

<b>COURSE DESCRIPTION FORM</b>	
<b>Course Code and Name</b>	BM301 SUMMER PRACTICE I
<b>Course Semester</b>	5
<b>Catalogue Data of the Course</b> ( <i>Course Content</i> )	The course content for this computer science summer practice includes hands-on experience in real-world projects, technical skill development, problem-solving, and professional growth in a practical, industry-relevant setting.
<b>Course Textbooks</b>	Library facilities
<b>Supplementary Textbooks</b>	-
<b>Credit (ECTS)</b>	3
<b>Prerequisites for the Course</b> ( <i>Attendance Requirements</i> )	There is no prerequisite or co-requisite for this course
<b>Course Type</b>	Compulsory
<b>Language of Instruction</b>	Turkish
<b>Course Objectives</b>	<p>Developing Practical Skills: Internship provides students with the opportunity to apply theoretical knowledge to real-world problems. This helps students enhance their skills in computer engineering, such as programming, software development, hardware design, or network management.</p> <p>Workplace Experience: Interns have the chance to work in a real work environment and become familiar with workplace culture, ethical standards, and professionalism requirements. This experience better prepares students for their post-graduation careers.</p> <p>Improving Problem-Solving Abilities: Interns have the opportunity to develop analytical thinking and problem-solving skills by tackling real projects. This enables computer engineering students to approach complex problems more effectively.</p> <p>Enhancing Communication Skills: Internships offer the opportunity to communicate with project team members, managers, and clients. This allows students to improve their written and verbal communication skills and enhances their ability to manage professional relationships.</p> <p>Industry Knowledge: Interns gain insight into current trends and industry practices in the field of computer engineering. This provides an advantage in job hunting and career development after graduation.</p> <p>Building Confidence: Internships help students enter the post-graduation job market with increased confidence. Involvement in real projects boosts their self-confidence and lays a foundation for a successful career in computer engineering.</p>
<b>Course Learning Outcomes</b>	<ol style="list-style-type: none"> <li>1. Practical Application: Apply computer science knowledge to real-world projects.</li> <li>2. Technical Competence: Develop proficiency in practical technical skills.</li> <li>3. Problem Solving: Enhance problem-solving abilities in professional contexts.</li> <li>4. Effective Communication: Communicate technical work clearly and professionally.</li> <li>5. Adaptability: Adapt to new technologies and work environments.</li> <li>6. Professional Ethics: Apply ethical principles in computer science practice.</li> </ol>
<b>Instruction Method</b> ( <i>Face-to-face, Distance education etc.</i> )	<i>Face-to-face</i>
<b>Weekly Schedule of the Course</b>	-
<b>Teaching Activities</b>	Designing and implementing materials

<i>(The time spent for the activities listed here will determine the amount of credit required)</i>	Making a report Preparing and making presentations								
<b>Assessment Criteria</b>		<b>Number(s)</b>	<b>Weight (%)</b>						
	Midterm exam								
	Assignment								
	Application								
	Project								
	Practice	1	100						
	Quiz								
	Final exam								
Total	1	100							
<b>Workload of the Course</b>	<b>Activity</b>		<b>Number of Weeks</b>	<b>Duration (Weekly Hour)</b>	<b>End of Semester Total Workload</b>				
	Weekly theoretical course hours								
	Weekly practical course hours								
	Reading activities								
	Internet search and library work								
	Designing and implementing materials		4	3	12				
	Making a report		4	15	60				
	Preparing and making presentations		1	3	3				
	Midterm and revision for midterm								
	Final exam and revision for final exam								
	Total workload				75				
	Total workload/ 25				3				
Course Credit (ECTS)				3					
<b>Contribution Level between Course Outcomes and Program Outcomes</b>	No	<b>Program Outcomes</b>			1	2	3	4	5
	1	Knowledge of mathematics, science, basic engineering, computing, and computer engineering; ability to use this knowledge in solving complex engineering problems.							X
	2	Ability to define, formulate and analyze complex engineering problems using basic science, mathematics and engineering knowledge and considering the UN Sustainable Development Goals relevant to the problems addressed.						X	
	3	Ability to design creative solutions to complex engineering problems; ability to design complex systems, processes, devices, software, algorithms or products to meet current and future requirements, considering realistic constraints and conditions.						X	
	4	Ability to select, use and develop appropriate techniques, resources and modern engineering and informatics tools, including estimation and modeling, for the analysis and solution of complex engineering problems while being aware of their limitations.				X			
	5	Ability to use research methods to examine complex engineering problems or research topics in computer engineering, including reviewing the literature, designing experiments, conducting experiments,						X	

		collecting data, analyzing and interpreting results.					
	6	Knowledge of the effects of engineering practices and the standards used in these practices on society, health and safety, economy, sustainability and environment within the scope of the UN Sustainable Development Goals; awareness of the consequences of engineering solutions in the fields of information security and law.				X	
	7	Acting in accordance with engineering professional principles and knowledge on ethical responsibility; awareness of acting impartially, without discrimination on any issue, and being inclusive of diversity.					X
	8	Ability to work effectively individually and as a team member or leader in intradisciplinary and multidisciplinary teams (face-to-face, remote, or hybrid).					X
	9	Ability to conduct effective verbal and written communication on technical issues in Turkish or English, prepare reports, make effective presentations and prepare software documentation, considering the various differences of the target audience (such as education, language, profession).				X	
	10	Knowledge of business practices such as project, risk and change management and economic feasibility analysis; awareness of entrepreneurship and innovation.				X	
	11	Lifelong learning skill that includes the ability to learn independently and continuously, to adapt to new and developing scientific practices and technologies, and to think inquisitively about technological changes.				X	
<b>Lecturer(s) and Contact Information</b>	Lecturer's First/Last Name: Assist. Prof. Dr. Uraz Yavanoğlu E-mail address: uraz@gazi.edu.tr						