Dersin Adı						Course Name							
ls yeri Deneyimi III						Workplace Experience							
Kodu (Code) WEX-426	(Code) (Semest		Kredisi (Local Credits)	AKTS Kr (ECTS Cr	44		Ders Theoretical) 2	Ders Uygul Saat/Ha Uygula (Tutor	afta ma	ta Laboratuar			
Bölüm / Program	U	Elek	trik-Elektronik Mül					20		ľ			
(Department/Pro	gram)		trical and Electron		ng								
Dersin Türü (Course Type)		Zorunlu (Compulsory)			Dersin D (Course		,						
Dersin Önkoşulla (Course	rī	-											
Dersin mesleki bileşene katkısı, % (Course Category by Content, %)					Mühendislik ring Science		Mühendislik Tasarım (Engineering Design) 100		İnsan ve Toplum Bilim (General Education)				
Dersin İçeriği (Course Description)		Seçilen firma ve sektore bağlı olarak: firmanin calisma alaininda herhangi bir urun ya da sisteme katkida bulunmak, Deney tasarlama ve yürütme ile bilimsel araştırma yapabilme; Elektronik ve Haberleşme Mühendisliği alanında bir sistem ve bileşeni göz önüne alarak mühendislik tasarımı yapabilme, veri değerlendirme ve yorumlama. Raporu hazırlama ve yazma. Depending on the selected company and industrial branch student is expected to contribute to some product or process during the workplace experience. Scientific research by conducting experiments; system and component in Electronics and Communication Engineering.											
Dersin Amacı (Course Objectives)		 Öğrencilere Elektronik ve Haberleşme Mühendisliği problemi çerçevesinde tasarımın tüm kademelerinde deneyim sahibi olma fırsatını yaratmak Öğrencilerin yaratıcılıklarını geliştirmek Mesleki ve etik açıdan gelişmelerine katkıda bulunmak Öğrencilere sözlü ve yazılı sunum yapma deneyimi kazandırmak To give the students the opportunity to experience all stages of a design regarding Electronics and Communication Engineering problems To improve students creativity To contribute to the students professional and ethical development To provide the students with an experience in written and oral presentations 											
Dersin Öğrenme Çıktıları (Course Learning Outcomes)		Bu dersi başarıyla tamamlayan öğrenciler; 4 - literatür araştırmalarının nasıl yapılacağını 5 - bir çalışmanın genel planlamasının nasıl yapılacağını 6 - çalışmanın içeriğinin ve gerekli ise deneylerin nasıl planlanacağını 4 - sonuçların nasıl yorumlanacağını 5 - bilimsel bir projenin nasıl hazırlanacağını ve sunulacağını öğrenirler. Students who pass the course will be able to: 1 - learn how to make literature survey 4 - learn how to plan a research 5 - learn how to prepare the content and how to make research experiments if needed 4 - learn how to discuss the results 5 - learn how to prepare, write and present a scientific project.											

${\it Contribution of the Course to Electrical and Electronics Engineering Program}$

C: Completely, P: Partially, N: None

	Program	Level of Contribution		
	Outcomes	1	2	3
1	An ability to apply knowledge of mathematics, science, and engineering to Electrical and Electronics Engineering problems			Х
2	An ability to design and conduct experiments, and to analyze and interpret gathered data			Х
3	an ability to design a system, component, or process to meet desired needs within realistic constraints such as economic, environmental, social, political, ethical, health and safety, manufacturability, and sustainability			Х
4	An ability to function on multi-disciplinary teams			Χ
5	An ability to identify, formulate, and solve Electrical and Electronics Engineering problems			Х
6	An understanding of professional and ethical responsibility			X
7	An ability for effective communication			Х
8	An ability to understand and correctly interpret the impact of engineering solutions in a social/global context			Х
9	An ability to engage in life-long learning to follow developments in Electrical and Electronics Engineering			Х
10	A knowledge and understanding of contemporary issues			
11	An ability to skillfully use modern engineering tools and techniques necessary for engineering design, analysis and applications			Х
12	A recognition of the need for quality			Х
13	An ability to function individually as well as part of a team			Х