**Ministry of Higher Education
and Scientific Research
University of Al-Kitab
College of Applied Arts
Department of Interior Design
Techniques**

Academic Program and Course Description Guide For the academic year
2023-2024

Academic Program and Course Description Guide
English version

Introduction:

The educational program is a well-planned set of courses that include procedures and experiences arranged in the form of an academic syllabus. Its main goal is to improve and build graduates' skills so they are ready for the job market. The program is reviewed and evaluated every year through internal or external audit procedures and programs like the External Examiner Program.

The academic program description is a short summary of the main features of the program and its courses. It shows what skills students are working to develop based on the program's goals. This description is very important because it is the main part of getting the program accredited, and it is written by the teaching staff together under the supervision of scientific committees in the scientific departments.

This guide, in its second version, includes a description of the academic program after updating the subjects and paragraphs of the previous guide in light of the updates and developments of the educational system in Iraq, which included the description of the academic program in its traditional form (annual, quarterly), as well as the adoption of the academic program description circulated according to the letter of the Department of Studies

T 3/2906 on 3/5/2023 regarding the programs that adopt the Bologna Process as the basis for their work.

In this regard, we can only emphasize the importance of writing an academic programs and course description to ensure the proper functioning of the educational process.

Concepts and terminology:

Academic Program Description: The academic program description provides a brief summary of its vision, mission and objectives, including an accurate description of the targeted learning outcomes according to specific learning strategies.

Course Description: Provides a brief summary of the most important characteristics of the course and the learning outcomes expected of the students to achieve, proving whether they have made the most of the available learning opportunities. It is derived from the program description.

Program Vision: An ambitious picture for the future of the academic program to be sophisticated, inspiring, stimulating, realistic and applicable.

Program Mission: Briefly outlines the objectives and activities necessary to achieve them and defines the program's development paths and directions.

Program Objectives: They are statements that describe what the academic program intends to achieve within a specific period of time and are measurable and observable.

Curriculum Structure: All courses / subjects included in the academic program according to the approved learning system (quarterly, annual, Bologna Process) whether it is a requirement (ministry, university, college and scientific department) with the number of credit hours.

Learning Outcomes: A compatible set of knowledge, skills and values acquired by students after the successful completion of the academic program and must determine the learning outcomes of each course in a way that achieves the objectives of the program.

Teaching and learning strategies: They are the strategies used by the faculty members to develop students' teaching and learning, and they are plans that are followed to reach the learning goals. They describe all classroom and extra-curricular activities to achieve the learning outcomes of the program.

Academic Program Description Form

University Name: Al-Kitab University

Faculty/Institute: College of Applied Arts

Scientific Department: Department of Interior Design Technologies

Academic or Professional Program Name: Bachelor's

Final Certificate Name: Bachelor of Interior Design Technologies

Academic System: Semester

Description Preparation Date: 2024-3-9

File Completion Date: 2024-3-9

Signature:

Head of Department Name:

Assit.Lec. Mustafa Sabah Saleh

Date:

Signature:

Scientific Associate Name:

Date:

The file is checked by:

Department of Quality Assurance and University Performance

Director of the Quality Assurance and University Performance Department:

Date:

Signature: Assit.Lec. Zaid Abdul Latif Muhammad

/Approval of the Dean

Assit.Prof.Dr.Abdulwahab Mohammad Younis

1. Program Vision
Our college is dedicated to cultivating a society where imagination thrives and innovation flourishes. We help students build solid foundations to develop their theoretical, practical and analytical abilities and raise their skills in modern technological aspects, while emphasizing the importance of cultural awareness of local identity properties and a comprehensive view of global products to pour into the crucible of creativity and uniqueness in the design process of interior spaces. We envision a future in which our graduates lead the design of spaces by blending arts and function to create environments that improve the quality of life. Through

interactive learning, collaborative exploration, and a commitment to excellence, we strive to be the driving force behind shaping a generation of visionary designers who leave their mark on the world.

2. Program Mission

At our college, we believe that art and design can inspire change and shape the world around us. We strive to provide an educational environment that stimulates creativity and encourages innovative thinking. We empower our students to become leaders and innovators in their field. Through our specialized educational programs and comprehensive curriculum, we aim to equip students with the skills and knowledge needed to succeed in the world of design.

We pride ourselves on providing a stimulating learning environment, where students can interact with their distinguished professors and hands-on projects that enrich their educational experience. We support students in realizing their visions and realizing their full potential as professional designers. If you are seeking to join our creative and inspiring community, welcome to the Interior Design Techniques section.

3. Program Objectives

1- Providing an inspiring educational environment that enhances creativity and encourages innovative thinking.

2- Develop comprehensive educational programs that enable students to acquire the skills and knowledge necessary to achieve success in the field of interior design.

3- Providing practical educational opportunities that allow students to apply theoretical concepts in real-life projects.

4- Encouraging interaction and communication between students and professors through an open and supportive educational environment.

5- Promoting research and innovation in the field of interior design by investing in infrastructure and academic resources.

6- Providing continuous educational and training opportunities to develop students' skills and keep pace with developments in the interior design industry.

7- Promoting diversity and inclusion in the student community and supporting an educational environment that reflects cultural and intellectual diversity.

8- Providing support and guidance to students in determining their career paths and achieving their personal and professional goals in the field of interior design.

9- Building partnerships with industry and the local community to provide training and employment opportunities for students and promote professional integration.

10- The continuous pursuit of academic and professional excellence by providing updated educational programs that are in line with the needs of the labor market and modern developments in the field of interior design.

4. Program Accreditation

Does the program have program accreditation? And from which agency?
NO

5. Other external influences

Is there a sponsor for the program?
NO

6. Program Structure

Program Structure	Number of Courses	Credit hours	Percentage	Reviews*
Institution Requirements	7	14	8.43	
College Requirements	18	42	25.30	
Department Requirements	45	110	66.27	
Summer Training	2			
Other				

* This can include notes whether the course is basic or optional.

7. Program Description

Year/Level	Course Code	Course Name	Credit Hours	
2023-2024/first semester		Colors	theoretical	practical
2023-2024/first semester		Planning principles		practical
2023-2024/first semester		Raw materials technology	theoretical	
2023-2024/first semester		Flat geometric drawing		practical
2023-2024/first semester		Carpentry workshop		practical
2023-2024/first semester		Interior design elements	theoretical	practical
2023-2024/first semester		Ancient architectural history	theoretical	
2023-2024/first semester		Computer principles	theoretical	practical
2023-2024/first semester		Human rights and democracy	theoretical	
2023-2024/second semester		Color theories	theoretical	practical
2023-2024/second semester		Layout and shading		practical
2023-2024/second semester		Building materials technology	theoretical	
2023-2024/second semester		Geometric drawing of figures		practical
2023-2024/second semester		Workshop		practical
2023-2024/second semester		Interior design principles	theoretical	practical
2023-2024/second semester		English language	theoretical	
2023-2024/second semester		Computer applications	theoretical	practical

8. Expected learning outcomes of the program

Knowledge

1−Developing mental and cognitive abilities in the field of specialization 2− Increasing and refining knowledge and culture in the field of specialization. 3− Familiarity with educational and psychological aspects. − 4− Familiarity with aesthetic and artistic culture. 5− Developing the ability to evaluate educational and artistic performance	Statement of learning outcomes 1− To know the meaning of design 2− To classify the fields of design 3− To be able to structurally describe an artistic work in the field of design 4− To be able to classify ancient and modern teaching methods

Skills

Developing technical skill performance in the field of specialization. − Diversity of skills in design	Statement of learning outcomes 1− The student's knowledge of the concept of design and its fields 2− The student's ability to use ancient and modern teaching methods

Ethics

1− The lecture method 2−Discussion method 3−Conversation method 4− E−learning 5− Brainstorming method	Statement of learning outcomes 1− Exams 2− Bake Feed 3−Qwise

9. Teaching and Learning Strategies

1− Presenting and explaining the topics to students in person

2− Distribution of curriculum items to students at the beginning of the academic year, distributed according to weeks, indicating the dates of the daily, monthly,

quarterly, and annual exams, mentioning the titles of the prescribed and helpful books, how to distribute grades, and the number of units.

3- Preparing summaries of the topics and marking the paragraphs and basic equations using different colors and shapes to draw the student's attention to them.

4- Using the method of motivation among students by asking students some questions and ideas for the purpose of answering them in exchange for giving them motivational grades.

5- Encouraging students to solve some questions and exercises

10. Evaluation methods

1-Weekly exercises in the classroom and homework throughout the year, in addition to short daily exams.

2- Participating in discussions inside the classroom, as well as external questions and inquiries posed by students.

3- Regular attendance, commitment to working hours, and submitting assignments on the specified date

4- Monthly and semi-annual evaluation tests and at the end of the academic year

11. Faculty

Faculty Members

Academic Rank	Specialization	Special Requirements/Skills (if applicable)	Number of the teaching staff

	General	Special			Staff	Lecturer
Assit.Lec. Mustafa Sabah Saleh	Architectural Engineering	Architecture			**Staff**	
Assit.Lec. Zaid Abdul Latif Muhammad	Fine Arts	interior design			**Staff**	
Ass.t.Lec. and Sheyar Muhammad Hassan	Civil Engineering	Transportation			**Staff**	

Professional Development

Mentoring new faculty members

Briefly describes the process used to orient new, visiting, full-time, and part-time faculty at the institution and department levels.

1-Including them in teaching methods courses

2- Assigning them to secondary tasks with the advanced teaching staff to gain experience

3-Involving them in development courses to acquire knowledge

Professional development of faculty members

Briefly describe the academic and professional development plan and arrangements for faculty members such as teaching and learning strategies, assessment of learning outcomes, professional development, etc.

1- Seminars and discussions

2- Participation in conferences and discussion workshops

3-Individual and joint research

4- Training courses and holding joint exhibitions

12. Acceptance Criterion

(Developing regulations related to admission to the college or institute, whether central admission or others mentioned)

Admission is through electronic application through the portals of the Ministry of Higher Education and Scientific Research

13. **The most important sources of information about the program**

Remember briefly.

1-By concluding joint cooperation agreements with attending colleges and signing a twinning agreement with attending scientific departments.

2- Direct communication with participating Arab and foreign universities and benefiting from their academic expertise and teaching staff in a way that contributes to the development of the approved academic program.

3- Stay informed about the latest developments in the world of writing and publishing within the jurisdiction of the Interior Design Technologies Department

14.   Program Development Plan

Through theoretical, applied and practical lectures, holding discussions, workshops, seminars, conferences, scientific visits, exhibitions, joint festivals, summer training, bringing in lecturers with experience in the debate departments, and following the best available methods in presentation, design and implementation, as well as opening horizons for cooperation with the labor market and studying its requirements and adopting them in a way that enhances sobriety. And the durability of the educational process

Program Skills Outline															
				Required program Learning outcomes											
Year/Level	Course Code	Course Name	Basic or optional	Knowledge				Skills				Ethics			
				A1	A2	A3	A4	B1	B2	B3	B4	C1	C2	C3	C4
2023–2024/first semester		colors	Basic	✓	✓			✓	✓			✓	✓		
2023–2024/first semester		Planning principles	Basic	✓	✓			✓	✓			✓	✓		
2023–2024/first semester		Raw materials technology	Basic	✓	✓			✓	✓			✓	✓		
2023–2024/first semester		Flat geometric drawing	Basic	✓	✓			✓	✓			✓	✓		
2023–2024/first semester		Carpentry workshop	Basic	✓	✓			✓	✓			✓	✓		
2023–2024/first semester		Interior design elements	Basic	✓	✓			✓	✓			✓	✓		
2023–2024/first semester		Ancient architectural history	Basic	✓	✓			✓	✓			✓	✓		

2023-2024/first semester		Computer principles	Basic	■	■			■	■			■	■		
2023-2024/first semester		Human rights and democracy	Basic	■	■			■	■			■	■		
2023-2024/second semester		Color theories	Basic	■	■			■	■			■	■		
2023-2024/second semester		Layout and shading	Basic	■	■			■	■			■	■		
2023-2024/second semester		Building materials technology	Basic	■	■			■	■			■	■		
2023-2024/second semester		Geometric drawing of figures	Basic	■	■			■	■			■	■		
2023-2024/second semester		workshop	Basic	■	■			■	■			■	■		
2023-2024/second semester		Interior design principles	Basic	■	■			■	■			■	■		

Semester		Course	Level												
2023–2024/second semester		English language	Basic	☐	☐			☐	☐			☐	☐		
2023–2024/second semester		Computer applications	Basic	☐	☐			☐	☐			☐	☐		
2023–2024/second semester		Arabic Language	Basic	☐	☐			☐	☐			☐	☐		

- **Please tick the boxes corresponding to the individual program learning outcomes under evaluation.**

Course Description Form

1. Course Name: **Color**

2. Course Code:

3. Semester / Year:2023−2024

4. Description Preparation Date:12/3/2024

5. Available Attendance Forms: Attendance

6. Number of Credit Hours (Total) / Number of Units (Total)
60/3

7. Course administrator's name (mention all, if more than one name)
Name: Mustafa Sabah Saleh Mokh Email: mustafa.salel@uoalkitab.edu

8. Course Objectives

Course Objectives	This course aims to provide students with a thorough understanding of color theory and its practical applications. By the end of the course, students will be able to explain the historical development of color theory, identify components of the color wheel, understand color properties, apply principles of color harmony, explore the psychological impact of color, demonstrate proficiency in color mixing, and critically evaluate the use of color in art and design. Through

			theoretical study and hands-on exercises, students will develop the skills needed to effectively use color in their artistic and design endeavors.

9. Teaching and Learning Strategies

Strategy	This course employs a combination of lectures, discussions, hands-on exercises, and visual presentations to engage students in the learning process. Through interactive lectures, students will gain foundational knowledge of color theory concepts and principles. Discussions and group activities will encourage collaboration and critical thinking, allowing students to explore diverse perspectives and applications of color theory. Hands-on exercises, such as color mixing and composition projects, will provide practical experience and reinforce theoretical concepts. Visual presentations artworks, design projects, and historical examples will inspire creativity and facilitate understanding of real-world applications of color theory. By employing varied teaching and learning strategies, this course aims to cater to diverse learning styles and foster dynamic and enriching educational experience.

10. Course Structure

Week	Hours	Required Learning Outcomes	Unit or subject name	Learning method	Evaluation method
1	4	Understand the evolution of color theory from ancient civilizations to modern times. Identify key historical figures and their contributions to color theory. Analyze the cultural and societal influences on the	Introduction to Color Theory History	Copy lecture, Data show, and board usage	- Regular Attendance - Skills in class.

		development of color theory.			
2	4	Define the components of the color wheel, including primary, secondary, and tertiary colors. Demonstrate the ability to create a basic color wheel. Explain the relationship between colors on the color wheel.	Basics of Color Wheel	Copy lecture, Data show, and board usage	- Regular Attendance - Class works. - Homework
3	4	Define hue and its significance in color theory. Differentiate between different hues and identify them accurately. Experiment with various hues to understand their visual effects.	Exploring Hue	Copy lecture, Data show, and board usage	- Regular Attendance - Class works. - Homework
4	4	Define tints and shades and understand their role in color theory. Create tints and shades from a given hue. Apply tints and shades effectively in design and artistic compositions.	Tint and Shade Fundamentals	Copy lecture, Data show, and board usage	- Regular Attendance - Class works. - Homework
5	4	Identify warm colors and their characteristics. Understand the psychological and emotional associations of warm colors. Analyze examples of warm color palettes in art and design.	Warm Colors Overview	Copy lecture, Data show, and board usage	- Regular Attendance - Class works. - Homework

6	4	Identify cool colors and their characteristics. Understand the psychological and emotional associations of cool colors. Analyze examples of cool color palettes in art and design.	Cool Colors Overview	Copy lecture, Data show, and board usage	- Regular Attendance - Class works. - Homework
7	4	Understand the psychological effects of color on human perception and behavior. Analyze case studies and research findings related to the psychology of color. Apply psychological principles of color in design and communication.	Psychology of Color Part 1	Copy lecture, Data show, and board usage	- Regular Attendance - Class works. - Homework
8	4	Explore advanced concepts in the psychology of color, including cultural and individual differences. Evaluate the ethical considerations of using color in design and marketing. Develop strategies for effectively using color to evoke specific emotions and responses.	Psychology of Color Part 2	Copy lecture, Data show, and board usage	- Regular Attendance - Class works. - Homework
9	4	Explore advanced concepts related to the color wheel, such as split-complementary and analogous color schemes. Experiment with creating complex	Advanced Color Wheel Concepts	Copy lecture, Data show, and board usage	- Regular Attendance - Skills in class. - Homework

		color palettes using the color wheel. Analyze examples of advanced color schemes in art, design, and nature.			
10	4	Understand the principles of color harmony, including complementary, triadic, and monochromatic schemes. Apply color harmony principles to create visually pleasing compositions. Critique and evaluate the effectiveness of color harmonies in design.	Color Harmony Principles	Copy lecture, Data show, and board usage	- Regular Attendance - Class works. - Homework
11	4	Apply knowledge of tints and shades to create realistic and dynamic color compositions. Experiment with using tints and shades to convey light, shadow, and depth in artwork and design. Develop techniques for effectively integrating tints and shades into creative projects.	Practical Application of Tints and Shades	Copy lecture, Data show, and board usage	- Regular Attendance - Class works. - Homework
12	4	Explore the interaction between warm and cool colors in design and art. Experiment with creating harmonious color combinations using warm and cool hues.	Warm and Cool Color Combinations	Copy lecture, Data show, and board usage	- Regular Attendance - Class works. - Homework

		Analyze examples of effective warm and cool color palettes in various contexts.			
13	4	Understand the cultural and symbolic meanings of colors in different societies and contexts. Analyze the use of color symbolism in art, design, religion, and rituals. Evaluate the impact of cultural and symbolic associations on color perception and communication.	Cultural and Symbolic Meanings of Color	Copy lecture, Data show, and board usage	- Regular Attendance - Skills in class. - Homework
14	4	Explore the application of color theory principles in art and design movements throughout history. Analyze the use of color in iconic artworks and design projects. Apply color theory concepts to create original artwork or design pieces.	Color Theory in Art and Design	Copy lecture, Data show, and board usage	- Regular Attendance - Class works. - Homework
15	4	Demonstrate proficiency in applying color theory concepts and techniques learned throughout the course. Create a final project that showcases understanding of color theory principles and their practical application. Reflect on personal growth and learning	Final Project and Review	Copy lecture, Data show, and board usage	- Regular Attendance - Class works. - Homework

		outcomes achieved during the course.			

11. Course Evaluation

Distributing the score out of 100 according to the tasks assigned to the student such as daily preparation, daily oral, monthly, or written exams, reports .... etc

Annual pursuit = 40% distributed between Homework + daily and monthly exams + practical + mid-year exam

Final exam = 60%

12. Learning and Teaching Resources

Interaction of Color	Josef Albers
Color and Light: A Guide for the Realist Painter	James Gurney

Course Description Form

1. Course Name: Drawing Principles
2. Course Code:
3. Semester / Year:2023−2024
4. Description Preparation Date:12/3/2024
5. Available Attendance Forms: Attendance
6. Number of Credit Hours (Total) / Number of Units (Total)
60/2
7. Course administrator's name (mention all, if more than one name)
Name: Mustafa Sabah Saleh Mokhtar Email: mustafa.salel@uoalkitab.edu.iq

8. Course Objectives	
Course Objectives	The course aims to equip students with fundamental skills and knowledge in sketching, enabling them to express ideas and concepts visually through drawings. Throughout the course, students will develop proficiency in various sketching techniques, including line drawing, hatching, and shading, while also exploring the principles of form, perspective, and composition. By the end of the course, students will be able to confidently sketch everyday objects, furniture designs, and interior spaces, employing both traditional and digital tools. Furthermore, the course seeks to foster creativity, critical thinking, and aesthetic appreciation, empowering students to communicate effectively through visual means and lay a strong foundation for further exploration and development in the field of sketching and design.

9. Teaching and Learning Strategies	
Strategy	The course employs a dynamic blend of instructional methods to engage students in learning process effectively. Through a combination of interactive lectures, hands

demonstrations, group discussions, and individual practice sessions, students will g
a comprehensive understanding of sketching techniques and principles. Interact
lectures will provide theoretical knowledge, while hands-on demonstrations will o
practical guidance and examples. Group discussions will encourage collaboration
critical thinking, allowing students to share ideas and perspectives. Individual prac
sessions will provide opportunities for students to apply newly acquired skills
receive personalized feedback. By employing diverse teaching and learning strateg
the course aims to cater to the varying needs and learning styles of students, fosterin
stimulating and enriching learning environment.

10. Course Structure

Week	Hours	Required Learning Outcomes	Unit or subject name	Learning method	Evaluation method
1	4	Understand the importance of sketching in the creative process. Familiarize the basic sketching materials and tools. Demonstrate basic hand-eye coordination skills required for sketching.	Introduction to Sketching Techniques	Data show, and board usage	- Regular Attendance - Skills in class.
2	4	Master fundamental line drawing techniques, including contour lines and gesture lines. Practice sketching simple objects using basic line strokes. Develop precision and control in line work.	Basic Line Drawing and Sketching	Data show, and board usage	- Regular Attendance - Class works. - Homework
3	4	Learn the principles of hatching and cross-hatching for shading and texture. Experiment with different hatch patterns to create depth and form. Apply hatching and cross-hatching techniques to	Understanding Hatching and Cross-Hatching	Data show, and board usage	- Regular Attendance - Class works. - Homework

		sketches of various objects.			
4	4	Understand the concept of shape and its role in creating form. Practice drawing basic geometric shapes and simple forms. Explore methods for adding volume and dimension to sketches through shading and contouring.	Exploring Shape Drawing and Form	Data show, and board usage	- Regular Attendance - Class works. - Homework
5	4	Learn the fundamentals of perspective drawing, including one-point and two-point perspective. Apply perspective principles to sketching basic architectural elements. Understand how perspective affects the appearance of objects in space.	Introduction to Perspective Drawing	Data show, and board usage	- Regular Attendance - Class works. - Homework
6	4	Arrange and sketch a still-life setup incorporating various objects and shapes. Practice observing and capturing details, proportions, and relationships between objects. Experiment with different shading techniques to create realistic representations.	Sketching Still Life Objects	Data show, and board usage	- Regular Attendance - Class works. - Homework
7	4	Master drawing basic geometric	Drawing Basic Geometric Shapes	Data show, and board usage	- Regular Attendance - Class works.

		shapes in perspective. Apply perspective principles to create three-dimensional effects in sketches. Combine geometric shapes to sketch more complex objects and scenes.			- Homework
8	4	Explore techniques for rendering textures such as wood, metal, fabric, and glass. Develop skills in adding detail and refinement to sketches. Experiment with different mark-making tools and methods for texture depiction.	Practicing Texture and Detailing	Data show, and board usage	- Regular Attendance - Class works. - Homework
9	4	Practice sketching common objects found in daily life, such as household items, tools, and gadgets. Focus on capturing the essential characteristics and proportions of each object. Apply shading and detailing techniques to enhance realism.	Sketching Everyday Objects	Data show, and board usage	- Regular Attendance - Skills in class. - Homework
10	4	Understand the principles of interior sketching and spatial representation. Learn how to sketch basic interior elements such as furniture, windows, and doors. Explore composition and layout	Introduction to Interior Sketching	Data show, and board usage	- Regular Attendance - Class works. - Homework

		considerations for interior sketches.			
11	4	Practice sketching various types of furniture, including chairs, tables, sofas, and cabinets. Focus on capturing the form, proportions, and details of each furniture piece. Experiment with different styles and design elements in furniture sketching.	Drawing Furniture Designs	Data show and board usage	- Regular Attendance - Class works. - Homework
12	4	Study architectural elements such as columns, arches, stairs, and roofs. Practice incorporating architectural details into interior sketches. Develop an understanding of architectural scale and proportion.	Exploring Architectural Elements	Data show and board usage	- Regular Attendance - Class works. - Homework
13	4	Sketch interior spaces such as living rooms, bedrooms, kitchens, and offices. Consider spatial relationships, lighting, and composition in interior sketches. Experiment with creating atmosphere and mood through sketching techniques.	Sketching Interior Spaces	Data show and board usage	- Regular Attendance - Skills in class. - Homework
14	4	Apply advanced perspective techniques to interior sketches.	Applying Perspective in Interior Sketching	Data show and board usage	- Regular Attendance - Class works. - Homework

		Explore methods for depicting complex spatial arrangements and foreshortening. Develop skills in visualizing and sketching interior spaces from different viewpoints.			
15	4	Combine skills learned throughout the course to create a comprehensive interior sketch composition. Choose a specific interior space or scene to sketch, incorporating furniture, architectural elements, and details. Demonstrate proficiency in perspective, composition, shading, and detailing in the final project.	Final Project: Interior Sketch Composition	Data show and board usage	- Regular Attendance - Class works. - Homework

11. Course Evaluation

Distributing the score out of 100 according to the tasks assigned to the student such as daily preparation, daily oral, monthly, or written exams, reports .... etc

Annual pursuit = 70% distributed between Homework + daily and monthly exams + practical + mid-year exam

Final exam = 30%

12. Learning and Teaching Resources

Drawing on the Right Side of the Brain	Betty Edwards
Sketching for Architecture and Interior Design	Stephanie Travis

Course Description Form

1. Course Name: Tow Dimension Engineering Drawing

2. Course Code:

3. Semester / Year:2023−2024

4. Description Preparation Date:12/3/2024

5. Available Attendance Forms: Attendance

6. Number of Credit Hours (Total) / Number of Units (Total)
60/2

7. Course administrator's name (mention all, if more than one name)
Name: Mustafa Sabah Saleh Mokhtar Email: mustafa.salel@uoalkitab.edu.iq

8. Course Objectives	
Course Objectives	The course aims to provide students with comprehensive knowledge and practical skills in the field of engineering drawing, enabling them to effectively communicate engineering concepts and designs through hand-drawn illustrations. Through a structured curriculum, students will learn fundamental principles of technical sketching, including orthographic projection, dimensioning, and detailing. The primary objectives include

developing proficiency in producing accurate and clear hand drawings of mechanical components, structural elements, and architectural details. Furthermore, the course aims to cultivate critical thinking and problem-solving abilities, as well as enhance spatial visualization skills necessary for engineering design. Ultimately, the course seeks to prepare students for professional practice by equipping them with the necessary tools and techniques to create precise and professional engineering drawings.

9. Teaching and Learning Strategies

Strategy

The course employs a variety of teaching and learning strategies to facilitate stud[ent] understanding and engagement with the material. Through a combination of lectu[res,] demonstrations, and hands-on exercises, students will have the opportunity to deve[lop] both theoretical knowledge and practical skills in engineering drawing. Lectures prov[ide] foundational concepts and principles, while demonstrations offer visual demonstrati[ons] of techniques and methods. Hands-on exercises allow students to apply what they h[ave] learned and receive feedback on their work. Additionally, group discussions a[nd] collaborative projects promote peer learning and critical thinking. By utilizing dive[rse] teaching methods, the course aims to accommodate different learning styles and cre[ate] a dynamic and interactive learning environment conducive to student success.

10. Course Structure

Week	Hours	Required Learning Outcomes	Unit or subject name	Learning method	Evaluation method
1	4	Understand the importance of engineering drawing in the design and manufacturing process. Identify basic drawing tools and materials used in engineering sketching.	Introduction to Engineering Drawing Principles	Data show, and board usage	- Regular Attendance - Skills in class.
2	4	Master fundamental line Demonstrate proficiency in drawing basic geometric shapes accurately by hand. Apply geometric construction techniques to create precise drawings.	Basic Geometric Shapes and Construction Techniques	Data show, and board usage	- Regular Attendance - Class works. - Homework
3	4	Understand the principles of orthographic projection and its	Orthographic Projection Fundamentals	Data show, and board usage	- Regular Attendance - Class works. - Homework

		significance in engineering drawing. Create orthographic projections of simple objects from multiple views.			
4	4	Produce isometric and oblique drawings of three-dimensional objects. Apply techniques to represent objects accurately in isometric and oblique views.	Isometric and Oblique Drawing Techniques	Data show, and board usage	- Regular Attendance - Class works. - Homework
5	4	Apply standard dimensioning practices to hand-drawn engineering sketches. Understand tolerancing concepts and apply them appropriately in drawings.	Dimensioning and Tolerancing in Hand Drawings	Data show, and board usage	- Regular Attendance - Class works. - Homework
6	4	Create sectional views of objects to show internal features and details. Understand and apply conventions for representing cross-sectional views.	Sectional Views and Cross-Sectional Drawings	Data show, and board usage	- Regular Attendance - Class works. - Homework
7	4	Develop skills in freehand sketching of engineering components and assemblies. Demonstrate the ability to sketch accurately and efficiently.	Introduction to Technical Sketching	Data show, and board usage	- Regular Attendance - Class works. - Homework
8	4	Add detailing and annotations to hand-drawn sketches for clarity and comprehension.	Detailing and Annotation in Hand Drawings	Data show, and board usage	- Regular Attendance - Class works. - Homework

		Understand the importance of labeling and annotation in engineering drawings.			
9	4	Produce exploded views and assembly drawings to illustrate component relationships. Understand the principles of exploded views and their application in engineering.	Exploded Views and Assembly Drawings	Data show, and board usage	- Regular Attendance - Skills in class. - Homework
10	4	Develop proficiency in freehand perspective drawing to represent objects in realistic settings. Apply principles of perspective drawing to create accurate and visually appealing sketches.	Freehand Perspective Drawing	Data show, and board usage	- Regular Attendance - Class works. - Homework
11	4	Understand and apply relevant engineering drawing standards and conventions. Demonstrate knowledge of industry-specific practices and regulations.	Engineering Drawing Standards and Convention	Data show and board usage	- Regular Attendance - Class works. - Homework
12	4	Create detailed drawings of structural elements and machine components. Apply knowledge of engineering principles to accurately represent complex geometries.	Structural and Machine Component Drawings	Data show and board usage	- Regular Attendance - Class works. - Homework
13	4	Explore rendering techniques to enhance the visual	Rendering Techniques for Hand Drawings	Data show and board usage	- Regular Attendance

		appeal of hand-drawn sketches. Experiment with shading, hatching, and other rendering methods to add realism to drawings.			- Skills in class. - Homework
14	4	Engage in practice exercises to reinforce skills and techniques learned throughout the course. Apply knowledge and expertise to solve drawing challenges and exercises.	Engineering Drawing Practice Exercises	Data show and board usage	- Regular Attendance - Class works. - Homework
15	4	Compile a portfolio showcasing a variety of hand-drawn engineering drawings. Demonstrate proficiency in hand drawing techniques and application of engineering principles through the final project.	Final Project: Hand-drawn Engineering Drawing Portfolio	Data show and board usage	- Regular Attendance - Class works. - Homework

11. Course Evaluation

Distributing the score out of 100 according to the tasks assigned to the student such as daily preparation, daily oral, monthly, or written exams, reports .... etc

Annual pursuit = 50% distributed between Homework + daily and monthly exams + practical + mid-year exam

Final exam = 50%

12. Learning and Teaching Resources

Engineering Drawing	N.D. Bhatt
Technical Drawing with Engineering Graphics	Frederick E. Giesecke et al.

Course Description Form

1. Course Name: Carpentry Work Shop
2. Course Code:
3. Semester / Year:2023−2024
4. Description Preparation Date:12/3/2024
5. Available Attendance Forms: Attendance
6. Number of Credit Hours (Total) / Number of Units (Total)
90/3
7. Course administrator's name (mention all, if more than one name)
Name: Mustafa Sabah Saleh Mokhtar Email: mustafa.salel@uoalkitab.edu.iq

8. Course Objectives

Course Objectives	The workshop aims to equip students of interior design with the necessary skills to create captivating 2D compositions using various cartoon styles and techniques. Through hands-on practice and experimentation, students will learn to conceptualize and assemble compositions using different types of cartoons, exploring the use of color, texture, and typography to enhance visual impact. By the end of the workshop, students will have developed proficiency in utilizing glues and adhesives effectively to bring their compositions to life, preparing them to apply these skills in their future design projects with creativity and confidence.

9. Teaching and Learning Strategies

Strategy	The workshop employs a blend of interactive demonstrations, hands-on exercises, collaborative discussions to foster an engaging learning environment. Throu demonstrations, students will gain insight into various cartoon styles and techniqu while hands-on exercises provide opportunities to apply these techniques firstha Collaborative discussions encourage sharing ideas and insights among peers, promot critical thinking and creativity. Additionally, personalized feedback and guidance be provided to each student to ensure their progress and understanding. By employ diverse teaching strategies, the workshop aims to cater to different learning preferen and enhance the overall learning experience.

10. Course Structure

Week	Hours	Required Learning Outcomes	Unit or subject name	Learning method	Evaluation method
1	6	Understand the principles of composition in 2D design. Identify elements of effective visual arrangement.	Introduction to 2D Composition Techniques	Data show, and board usage	- Regular Attendance - Skills in class.
2	6	Explore different styles of cartoons and their characteristics. Analyze techniques used in cartoon illustration.	Understanding Cartoon Styles and Techniques	Data show, and board usage	- Regular Attendance - Class works. - Homework
3	6	Familiarize with different drawing tools used in cartooning. Develop proficiency in using selected tools for sketching.	Exploring Various Cartoon Drawing Tools	Data show, and board usage	- Regular Attendance - Class works. - Homework

4	6	Demonstrate the ability to sketch basic shapes accurately. Apply shading and contouring techniques to create three-dimensional forms.	Sketching Basic Shapes and Forms	Data show, and board usage	- Regular Attendance - Class works. - Homework
5	6	Develop unique character designs suitable for compositions. Consider character personality and expression in design.	Creating Character Designs for Compositions	Data show, and board usage	- Regular Attendance - Class works. - Homework
6	6	Understand the principles of color theory and its application in cartoons. Create harmonious color schemes for compositions. Representations.	Using Color Theory in Cartoon Compositions	Data show, and board usage	- Regular Attendance - Class works. - Homework
7	6	Integrate text and typography effectively into compositions. Experiment with different font styles and layouts.	Incorporating Text and Typography	Data show, and board usage	- Regular Attendance - Class works. - Homework
8	6	Learn about different types of glues and adhesives used in collage work. Understand their properties and suitable applications.	Introduction to Glues and Adhesives	Data show, and board usage	- Regular Attendance - Class works. - Homework
9	6	Practice safe and effective use of glues for assembling compositions. Achieve neat and secure adhesion of collage elements.	Assembling 2D Compositions with Glues	Data show, and board usage	- Regular Attendance - Skills in class. - Homework

10	6	Experiment with combining different media such as paper, fabric, and found objects. Develop innovative approaches to mixed media collage.	Exploring Mixed Media Techniques	Data show, and board usage	- Regular Attendance - Class works. - Homework
11	6	Add texture and depth to compositions through layering techniques. Create visual interest and tactile quality in collage work.	Incorporating Texture and Layering	Data show and board usage	- Regular Attendance - Class works. - Homework
12	6	Apply principles of depth and perspective to create dynamic compositions. Use overlapping and scale variation to suggest space.	Creating Depth and Perspective in Compositions	Data show and board usage	- Regular Attendance - Class works. - Homework
13	6	Enhance compositions with intricate details and decorative elements. Use accents to draw attention and create focal points.	Adding Details and Accents	Data show and board usage	- Regular Attendance - Skills in class. - Homework
14	6	Participate in constructive critique sessions to receive feedback on compositions. Provide insightful feedback to peers to aid in their artistic development.	Critique and Feedback Session	Data show and board usage	- Regular Attendance - Class works. - Homework
15	6	Prepare compositions for final presentation and exhibition. Showcase finished works and discuss artistic process and	Final Presentation and Exhibition	Data show and board usage	- Regular Attendance - Class works. - Homework

		intentions with peers.			

11. Course Evaluation

Distributing the score out of 100 according to the tasks assigned to the student such as daily preparation, daily oral, monthly, or written exams, reports .... etc

Annual pursuit = 70% distributed between Homework + daily and monthly exams + practical + mid-year exam

Final exam = 30%

12. Learning and Teaching Resources

"The Complete Guide to Cartooning"	John Byrne
Collage Techniques: A Guide for Artists and Illustrators	Gerald Brommer
Drawing and Cartooning 1,001 Caricatures	Harry Hamernik

Course Description Form

1. Course Name: Human Right and Democracy
2. Course Code:
3. Semester / Year: 2023-2024
Semester
4. Description Preparation Date: 10/3/2024
10/03/2024 AD
5. Available Attendance Forms:
Attendance

6. Number of Credit Hours (Total) / Number of Units (Total)

Total Study Hours/Units: 30 hours + 2 units

7. Course administrator's name (mention all, if more than one name)

Name: Dr. Shaker Suleiman Mahmood
Email: Shakir.Sulaiman@uoalkitab.edu.iq

8. Course Objectives

Course Objectives	1- Awaken students' attention through questions during the lecture. 2- Monitoring the extent of the student's interaction with the material displayed on the screen. 3- Following up on the interest of the student who interacted most with the material presented. 4- meaning that the student is sympathetic to the presentation and may have an opinion towards the presented topic and defend it. 5- meaning that the student reaches the top of the emotional ladder and has a stable level in the lesson and does not become lazy or fidgety.

9. Teaching and Learning Strategies

Strategy	1. Explanation and clarification through lectures. 2. How to display scientific materials using display devices: data shows, smart boards, plasma screens. 3. Self-learning through homework and mini-projects within lectures.

10. Course Structure

Week	Hours	Learning Outcomes	Unit/Topic Name	Learning Method	Assessment Method
1	2	Students should acquire complete knowledge in the field of human rights, child rights, and democracy	Definition of human rights and its roots	Copying and printing lectures, presenting them through display devices, and discussing some judicial decisions and relevant facts	Regular attendance, discussion, and in-class skills

2	2	Students should acquire complete knowledge in the field of human rights, child rights, and democracy	Human rights in ancient civilizations and divine laws	Copying and printing lectures, presenting them through display devices	Regular attendance, discussion, and in-class skills
3	2	Students should acquire complete knowledge in the field of human rights, child rights, and democracy	Sources of human rights in international covenants, regional legislation, and international laws	Copying and printing lectures, presenting them through display devices	Regular attendance, discussion, and in-class skills
4	2	Students should acquire complete knowledge in the field of human rights, child rights, and democracy	Sources of human rights in international covenants, regional legislation, and regional laws	Copying and printing lectures, presenting them through display devices	Regular attendance, discussion, and in-class skills
5	2	Students should acquire complete knowledge in the field of human rights, child rights, and democracy	Protection of human rights at both regional and international levels	Copying and printing lectures, presenting them through display devices	Regular attendance, discussion, and in-class skills
6	2	Students should acquire complete knowledge in the field of human rights, child rights, and democracy	Monthly exams	Copying and printing lectures, presenting them through display devices	Regular attendance, discussion, and in-class skills
7	2	Students should acquire complete knowledge in the field of human rights, child rights, and democracy	Concept and evolution of democracy – Definition – Dimensions	Copying and printing lectures, presenting them through display devices	Regular attendance, discussion, and in-class skills
8	2	-	Monthly exam	-	-
9	2	Students should acquire complete knowledge in the field of human rights, child	Forms of democracy	Copying and printing lectures, presenting them through	Regular attendance, discussion, and in-class skills

		rights, and democracy		display devices	
10	2	Students should acquire complete knowledge in the field of human rights, child rights, and democracy	Election process	Copying and printing lectures, presenting them through display devices	Regular attendance, discussion, and in-class skills
11	2	Students should acquire complete knowledge in the field of human rights, child rights, and democracy	Organization of the election process	Copying and printing lectures, presenting them through display devices	Regular attendance, discussion, and in-class skills
12	2	Students should acquire complete knowledge in the field of human rights, child rights, and democracy	Establishment and development of children's rights	Copying and printing lectures, presenting them through display devices	Regular attendance, discussion, and in-class skills
13	2	Students should acquire complete knowledge in the field of human rights, child rights, and democracy	Children's rights in Islam	Copying and printing lectures, presenting them through display devices	Regular attendance, discussion, and in-class skills
14	2	Students should acquire complete knowledge in the field of human rights, child rights, and democracy	International and regional agreements on children's rights	Copying and printing lectures, presenting them through display devices and using paper	Regular attendance, discussion, and in-class skills
15	2	-	First-semester final examinatio	-	-

11. Course Evaluation

Distribution of grades out of 100 based on the tasks assigned to the student, such as daily preparation, daily and month exams, oral exams, written exams, reports, etc.

Annual Assessment = 30%, distributed among Homework assignments, Daily and monthly exams, Mid-year exam
70% Final examination

12. Learning and Teaching Resources

Required Textbooks (if available)	Dr. Maher Saleh Alawi and Dr. Ali Abdul Razzaq, others: "Human Rights, Child Rights, and Democra
Key References (sources)	Dr. Maher Saleh Alawi and Dr. Ali Abdul Razzaq, others: "Human Rights, Child Rights, and Democracy. Dr. Riyadh Aziz Hadi: Summary of Human Rights. Dr. Shaker Suleiman Mahmoud: Lectures on Hu Rights, Child Rights, and Democracy (unpublished). Karim: "Dastoor and Mafi Darae Khoe Nowsin."
Recommended books and references (scientific journals, reports...)	Al-Rafidain University Journal, Mosul. Journal of Law and Politics, Kirkuk University.
Any website related to the subject of the study.	Electronic References and Internet Sources

Course Description Form

13.	Course Name:
	Ancient architecture history
14.	Course Code:
15.	Semester / Year:

Semester		
16. Description Preparation Date: **14/3/2024**		
17. Available Attendance Forms: **Attendance**		
18. Number of Credit Hours (Total) / Number of Units (Total)		
Number of units: 2 **Course: (2) theoretical** Total : 30 30/2		
19. Course administrator's name (mention all, if more than one name)		
Name: **Assistant professor Dr.Adil Mohammed Raheem** Email: **adil.m.raheem@uoalkitab.edu.iq**		

20. Course Objectives	
Course Objectives	**General objective: is to provide how the development of the ancient architecture was happened through historical eras.** **The special goal: the student be able to distinguish the type of the architecture pattern and its proportion to the historical eras.** .

21. Teaching and Learning Strategies	
Strategy	**1. Explanation and clarification through lectures.** **2. How to display scientific materials using display devices: data shows, smart boards, plasma screens.** **3. Self-learning through homework and mini-projects within lectures.**

22. Course Structure

Week	Hours	Required Learning Outcomes	Unit or subject name	Learning and evaluation method
1	2	The student must acquire complete knowledge on the ancient historical architecture.	General introduction to ancient historical architecture	• Present the lectures and videos displaying them via projectors • Regular attendance, discussion and skills in class

2	2	The student must acquire complete knowledge on the ancient historical architecture.	Architecture and urbanism in the early times of the formation of architecture	• Present the lectures and videos displaying them via projectors • Regular attendance, discussion and skills in class
3	2	The student must acquire complete knowledge on the ancient historical architecture.	Pharaonic Egyptian architecture	• Present the lectures and videos displaying them via projectors • Regular attendance, discussion and skills in class
4	2	The student must acquire complete knowledge on the ancient historical architecture.	Type of column in Pharaonic Egyptian architecture	• Present the lectures and videos displaying them via projectors • Regular attendance, discussion and skills in class
5	2	The student must acquire complete knowledge on the ancient historical architecture.	Architecture formation of temple in Egyptian architecture	• Present the lectures and videos displaying them via projectors • Regular attendance, discussion and skills in class
6	2	The student must acquire complete knowledge on the ancient historical architecture.	Civilization of Wadi Al- Rafidin	• Present the lectures and videos displaying them via projectors • Regular attendance, discussion and skills in class
7	2	The student must acquire complete knowledge on the ancient historical architecture.	Classification of the historical era of wadi al rafidin civilization	• Present the lectures and videos displaying them via projectors

				• Regular attendance, discussion and skills in class
8			Monthly exam	
9	2	The student must acquire complete knowledge on the ancient historical architecture.	Factor affecting the civilization of wadi Al Rafidin	• Present the lectures and videos displaying them via projectors • Regular attendance, discussion and skills in class
10	2	The student must acquire complete knowledge on the ancient historical architecture.	Architecture and human settlements in the biblical era	• Present the lectures and videos displaying them via projectors • Regular attendance, discussion and skills in class
11	2	The student must acquire complete knowledge on the ancient historical architecture.	Architecture in Mesopotamia	• Present the lectures and videos displaying them via projectors • Regular attendance, discussion and skills in class
12	2	The student must acquire complete knowledge on the ancient historical architecture.	Persian architecture	• Present the lectures and videos displaying them via projectors • Regular attendance, discussion and skills in class
13	2	The student must acquire complete knowledge on the ancient historical architecture.	Roman architecture	• Present the lectures and videos displaying them via projectors

				· Regular attendance, discussion and skills in class
14	2	The student must acquire complete knowledge on the ancient historical architecture.	Roman Architecture	· Present the lectures and videos displaying them via projectors · Regular attendance, discussion and skills in class
15		**Final course exam**		

23. Course Evaluation

Distribution of the grade out of 100 according to the tasks assigned to the student, such as daily preparation, daily, oral, monthly, written exams, reports, etc.
Annual pursuit = 30% distributed between
Homework + daily and monthly exams + mid-year exam
Final exam = 70%

24. Learning and Teaching Resources

Required textbooks (curricular books, if any)	قائمة المصادر : 1- ارتهايلد لوُد، بلاد ما بين النهرين، ترجمة سعدي فيصي عبد الرزاق ، بغداد: دار الرشيد للنشر، دار الحرية للطباعة ، 1981. 2- باور ، اندريه بيرو ، فنونها وحضارتها، دار الحرية للطباعة، 1981. 3- ———، بلاد الثور، ترجمة وتعليق عيسى سلمانوسلم طه الكرخشي، بغداد: وزارة الثقافة والاعلام، دار الرشيد للنشر، دار الحرية للطباعة 1980. 4- باقر، طه، مقدمة في تاريخ الحضارات القديمة، ج1، بغداد : وزارة الثقافة والاعلام، دائرة الشؤون الثقافية العامة، 1986. 5- يحيى، غطيف، فن خر التاريخ، دمشق: الناشر، الفن العالمي الحديث، مطبعة الصبورية ، ب، ن، د. 6- ———، تاريخ الفن في العالم، دمشق: مطبعة الشركة العربية، 1966.
Main references (sources)	
Recommended books and references (scientific journals, reports…)	
Electronic References, Websites	

Course Description Form

1. Course Name:
Computer Principles

2. Course Code:

3. Semester / Year:
Semester

4. Description Preparation Date:
12/03/2024 AD

5. Available Attendance Forms:
Attendance

6. Number of Credit Hours (Total) / Number of Units (Total)
Number of units: 2 **Course: (1) theoretical + (2) practical** Total : 45 45/2

7. Course administrator's name (mention all, if more than one name)
Name: **Shaymaa Mudher Yousef** Email: **shaymaa.alnoory@gmail.com**

8. Course Objectives	
Course Objectives	• Providing students with an understanding of the basics of computer applications and their use in solving problems. • Teaching students how to use common software and computer applications in their scientific fields. • Developing creative and analytical thinking skills through the use of computer applications to solve problems and apply theories. • Motivating students to explore technology and its modern developments in their fields of study. • Developing students' abilities to deal with digital data and information effectively and accurately. • Enhancing the ability to cooperate and teamwork through the use of computer applications in joint projects and activities

9. Teaching and Learning Strategies	
Strategy	• Hands-on learning: This approach involves engaging students in practical experiences and applying theoretical concepts to real-life examples. For example, they can write small programs or applications and try them out themselves. • Cooperative learning: This approach encourages teamwork and knowledge sharing among students. Students can collaborate to solve problems or develop software projects together.

- Interactive lessons: This strategy involves using interactive methods such as discussions and interactive activities to attract students' attention and encourage them to actively participate in the lesson.
- Practical projects: This strategy gives students the opportunity to apply what they have learned inreal practical projects, which helps them understand concepts more deeply and apply them in a real-life context.
- Participatory assessment: This approach involves involving students in assessment processes and mutually exchanging feedback and comments, which enhances their understanding of the material and helps them improve their performance.

10. Course Structure

Week	Hours	Required Learning Outcomes	Unit or subject name	Learning method	Evaluation method
1	3	The student must acquire good and sufficient knowledge in the theoretical and practical field of computer science	General concepts	Presenting and clarifying the lecture during the theoretical lecture and then applying it practically in the laboratory	Regular attendance, discussion and practical application in the laboratory
2	3	The student must acquire good and sufficient knowledge in the theoretical and practical field of computer science	Hardware	Presenting and clarifying the lecture during the theoretical lecture and then applying it practically in the laboratory	Regular attendance, discussion and practical application in the laboratory
3	3	The student must acquire good and sufficient knowledge in the theoretical and practical field of computer science	Software, Networks and Data Security	Presenting and clarifying the lecture during the theoretical lecture and then applying it practically in the laboratory	Regular attendance, discussion and practical application in the laboratory
4	3	The student must acquire good and sufficient knowledge in the theoretical and practical field of computer science	Desktop	Presenting and clarifying the lecture during the theoretical lecture and then applying it practically in the laboratory	Regular attendance, discussion and practical application in the laboratory
5	3	The student must acquire good and sufficient knowledge in the theoretical and practical field of computer science	Create and print files	Presenting and clarifying the lecture during the theoretical lecture and then applying it practically in the laboratory	Regular attendance, discussion and practical application in the laboratory

				Presenting and	Regular
6	3	The student must acquire good and sufficient knowledge in the theoretical and practical field of computer science	Work with folders and files	Presenting and clarifying the lecture during the theoretical lecture and then applying it practically in the laboratory	Regular attendance, discussion and practical application in th laboratory
7	3	The student must acquire good and sufficient knowledge in the theoretical and practical field of computer science	Basic desktop and system maintenance	Presenting and clarifying the lecture during the theoretical lecture and then applying it practically in the laboratory	Regular attendance, discussion and practical application in th laboratory
8	3	Monthly exam			
9	3	The student must acquire good and sufficient knowledge in the theoretical and practical field of computer science	Word processing – first steps	Presenting and clarifying the lecture during the theoretical lecture and then applying it practically in the laboratory	Regular attendance, discussion and practical application in th laboratory
10	3	The student must acquire good and sufficient knowledge in the theoretical and practical field of computer science	Word processing - formatting	Presenting and clarifying the lecture during the theoretical lecture and then applying it practically in the laboratory	Regular attendance, discussion and practical application in th laboratory
11	3	The student must acquire good and sufficient knowledge in the theoretical and practical field of computer science	Word processing – basic operations	Presenting and clarifying the lecture during the theoretical lecture and then applying it practically in the laboratory	Regular attendance, discussion and practical application in th laboratory
12	3	The student must acquire good and sufficient knowledge in the theoretical and practical field of computer science	Text processing – tabs, borders, menus and page layout	Presenting and clarifying the lecture during the theoretical lecture and then applying it practically in the laboratory	Regular attendance, discussion and practical application in th laboratory
13	3	The student must acquire good and sufficient knowledge in the theoretical and	Word processing - using tables	Presenting and clarifying the lecture during the theoretical lecture and then applying it practically in the laboratory	Regular attendance, discussion and practical application in th laboratory

		practical field of computer science			
14	3	The student must acquire good and sufficient knowledge in the theoretical and practical field of computer science	Word processing– Headers, footers and objects	Presenting and clarifying the lecture during the theoretical lecture and then applying it practically in the laboratory	Regular attendance, discussion and practical application in th laboratory
15	3	Final first semester examination			

11. Course Evaluation

Distribution of the grade out of 100 according to the tasks assigned to the student, such as daily preparation, daily, ora monthly, written exams, reports, etc.

Annual pursuit = 40% distributed between 10 Practical Exam + 10 Daily evaluation + 20 Theory Exam

Final exam = 60% distributed between 10 Practical Exam + 50 theory Exam

12. Learning and Teaching Resources

Required textbooks (curricular books, if any)	
Main references (sources)	
Recommended books and references (scientific journals, reports...)	
Electronic References, Websites	https://www.scribd.com/docs https://edu.gcfglobal.org/en/word2016/ https://www.edumple.com/class-3/computer-science/chapter-3 exploring-the-world-of-windows-10-features-of-windows-10 windows-10-desktop-iconstaskbarstart-menu/notes https://edu.gcfglobal.org/en/windowsbasics/working-with-files/1/

Course Description Form

25.	Course Name: Raw Material Technology
26.	Course Code:
27.	Semester / Year:
	Semester
28.	Description Preparation Date:
	15/3/2024 AD
29.	Available Attendance Forms:
	Attendance
30.	Number of Credit Hours (Total) / Number of Units (Total)
	Number of units: 2 **Course: (2) theoretical Total :30** **30 / 2**
31.	Course administrator's name (mention all, if more than one name)
	Name: **Faris Jihad Thyab** Email: **faris.jihad@uoalkitab.edu.iq**
32.	Course Objectives
Course Objectives	1- • **Introducing students to the raw materials used in interior design** 2- • **Properties of materials used in interior design** 3- **Self-education through homework and mini-projects within lectures**
33.	Teaching and Learning Strategies
Strategy	1. **Explanation and clarification during lectures** 2. **How to display scientific materials using display devices: data shows, smart boards, plasma screens.** 3. **Self-learning through homework and mini-projects within lectures.**

34. Course Structure

Week	Hours	Required Learning Outcomes	Unit or subject name	Learning method	Evaluation method
1	2	Students should know the characteristics and advantages of the materials used in the design, in addition to how they are manufactured	Identify building materials and their properties	Preparing lectures and displaying them on the display screen (Data-show)	Regular attendance, discussion and skills in class
2	2	Students should know the characteristics and advantages of the materials used in the design, in addition to how they are manufactured	Timber, its sources, characteristics, and drying methods	Preparing lectures and displaying them on the display screen (Data-show)	Regular attendance, discussion and skills in class
3	2	Students should know the characteristics and advantages of the materials used in the design, in addition to how they are manufactured	Timber, its sources, characteristics, and drying methods	Preparing lectures and displaying them on the display screen (Data-show)	Regular attendance, discussion and skills in class
4	2	Students should know the characteristics and advantages of the materials used in the design, in addition to how they are manufactured	Steel, its properties, types, methods of using it, how to manufacture it and transform it into decorations and building materials	Preparing lectures and displaying them on the display screen (Data-show)	Regular attendance, discussion and skills in class
5	2	Students should know the characteristics and advantages of the materials used in the design, in addition to	Steel, its properties, types, methods of using it, how to manufacture it and transform it into decorations and building materials	Preparing lectures and displaying them on the display screen (Data-show)	Regular attendance, discussion and skills in class

		how they are manufactured			
6	2	Students should know the characteristics and advantages of the materials used in the design, in addition to how they are manufactured	Bricks, their properties, types, and uses in internal construction and external fencing.	Preparing lectures and displaying them on the display screen (Data-show)	Regular attendance, discussion and skills in class
7	2	Students should know the characteristics and advantages of the materials used in the design, in addition to how they are manufactured	Bricks, their properties, types, and uses in internal construction and external fencing.	Preparing lectures and displaying them on the display screen (Data-show)	Regular attendance, discussion and skills in class
8	2	Monthly exam			
9	2	Students should know the characteristics and advantages of the materials used in the design, in addition to how they are manufactured	Stone, its specifications and types, and methods of cutting and dividing it according to physical properties	Preparing lectures and displaying them on the display screen (Data-show)	Regular attendance, discussion and skills in class
10	2	Students should know the characteristics and advantages of the materials used in the design, in addition to how they are manufactured	Stone, its specifications and types, and methods of cutting and dividing it according to physical properties	Preparing lectures and displaying them on the display screen (Data-show)	Regular attendance, discussion and skills in class
11	2	Students should know the characteristics and advantages of the materials used in the design, in addition to how they are manufactured	Concrete processing and methods of using it in interior design	Preparing lectures and displaying them on the display screen (Data-show)	Regular attendance, discussion and skills in class
12	2	Students should know the characteristics and advantages of the	Concrete and structural uses for buildings and infrastructure	Preparing lectures and displaying them on the	Regular attendance, discussion and skills in class

		materials used in the design, in addition to how they are manufactured		display screen (Data-show)	
13	2	Students should know the characteristics and advantages of the materials used in the design, in addition to how they are manufactured	Cement, its uses and physical properties	Preparing lectures and displaying them on the display screen (Data-show)	Regular attendance, discussion and skills in class
14	2	Students should know the characteristics and advantages of the materials used in the design, in addition to how they are manufactured	Concrete and methods of testing additives in its manufacture	Preparing lectures and displaying them on the display screen (Data-show)	Regular attendance, discussion and skills in class
15	2	Final first semester examination			

35. Course Evaluation

Distribution of the grade out of 100 according to the tasks assigned to the student, such as daily preparation, daily, oral, monthly, written exams, reports, etc.
Annual pursuit = 30% distributed between
Homework + daily and monthly exams + mid-year exam
Final exam = 70%

36. Learning and Teaching Resources

Required textbooks (curricular books, if any)	Muhammad Haider Al-Taie (Properties of Engineering Materials 1987)
Main references (sources)	Muhammad Kamal - Forming metal panels
Recommended books and references (scientific journals, reports…)	Sabri Taha - Foundations and applications of furniture technology
Electronic References, Websites	Ernst elements of architectural design and construction

Course Description Form

1. Course Name:
Design Element
2. Course Code:
3. Semester / Year:
Semester
4. Description Preparation Date:
2/22/2024 AD
5. Available Attendance Forms:
Attendance
6. Number of Credit Hours (Total) / Number of Units (Total)
Number of units: 3   **Course: (2) theoretical + (2) practical** Total : 60   60/3
7. Course administrator's name (mention all, if more than one name)
Name: **Zaid Abdul Latif Muhammad**   Email: **zaid.gareeb@uoalkitab.edu.iq**
8. Course Objectives

Course Objectives	**1- arouse students' attention through questions during the lecture.** **2- Monitoring the extent of the student's interaction with the material displayed on the screen.**

3- Following up on the interest of the student who interacted most with the material presented.

4- meaning that the student is sympathetic to the presentation and may have an opinion towards the presented topic and defend it.

5- meaning that the student reaches the top of the emotional ladder and has a stable level in the lesson and does not become lazy or fidgety.

9. Teaching and Learning Strategies

Strategy	1. Explanation and clarification through lectures.
	2. How to display scientific materials using display devices: data shows, smart boards, plasma screens.
	3. Self-learning through homework and mini-projects within lectures.

10. Course Structure

Week	Hours	Required Learning Outcomes	Unit or subject name	Learning method	Evaluation method
1	4	The student must acquire complete knowledge in the field of elements involved in the interior design of the interior space	Interior design concept	Copying and printing lectures and displaying them via projectors, using A3 and color paper	Regular attendance, discussion and skills in class
2	4	The student must acquire complete knowledge in the field of elements involved in the interior design of the interior space	Entrance to the inner space	Copying and printing lectures and displaying them via projectors, using A3 and color paper	Regular attendance, discussion and skills in class
3	4	The student must acquire complete knowledge in the field of elements involved in the interior design of the interior space	Interior space functions	Copying and printing lectures and displaying them via projectors, using A3 and color paper	Regular attendance, discussion and skills in class
4	4	The student must acquire complete	Forms of interior space	Copying and printing lectures	Regular attendance,

		knowledge in the field of elements involved in the interior design of the interior space		and displaying them via projectors, using A3 and color paper	discussion and skills in class
5	4	The student must acquire complete knowledge in the field of elements involved in the interior design of the interior space	Interior design elements	Copying and printing lectures and displaying them via projectors, using A3 and color paper	Regular attendance, discussion and skills in class
6	4	The student must acquire complete knowledge in the field of elements involved in the interior design of the interior space	Lighting	Copying and printing lectures and displaying them via projectors, using A3 and color paper	Regular attendance, discussion and skills in class
7	4	The student must acquire complete knowledge in the field of elements involved in the interior design of the interior space	the color	Copying and printing lectures and displaying them via projectors, using A3 and color paper	Regular attendance, discussion and skills in class
8	4	**Monthly exam**			
9	4	The student must acquire complete knowledge in the field of elements involved in the interior design of the interior space	Interior space determinants	Copying and printing lectures and displaying them via projectors, using A3 and color paper	Regular attendance, discussion and skills in class
10	4	The student must acquire complete knowledge in the field of elements involved in the interior design of the interior space	Interior space supplements	Copying and printing lectures and displaying them via projectors, using A3 and color paper	Regular attendance, discussion and skills in class
11	4	The student must acquire complete knowledge in the field of elements involved in the	Ornamental forms	Copying and printing lectures and displaying them via projectors, using	Regular attendance, discussion and skills in class

		interior design of the interior space		A3 and color paper	
12	4	The student must acquire complete knowledge in the field of elements involved in the interior design of the interior space	Indicative signs	Copying and printing lectures and displaying them via projectors, using A3 and color paper	Regular attendance, discussion and skills in class
13	4	The student must acquire complete knowledge in the field of elements involved in the interior design of the interior space	Transmissions	Copying and printing lectures and displaying them via projectors, using A3 and color paper	Regular attendance, discussion and skills in class
14	4	The student must acquire complete knowledge in the field of elements involved in the interior design of the interior space	equipment and tools	Copying and printing lectures and displaying them via projectors, using A3 and color paper	Regular attendance, discussion and skills in class
15	4	Final first semester examination			

11. Course Evaluation

Distribution of the grade out of 100 according to the tasks assigned to the student, such as daily preparation, daily, oral, monthly, written exams, reports, etc.
Annual pursuit = 40% distributed between
Homework + daily and monthly exams + mid-year exam+practical
Final exam = 60%

12. Learning and Teaching Resources

Required textbooks (curricular books, if any)	Nabil Qassem: ABC Interior Design
Main references (sources)	Faraj Abbou: Science of the elements of art Ismail Shawky: Art and Design Iyad Al-Husseini: Art of Design
Recommended books and references (scientific journals, reports…)	Yahya Hamouda: Color Theory Dr.. Nassif Jassim Mohammed: On Design Thought Dr.. Raqi Najm Al-Din: Blogs in art and design
Electronic References, Websites	