



საქართველოს ტექნიკური უნივერსიტეტი
GEORGIAN TECHNICAL UNIVERSITY

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Bachelor's Educational Program

Name of the program

სამოსის დიზაინი
Garment Design

Faculty

არქიტექტურის, ურბანისტიკის და დიზაინის ფაკულტეტი
Architecture, Urban Planning and Design Faculty

Program manager

Professor Lia Lursmanashvili

Qualification and program credits

დიზაინის ბაკალავრი
მიენიჭება საგანმანათლებლო პროგრამაში არსებული ძირითადი სპეციალობის და თავისუფალი კომპონენტების კრედიტების კომბინირებით, არანაკლებ 240 კრედიტის შესრულების შემთხვევაში

Bachelor of design

Will be awarded in case of combination of at least 240 credits gained in general and free components performed in the academic program

The language of teaching

Georgian

Precondition for admission to the program

Studying in the Bachelor's level is allowed only to the holder of a complete general education state certificate or with the equal level person, who will be enrolled under the rules determined by Georgian law.

Description of the program

The program is drawn up with ECTS system, 1 credit is equal to 25 hours, which means the contact and independent work hours. The distribution of credits is presented in the subjective load of the program.

Educational program continues 4 years. One academic year is unity of semesters and among them the period of rest, which does not exceed 12 continuous calendars month. It includes an average of 60 (ECTS) credits. The academic year is consists of two semesters. The semester in turn is a time period, which includes the unity of study weeks and period of examination. Also one intermediate exam. One semester consists of 20 weeks, out of these 15 educational weeks (auditory studies), 4 examination weeks (final and additional exams), and also one week for intermediate examination. One semester includes an average 30 credits. Duration of concrete semester is determined in order issued by the Rector on "Semester Training Schedule".

Evaluation of the student's learning outcome level each component of the program includes interim and final assessment. Evaluation of each form and component from evaluation of the overall score (100 points) defined has the specific part in the final assessment, particularly, final exam 40 points (Minimum positive point for final evaluation is 10), and maximum point of the interim assessment - 60. In addition, intermediate assessment includes 2 components: intermediate exam and assessment of the current activity (Testing, practical / theoretical performing homework, activity on the seminar, performance of crooks, etc.). Midterm exam assessment necessary component is, maximum 30, minimum positive assessment 7,5. The maximum assessment of current activity is 30, minimum total positive assessment - 15 points.

The educational program „Garment Design” consists 240 credits of major subjects, out of which the foreign language component is credited to 6 credits (preferred foreign languages: English, Russian, German, French), humanitarian courses - 3 credits (7 students are chosen by one student), selecting specialty courses - 5 Credit (student chooses one from three subjects), production practice - 8 credits and undergraduate project - 10 credits. The program also includes optional free components (10 subjects, total of 49 credits), from which VIII semester of student chooses student in 20 credits.

The purpose of the program

Bachelor's preparation for light industry designs and technology. The purpose of the program is to integrate the bachelor's degree in artistic and technical modeling as well as modern innovative and creative technologies. The Bachelor's Degree will be ready for the technological work in accordance with predetermined instructions in the massive and service enterprises using modern trends in artistic and technological designs using traditional trends, constructive and technological advances, traditional trends of cultural heritage.

Outcomes/competences (general and sectoral)

Knowledge and understanding:

- Light Industry Design and Technology in the direction of comprehensive and specialized theoretical knowledge and practical, which is based on light industry products feature modeling, design and technological development of the necessary skills, as well as professional ethics and aesthetics critical thinking understanding of complex issues.
- Theoretical knowledge of design and technological processing of light industry products;
- Knowledge of engineering design and technology principles.
- Critical assessment of engineering design and technology achievements and innovations.
- Knowledge and understanding of analytical research and effective solutions of design and technology problems, technical and economic evaluation methods.

- Knowledge of flexible technologies and modern technologies of enterprise enterprises.
- Knowledge of artistic and volumetric skills required for planning the product.
- Understanding the relationship between applied anthropology, biomechanics, architecture and art modeling.
- Understanding the creative technologies of product processing.
- Designing and technology of light industry products: marketing and advertising of products (branding, PR, sponsoring, fundraising); Field Management (Project Management, Corporate Management, Self-Management, Business Administration) Knowledge of interaction.
- Knowledge of design and technological terminology.
- Knowledge of the achievement of computer technologies for the creation, analysis and analysis of information from various sources, creation of explanatory documentation and graphic planning.

Ability to use knowledge in practice:

- Use a wide range of cognitive and practical skills to solve abstract problems in design and technology based on multilateral and specialized theoretical and practical knowledge.
- The use of some distinctive methods that characterize the field of design and technology to address problems;
- Performing research or practical activities in design and technology in accordance with predetermined instructions;
- Finding and processing artistic, technical and technological information in the field of design and technology in the light industry for the purpose of practical use;
- Ability to allocate key issues (components), compilation of the schedule, and work within a specified timeframe.
- Ability to use modern methods of quality management system.
- Modeling, lighting and technological processing of light industry products.

Making judgments:

- Collecting, explaining, and analyzing data for characteristic areas to solve light industry problems. Establishing grounded conclusions on the basis of the use of standard or some distinctive creative methods;
- Evaluation of modern trends, reciprocation of results, generalized conclusions and prediction.

Communication Skill:

- Ability to use information-communication technological resources creatively to achieve the objective;
- Ability to write professionally and professionally on professional issues;
- Ability to present presentations or written information.
- Oral and written communication skills and communication skills for specialist and non-specialists in native and foreign languages.

Ability to learn:

- Determining the direction of learning by considering the environment and priorities.
- Successful evaluation of the learning process and self-assessment of the need for renewing knowledge to enrich the knowledge and experience;
- Ability to determine the need to continue their own learning.

Values:

- Knowledge of the principles, values and values of design and technology;
- Protecting the norms of professional ethics and values;
- Defending the morals adopted norms;
- Ability to participate in the formation of values, moral norms and values and to pursue them.

Methods of achieving learning outcomes (teaching and learning)

Lecture Seminar (team working) Practice Laboratory Practice
 Course paper/project Consultation Independent work

Based on the specific course of study in the learning process, the relevant below listed activities of the teaching-learning methods are used, which are reflected in the relevant training courses (syllabus):

1. Discussion / debate are one of the most common activities of interactive teaching. Discussion process increases the quality and activity of students' engagement. Discussion can be turned into arguments and this process is not limited to the questions asked by the teacher. It develops the ability of the student to reason and justify their opinion.
2. Cooperative learning is a learning strategy when each member of the group is obliged not only to examine himself but also to help his/her team-mate to study the subject better. Each member of the group works on the problem, until all of them master the issue.
3. Collaborative work – By using this activity, teaching implies division of the students' group and assignment of teaching tasks to them. The group members individually work on the issue and in parallel share their opinions with other members of the group. Due to the set objective, it is possible to divide the functions among the members during the group's working process. This strategy provides all students maximum engagement in the learning process.
4. Problem based learning is an activity which uses a specific problem as the initial stages of obtaining new knowledge and integration process.
5. Case study - the teacher will discuss concrete cases with the students, and study the issue thoroughly. For example, in the safety of engineering, it can be a case of a particular accident or disaster, in the political science - concrete, for example, the Karabakh problem (Armenia-Azerbaijan conflict) analysis and etc.
6. Brain storming – this activity implies to form and promote radically different opinion, idea on concrete issue/problem. This activity contributes to the development of a creative approach to the problem. Its application is effective in case of a large number of students and consists of several main stages:
 - Problem / issue determination in a creative perspective;
 - In a certain period of time, without criticism, note the ideas expressed by the listeners (mainly on the board);
 - Determination of assessment criteria to determine the establish the conformity of the idea with the aim of the research;
 - Assessment of selected ideas with predetermined criteria;
 - By process of elimination, distinguish those ideas that are most relevant to the issue.
 - Demonstration of the highest evaluation idea as the best way to solve the set problem.
7. Role and situational games – games that are fulfilled according to predefined scenario allow students to look at the issue differently. It helps them to develop an alternative viewpoint. Like discussions, these games also formulate the student's ability to express and protect his/her position independently.
8. Implication. It is quite effective in terms of achieving the result. In many cases, it is better to provide the students with audio and visual materials simultaneously. The study material can be demonstrated by both the teacher and the student. This activity helps us to demonstrate different levels of learning material, to specify what students will have to do independently; at the same time, this strategy visually reflects the essence of the topic/ problem. Demonstration may be simple.

9. Induction is such a form of transmitting any knowledge when the process of thinking in the course of the study is directed towards generalization, in other words when delivering the material the process is going from concrete to general.
10. Deduction is such a form of transmitting any knowledge, which based on general knowledge represents logical process of discovering new knowledge in other words, the process is going from general to concrete.
11. Analysis helps us to divide the study material into constituent parts. This will simplify the detailed coverage of individual issues within a difficult problem.
12. The synthesis implies the composition of one whole by grouping individual issues. This activity contributes to the development of the problem to be seen as a whole.
13. Verbal or orally transmitted. Narration, talking and so forth belong to this activity. In this process the teacher orally transmittes and explains study material and the students actively perceive and learn it through listening, remembering and thinking.
14. The script implies the following activities: making extracts, records, notes, theses, abstract or essay and other.
15. Explanation is based on the discussion on the issue. The teacher gives a concrete example from the material, which is discussed in detail within the given topic.
16. Action-oriented training requires active involvement of the teacher and student in the teaching process, where the practical interpretation of theoretical material is of special significance.
17. Project planning and presentation. When working on the project, the student uses the acquired knowledge and skills to solve the real problem. This increases students' motivation and responsibility. Working on the project includes planning, surveying, practical activity and the performance of the results in accordance with the selected issue. The project will be deemed implemented if its results are presented in a clear and convincing way. It can be performed individually, in couples or in groups; also within a subject or within a few subjects (integration of the subjects); after completion, the project can be presented to a big audience.

Student knowledge assessment system

Grading system is based on a 100-point scale.

Positive grades:

- **(A)** - Excellent - the rating of 91-100 points;
- **(B)** – Very good - - the rating of 81-90 points
- **(C)** - Good - the rating of 71-80 points
- **(D)** - Satisfactory - the rating of 61-70 points
- **(E)** - Enough - the rating of 51-60 points

Negative grades:

- **(FX)** - Did not pass - 41-50 points of rating, which means that the student needs more work to pass and is given the right to take the exam once more with independent work;
- **(F)** – Failed - 40 points and less, which means that the work carried out by the student is not enough and he/she has to learn the subject from the beginning.

Field of employment

- Light industry and individual ordering enterprises;
- Designing salons;
- Creative workshops;

- Design-studios;
- Brand brand shop - salons;
- Quality inspection specialist in firms.

Opportunity to continue learning

Master's Educational Programs

Human and material resources necessary for the implementation of the program

The program is provided with appropriate human and material resources. For more information see attached documents.

Number of attached syllabus: 68

Program subject load

№	Subject	Precondition of admit	ECTS Credits							
			I Year		II Year		III Year		IV Year	
			Semester							
			I	II	III	IV	V	VI	VII	VIII
1	Elements of Linear Algebra and Calculus	does not have	5							
2	Descriptive Geometry	does not have	3							
3	General Chemistry	does not have	4							
4	Computer Aided Design (Corel Draw)	does not have	6							
5	Academic paint	does not have	6							
6	Introduction to History of Art	does not have	3							
7	Foreign language (elective)									
7.1	English for Technical Specialities - 1	does not have	3							
7.2	Russian for Technical Specialities - 1	does not have								
7.3	German for Technical Specialities – 1	does not have								
7.4	French for Technical Specialities - 1	does not have								
8	Chromatics	does not have	5							
9	Computer Engineers Graphics (AutoCAD)	does not have	7							
10	Paintings and Colorful Graphics	Academic paint	7							
11	Style and Fashion	does not have	5							
12	Foreign language (elective)									
12.1	English for Technical Specialities - 2	English for Technical Specialities - 1	3							
12.2	Russian for Technical Specialities - 2	Russian for Technical Specialities - 1								

12.3	German for Technical Specialities – 2	German for Technical Specialities - 1							
12.4	French for Technical Specialities - 2	French for Technical Specialities - 1							
13	Elective subjects N1 (humanitarian)								
13.1	The basics of philosophy	does not have		3					
13.2	Introduction to Sociology	does not have							
13.3	Academic Writing Elements	does not have							
13.4	Introduction to Psychology	does not have							
13.5	History of Georgia	does not have							
13.6	Culture and modernity	does not have							
13.7	The Modern Language of Communications Technologies	does not have							
14	Georgian National Garments and Ornaments History	does not have			5				
15	Basics of Composition - 1	does not have			6				
16	Cultural Heritage and Fashion Trends	does not have			5				
17	Artistic and Decorative Products for the Textile Decorating Methods	does not have			10				
18	Architectonic	does not have			4				
19	Basis for Labor Protection	does not have				3			
20	Clothes Hygiene	does not have				4			
21	Basics of Composition - 2	Basics of Composit. - 1				5			
22	Management Quality and Competitiveness of the Sector's Products	does not have				4			
23	Field Management (Corporate Management, Business Administration, Personnel Management)	does not have				5			
24	Field Production Technology	does not have				4			
25	Product Marketing and Advertising (PR, Branding, Sponsoring, Fundraising)	does not have				5			
26	Materials of Textile Products	does not have					5		
27	Special Composition of Textile Products	Basics of Composit. - 2					5		
28	Applied Anthropology and Biomechanics Basics	does not have					5		
29	Technological Processing of Textile Products From	does not have					5		
30	Garment Manufacture Modern Cars and their Practical Application	does not have					5		
31	Elective Specialty Subjects								
31.1	Georgian National Garment and	does not have					5		

	Handicraft Products to spec. Composition								
31.2	Georgian National Costumes of Traditional and Modern Technologies for Processing	does not have							
31.3	National Garment Construction	does not have							
32	Leather Materials	does not have					5		
33	Leather Products Special Composition	Basics of Composit. - 2					5		
34	Leather Goods Design Fundamentals (Anthropometry)	does not have					5		
35	Shoe Details of the Technological Process	does not have					5		
36	Textile Production Technology	Technological Processing of Textile Produc. From					5		
37	Construction of Textile Products	Applied Anthropology and Biomech. Basics					5		
38	Feature Modeling Clothing	does not have						4	
39	Leather Products Manufacturing Technology	Shoe Details of the Technological Process						5	
40	Leather Products Construction	Leather Goods Design Fundamentals (Anthropom.)						5	
41	Textile Articles of Artistic and Engineering Design Integration	Garment Manufacture Modern Cars and their Practical Application						4	
42	Leather Goods Artistic and Engineering Design Integration	Leather Goods Design Fundamentals (Anthropom.)						4	
43	The Practice of Textile Products and Leather Products Manufacturing Enterprises	Textile Production Technology; Leather Products Manufacturing Technology						8	
44	Bachelor Project	The Practice of Textile Products and Leather Products							10

		Manufacturing Enterprises								
45	Free Components									20
45.1	Knitting, Embroidery, Material Performance	does not have								5
45.2	Knit Technology of Rugs and Carpets	does not have								5
45.3	Pictorial Embroidery, Knitting, Tapestry, Woolen Materials for Dyeing Technology	does not have								5
45.4	Accessories Artistic and Technical Planning	does not have								5
45.5	Accessories Material Performance	does not have								5
45.6	Legal Forms of Business	does not have								5
45.7	Georgian National Costume Elements of the Material Performance	does not have								5
45.8	3D Modeling	does not have								6
45.9	Felt, Material Performance	does not have								4
45.10	Fundamentals of Engineering Design Software	does not have								4
Per semester			30	30	30	30	30	30	30	30
Per year			60		60		60		60	
Total			240							

Map of learning outcomes

Nº	Subject	Knowledge and understanding	Ability to use knowledge in practice	Making judgments	Communication skill	Ability to learn	Values
1	Elements of Linear Algebra and Calculus	+	+			+	
2	Descriptive Geometry	+	+			+	
3	General Chemistry	+	+		+	+	
4	Computer Aided Design (Corel Draw)	+	+			+	
5	Academic paint	+	+		+		+
6	Introduction to History of Art	+		+	+	+	
7	English for Technical Specialities - 1	+	+		+	+	
	Russian for Technical Specialities - 1	+	+		+	+	
	German for Technical Specialities - 1	+	+		+	+	
	French for Technical Specialities - 1	+	+		+	+	
8	Chromatics	+	+	+	+		
9	Computer Engineers Graphics (AutoCAD)	+	+			+	
10	Paintings and Colorful Graphics	+	+		+		+
11	Style and Fashion	+	+		+		
12	English for Technical Specialities - 2	+	+		+	+	

	Russian for Technical Specialities - 2	+	+		+	+	
	German for Technical Specialities – 2	+	+		+	+	
	French for Technical Specialities - 2	+	+		+	+	
13	The basics of philosophy	+	+				+
	Introduction to Sociology	+	+	+			+
	Academic Writing Elements	+	+		+		
	Introduction to Psychology	+	+		+		
	History of Georgia	+	+	+	+		
	Culture and modernity	+	+				+
	The Modern Language of Communications Technologies	+	+		+		
14	Georgian National Garments and Ornaments History	+	+	+			
15	Basics of Composition - 1	+	+			+	
16	Cultural Heritage and Fashion Trends	+	+			+	
17	Artistic and Decorative Products for the Textile Decorating Methods	+	+			+	+
18	Architectonic	+	+	+			
19	Basis for Labor Protection	+	+				
20	Clothes Hygiene	+	+	+			
21	Basics of Composition - 2	+	+			+	
22	Management Quality and Competitiveness of the Sector's Products	+	+	+			
23	Field Management (Corporate Management, Business Administration, Personnel Management)	+	+	+			
24	Field Production Technology	+	+	+			
25	Product Marketing and Advertising (PR, Branding, Sponsoring, Fundraising)	+	+	+			
26	Materials of Textile Products	+	+	+		+	
27	Special Composition of Textile Products	+	+	+			
28	Applied Anthropology and Biomechanics Basics	+	+	+		+	
29	Technological Processing of Textile Products From	+	+	+			
30	Garment Manufacture Modern Cars and their Practical Application	+	+			+	
31	Georgian National Garment and Handicraft Products to spec. Composition	+	+			+	
	Georgian National Costumes of Traditional and Modern Technologies for Processing	+	+	+			+
	National Garment Construction	+	+	+			+
32	Leather Materials	+	+	+		+	
33	Leather Products Special Composition	+	+	+			
34	Leather Goods Design Fundamentals (Anthropometry)	+	+	+		+	
35	Shoe Details of the Technological Process	+	+	+			
36	Textile Production Technology	+	+	+			
37	Construction of Textile Products	+	+	+			+
38	Feature Modeling Clothing	+	+			+	
39	Leather Products Manufacturing Technology	+	+	+			
40	Leather Products Construction	+	+				+
41	Textile Articles of Artistic and Engineering Design Integration	+	+	+		+	
42	Leather Goods Artistic and Engineering Design Integration	+	+	+		+	
43	The Practice of Textile Products and Leather Products	+	+		+		

	Manufacturing Enterprises							
44	Bachelor Project	+	+	+	+	+	+	
45.1	Knitting, Embroidery, Material Performance	+	+				+	+
45.2	Knit Technology of Rugs and Carpets	+	+				+	
45.3	Pictorial Embroidery, Knitting, Tapestry, Woolen Materials for Dyeing Technology	+	+				+	+
45.4	Accessories Artistic and Technical Planning	+	+	+				+
45.5	Accessories Material Performance	+	+				+	
45.6	Legal Forms of Business	+	+				+	
45.7	Georgian National Costume Elements of the Material Performance	+	+				+	+
45.8	3D Modeling	+	+				+	
45.9	Felt, Material Performance	+	+				+	
45.10	Fundamentals of Engineering Design Software	+	+	+				

Program curriculum

№	Subject code	Subject	ECTS Credit/Hours	Hours								
				Lecture	Seminar (work in the group)	Practical classes	Laboratory	Practice	Course work/project	Mid-semester exam	Final exam	Independent work
1	MAS34308G1	Elements of Linear Algebra and Calculus	5/125	15		30				1	2	77
2	EET70105G1	Descriptive Geometry	3/75	15		15				1	1	43
3	PHS16404G1	General Chemistry	4/100	15			15			1	1	68
4	ART12006G1	Computer Aided Design (Corel Draw)	6/150				60			1	1	88
5	ART31606G1	Academic paint	6/150			90				2	2	56
6	HEL20906G1	Introduction to History of Art	3/75	15	15					1	1	43
7	LEH14412G1	English for Technical Specialities - 1	3/75			30				1	1	43
	LEH14612G1	Russian for Technical Specialities - 1	3/75			30				1	1	43
	LEH15012G1	German for Technical Specialities - 1	3/75			30				1	1	43
	LEH14812G1	French for Technical Specialities - 1	3/75			30				1	1	43
8	AAC60106G1	Chromatics	5/125	15					30	1	2	77
9	ICT12806G2	Computer Engineers Graphics (AutoCAD)	7/175				60			1	1	113
10	ART31706G1	Paintings and Colorful Graphics	7/175			90				2	2	81
11	ART16106G1	Style and Fashion	5/125	15	30					1	1	78
12	LEH14512G1	English for Technical Specialities - 2	3/75			30				1	1	43
	LEH14712G1	Russian for Technical Specialities - 2	3/75			30				1	1	43
	LEH15112G1	German for Technical Specialities - 2	3/75			30				1	1	43
	LEH14912G1	French for Technical Specialities - 2	3/75			30				1	1	43
13	HEL30212G1	The basics of philosophy	3/75	15	15					1	1	43
	SOS40312G1	Introduction to Sociology	3/75	15	15					1	1	43
	LEH12112G1	Academic Writing Elements	3/75	15	15					1	1	43
	SOS30312G1	Introduction to Psychology	3/75	15	15					1	1	43
	HEL20212G1	History of Georgia	3/75	15	15					1	1	43

	SOS40112G1	Culture and modernity	3/75	15	15					1	1	43
	LEH12012G1	The Modern Language of Communications Technologies	3/75	15	15					1	1	43
14	ART12206G1	Georgian National Garments and Ornaments History	5/125	15	30					1	1	78
15	ART12306G1	Basics of Composition - 1	6/150			60				1	1	88
16	ART12606G1	Cultural Heritage and Fashion Trends	5/125	15	30					1	1	78
17	ART12706G1	Artistic and Decorative Products for the Textile Decorating Methods	10/250	15		60				2	2	171
18	ART13006G1	Architectonic	4/100			30				1	1	68
19	HHS20303G1	Basis for Labor Protection	3/75	15			15			1	1	43
20	ART12506G1	Clothes Hygiene	4/100	15	15					1	1	68
21	ART12406G1	Basics of Composition - 2	5/125			45				1	1	78
22	ART12806G1	Management Quality and Competitiveness of the Sector's Products	4/100	15	15					1	1	68
23	ART12906G1	Field Management (Corporate Management, Business Administration, Personnel Management)	5/125	15	30					1	1	78
24	ART13106G1	Field Production Technology	4/100	15		15				1	1	68
25	ART16206G1	Product Marketing and Advertising (PR, Branding, Sponsoring, Fundraising)	5/125	15	30					1	1	78
26	MAP30106G1	Materials of Textile Products	5/125	15		15	15			1	1	78
27	ART13406G1	Special Composition of Textile Products	5/125			45				1	1	78
28	ART13706G1	Applied Anthropology and Biomechanics Basics	5/125	15			30			2	2	76
29	ART16306G1	Technological Processing of Textile Products From	5/125	15			30			2	2	76
30	ART14606G1	Garment Manufacture Modern Cars and their Practical Application	5/125	15		30				2	2	76
31	ART15006G1	Georgian National Garment and Handicraft Products to spec. Composition	5/125			45				1	1	78
	MAP30306G1	Georgian National Costumes of Traditional and Modern Technologies for Processing	5/125	15		30				1	1	78
	ART15306G1	National Garment Construction	5/125	15			30			1	1	78
32	ART13306G1	Leather Materials	5/125	15		15	15			2	2	76
33	ART13506G1	Leather Products Special Composition	5/125			45				1	1	78
34	MAP30206G1	Leather Goods Design Fundamentals (Anthropometry)	5/125	15			30			1	1	78
35	ART13906G1	Shoe Details of the Technological Process	5/125	15		15	15			2	2	76
36	ART14006G1	Textile Production Technology	5/125	15		30				1	1	78
37	ART14206G1	Construction of Textile Products	5/125	15			30			1	1	78
38	ART13606G1	Feature Modeling Clothing	4/100	15		15				1	1	68
39	ART14106G1	Leather Products Manufacturing Technology	5/125	15		30				1	1	78
40	ART14306G1	Leather Products Construction	5/125	15			30			1	1	78
41	ART14706G1	Textile Articles of Artistic and Engineering Design Integration	4/100	15		15				1	1	68
42	ART14806G1	Leather Goods Artistic and Engineering Design Integration	4/100	15		15				1	1	68
43	ART14906G1	The Practice of Textile Products and Leather Products Manufacturing	8/200					75		1	1	123

		Enterprises										
44	ART16406G1	Bachelor Project	10/250						75	6	6	163
45.1	ART15906G1	Knitting, Embroidery, Material Performance	5/125		45					1	1	78
45.2	ART14506G1	Knit Technology of Rugs and Carpets	5/125		45					1	1	78
45.3	ART15106G1	Pictorial Embroidery, Knitting, Tapestry, Woolen Materials for Dyeing Technology	5/125	15	30					1	1	78
45.4	MAP30406G1	Accessories Artistic and Technical Planning	5/125	15	30					1	1	78
45.5	ART15506G1	Accessories Material Performance	5/125		45					1	1	78
45.6	ART15606G1	Legal Forms of Business	5/125	15	30					1	1	78
45.7	ART16006G1	Georgian National Costume Elements of the Material Performance	5/125		45					1	1	78
45.8	ART15706G1	3D Modeling	6/150	15		45				1	1	88
45.9	ART15806G1	Felt, Material Performance	4/100		30					1	1	68
45.10	ART12106G1	Fundamentals of Engineering Design Software	4/100	15	15					1	1	68

Program Principle

Lia Lursmanashvili

Faculty of Architecture, Urban Planning and Design
Head of Quality Assurance Service

Nino Khabeishvili

Dean of the Faculty

Nino Imnadze

Approved by

Faculty of Architecture, Urban Planning and Design
At the meeting of Faculty Board (N7)
30.06.2014
Chairman of the Faculty Board

Agreed with

Quality Assurance Service of GTU

Irma Inashvili

Modified by

Faculty of Architecture, Urban Planning and Design
At the meeting of Faculty Board (N30)
29.03.2018
Chairman of the Faculty Board

Nino Imnadze