has acquired a dominant and comprehensive meaning, resulting in a society that uses them ostensibly as a vehicle of communication and culture example of photography, cinema, television and the internet. Technological advances have made it possible for the Graphic Arts industry to transfigure up to the industry status it has today. The emergence of several devices to produce, display and printing, combined with software tools increasingly accessible, enabled an explosion in the volume of colour image reproduction. In the 70s, most of the printed pages did not have colour, while in 2020 it is predicted that 85% of all the material produced by the printing industry to be reproduced in colour (Romano, 2007, p. 23). This article deals with the issues that led to the renewal graphic designer skills, mainly with regard to the technological development of the tools that this professional has at its disposal. All the graphic arts industry – pre-press, press and post-press – has changed considerably mainly at technological, organizational and methodological level that lead graphic designers to adapt and develop new areas that were delivered only to graphic producers. These technological developments have led to the graphic arts sector gradually turn into a printing industry, with no space for experimentation, to craft or use attempt / error methodologies previously performed. This industry is now regulated through international standards that order what quality parameters should be observed and how they can be achieved. This article inform the new relationships between the different players of the sector and what the "new" graphic designer role in an increasingly standardized industry.

Keywords: graphic designer, print production, standardization workflow

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DESIGN AS A TOOL IN PRIORITIZING DOMESTIC PROBLEMS: A CASE STUDY INVOLVING EGYPTIAN DESIGN STUDENTS

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Abstract

Developing countries constantly face a group of socioeconomic problems which need new creative designed solutions. A wholesome approach by which all the problems are tackled simultaneously would be ideal. However, it is always beyond the governments' financial capabilities to follow such an approach and therefore governments resort to prioritizing the list of needs by arranging the problems in a hierarchy. A major concern here is how to define this hierarchy. The decisions made by governments in most cases follow a top - bottom approach; the subjects are not consulted on which socioeconomic problem should receive the highest priority and which one should come next. This paper suggests prioritizing socioeconomic problems following a bottom -top scenario based on what the younger generations perceive as the most pressing problems that need to be prioritized and solved in the near and medium term. The paper implements a methodology by which problem priorities are concluded by allowing design students, for the Seminar course, in their third year of study to freely determine and research what they see as the most important problem that should be solved by design. By statistically analyzing the data a list of problem priorities could be concluded. This paper mines data from 540 researched problems presented and discussed by Egyptian students over a five year period spanning from 2010-14.

Keywords: Design research methods, Design education, Design for the real world

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