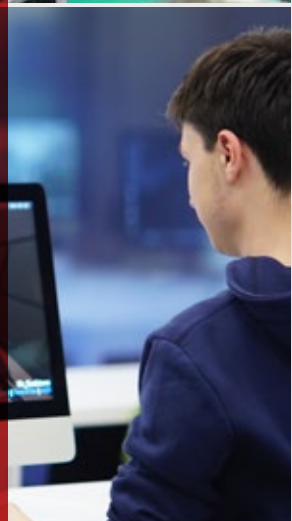




**FACULTY OF
FINE ARTS,
DESIGN AND
ARCHITECTURE**

ISU | ISTINYE
UNIVERSITY
ISTANBUL



AT THE FOCUS OF DESIGN WITH A STRONG TECHNICAL INFRASTRUCTURE



Design as a Practice of Innovation

Design is the common area of the departments in the Faculty of Fine Arts, Design and Architecture. Design is the most effective means of creating innovations, solving problems, competition (creating added value), improving the quality of life; in short meeting the expectations of the 21st century society. It is a cultural and social activity at the same time. In this context, our faculty aims to raise versatile professionals who research, think critically, develop and discuss new perspectives, produce creative solutions, combine the artistic and technical dimensions of design and application processes, as well as consider the economic, environmental and social dimensions.

Experienced Academics

Academic staff assures the quality of education. Experienced and dynamic academic staff who carry out education, research and practice together, are the assurance of our faculty. The staff is composed of academics supported by innovative young people, and prominent professionals in their fields.

Original Models and Free Educational Areas

At the faculty, which has an educational content supported by advanced technology and a university environment that supports the individual development of our students; the basis of the education model is mainly applied in the design studio, application kitchen and computer laboratories in all its departments. Our departments offer an effective and unique educational approach with the necessary infrastructure to the service of students.

Designers with International Competencies are Trained

Teaching in all departments of our faculty, which aims to equip our students with the skills to compete at the global level and to train their graduates as professionals sought at national and international level, is structured by considering national and international criteria.



DEPARTMENTS



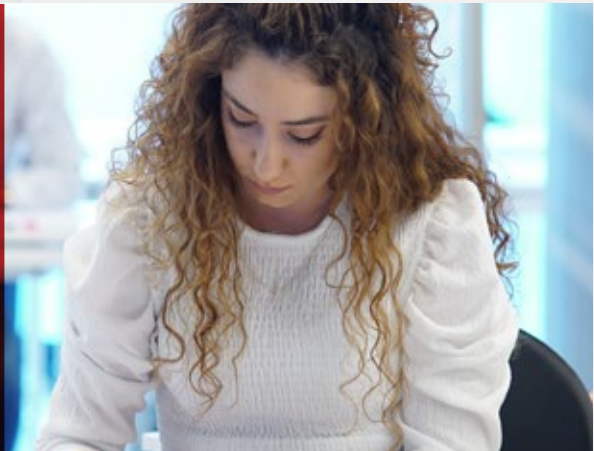
Architecture (Turkish/English)

Faculty of Fine Arts, Design and Architecture in Istinye University has two different departments for architecture with educational content in English and Turkish. Architecture-Design Departments are built to include the whole of ideas and principles in the field of architectural knowledge which prepares the future, adds theory and practice to create contemporary and effective solutions of today, and envisages a broad cultural background. Our departments with contemporary theoretical and applied education content aim to train architects who can integrate the artistic

and technical aspects of design and implementation processes in the built environment with sustainability, urban and architectural relations; are open to multi-disciplinary approaches; have advanced researching, problem solving, and creativity skills; and can follow innovations. Graduates of the program can take part in public and private sector organizations or as designers in their own offices, as an implementing technical responsible at construction sites, as an expert in the real estate and construction sector, as a specialist in the design, production and marketing of building materials; they can pursue a career in research institutions or academic institutions.

Interior Architecture and Environmental Design (Turkish)

Department of Interior Architecture and Environmental Design trains professionals who create living spaces within the current technology, have a holistic design perspective including the practical and application stages of design; with its education system that encourages creative thinking. Design studio focused conceptual and applied courses has been created in a way to raise good implementing interior architects and environmental designers who are intellectual, critical and able to follow up-to-date technologies; within the educational approach in which the disciplines of architecture, design and art are melted in a common pot. Graduates of the program can work in construction, design and interior architecture companies; in design studios; specialized furniture, product and material companies as designers competent in their fields; in marketing departments; and in their own offices with a wide range of career opportunities such as project architect, controller, site manager, and consultant.





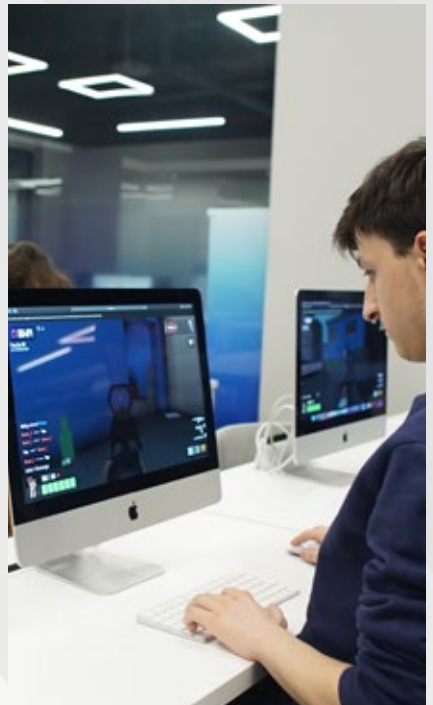
Gastronomy and Culinary Arts (Turkish/English)

The departments with interdisciplinary curriculum has two different educational content, English and Turkish. It trains gastronomy experts who achieve to develop the rich Turkish cuisine culture and protect its reputation at the international level; know and follow world cuisines; are equipped with modern and classical cooking techniques, food and beverage management, cost control, and menu engineering; knowledgeable about food safety system; environment friendly; can combine cooking culture and activity

with interdisciplinary subjects such as painting, sculpture, philosophy, etiquette, management, tourism and engineering foundations and present them in a visual feast, together with the staff in their charge; so are both chefs and managers. The 4-year curriculum in general has the system of a vision with high goals with the balance of practical and theoretical courses, French and English compulsory foreign language classes, 80 working days compulsory internship and 1 term as an intern gastronome, graduation project, participation with verbal presentations to related congresses, articles and research-oriented studies.

Digital Game Design (English)

In this century, which is rapidly transformed by developing technology, digital game technologies have become a form of narrative used in many different fields from medicine to entertainment sector, from interactive media to artificial intelligence, due to its interdisciplinary structure. In our department, which has an inclusive educational content of all these branches, digital game design production is designed to cover a wide ecosystem, future-oriented and creativity-based. Our department with engineering-based and artistic design courses aims to train game designers who can actively use the basic programming languages such as C++ and C# which are included within computer engineering, Unity and Unreal Engine game engines, develop the game idea in their mind in accordance with the design principles and carry their mind to digital environment. Students here are ensured to keep up with the current century in the most accurate way thanks to Artificial Intelligence Laboratory, the artificial intelligence and Machine Learning courses given within the curriculum. Students who study in integration with the faculty can feature their creativity by creating joint projects.



Qualifications and Skills of Graduates



To think creatively and critically in the definition and solution of problems.



To be able to use written, visual, electronic and graphic expression techniques and tools effectively in the studies.



To be able to deal with design problems not only in an application-centred manner, but also with a theoretical background.



To have the knowledge and skills to compete at national and international levels.



To internalize the sustainability principles.



To be able to use experiences about designing thought by understanding historical, cultural and social data. To have the awareness for historical environmental protection.



To be able to create innovative productions by following the professional developments.



To comprehend environmental, cultural and economic sustainability; to have sense of responsibility towards society and ethical values.



To have the ability to produce and apply designs that respond to functional, aesthetic, cultural and technical needs.



To comprehend the multi-disciplinary and multi-actor quality of the designing profession, to be apt to teamwork.



To be able to carry out studies and practices to increase the quality of life.



To master world and Turkish cuisine, to ensure the development of cuisine culture.

PRIVILEGES OF BEING A MEMBER OF

ISTINYE

Strong
Academic Staff

R&D Laboratories
Which are Competing with
the World in Fields

Rich Library and
Online Access

Up-To-Date Curriculums
Designed by Consulting the
Delegates of the Industry

NONA To Have a Head Start to
the Career Life by Receiving
Diploma from Istinye University

Efficient Distance
Education Platform

Learning by Experience with
Clinical Practice Opportunities

Campus Life Enriched
with the Activities

Opportunities for
International Education

Research Laboratories and
Training Areas Which are
Competing with the World in Fields

Efficient Foreign
Language Training

Opportunities for Continuous and
High Rates of Scholarships

University Culture That
Supports Entrepreneurship

Academic Guidance for
Individual Development
and Career

2 CAMPUSES | 16 R&D LABORATORIES
90 LABORATORIES

11947 STUDENTS | 54 ASSOCIATE PROFESSORS | 77,000 Square Meters of Indoor Space

619 ACADEMICS | 246 ACADEMICS WITH DOCTORAL DEGREE | 135 Academics with Professorial Degree | A Congress Centre | 603 Activities

2 UNIVERSITY HOSPITALS | 14,335 Square Meters of Outdoor Space

108 ERASMUS EXCHANGES | 33 TÜBİTAK PROJECTS

82 STUDENT CLUBS | 2 VOCATIONAL SCHOOLS | 30 PROGRAMS

9 FACULTIES | 51 DEPARTMENTS

3 INSTITUTES | 23 POSTGRADUATE PROGRAMS

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