F.EPD.8.3/8.1-2025-13-01

"Kazakh University of Technology and Business" named after K.Kulazhanova" JSC

EDUCATIONAL PROGRAM

6B02100 Design

code and name of the educational program

Level: specialist

Approved
by the Board of Directors of JSC
«K.Kulazhanov KazUTB» "18" 03 2026
protocol No. 7

Recommended
by the Academic Council of JSC
«K.Kulazhanov KazUTB» "27" 02 2026
protocol No. 7

Astana-2026

©Is the intellectual property of JSC "KazUTB named after K.Kulazhanov"
Reprinting and/or further transfer to third parties is prohibited

CONTENT

Preface	3
Approval sheet	4
1 Passport of the educational program	5
2 Qualification characteristics of a graduate of an educational program	5
3 Requirements for the content of the educational program	6
4 Additional educational programs (minor)	7
5 Competency map of the educational program	7
6 Learning outcomes of the educational program and modules	9
7 The relationship between the attainability of the formed learning outcomes according to the educational program and academic disciplines	17
8 Alignment of planned learning outcomes with assessment technologies and teaching methods within the module	43
9 Correlation of learning outcomes of the educational program with the labor functions of professional standards	45
10 Graduate model	47
11 Typical curriculum (appendix to the OP)	48
12 Expert opinion	54

Preface

The "6B02100 Design" educational program was developed in accordance with the State Compulsory Standard of Higher and Postgraduate Education, approved by Order No. 2 of the Minister of Science and Higher Education of the Republic of Kazakhstan dated July 20, 2022, as well as on the basis of the Professional Standard "Designer in Art Directions (Art Designer, Graphic Designer, Interior Designer, Industrial Designer, and others)" (17.04.2024); the Atlas of New Professions and Competencies ("Immersive Designer" https://clck.ru/3TQo8S, "VR/AR/MR Editor/Designer" https://clck.ru/3TJLx9); and the Regional Standard ("AI Artist/Designer" clck.ru/3TJLf8, "VP Architect" clck.ru/3TJLL6).

The educational program "6B02100 Design" was approved at the meeting of the Council on Academic Quality on "22" 01 2026 protocol No. 3
Chairman Askarbekov E.B. _____

The educational program "6B02100-Design" was approved at the meeting of the Commission on Academic Quality of the Faculty on "19" 12 2025, protocol No. 3
Chairman Safuani Zh.E. _____

The educational program "6B02100 Design" was developed and discussed at the meeting of the department "Light Industry Technology and Design" dated "15" 12 2025, protocol No. 3
Head of the department Baizhanova Zh.B. _____

Approval sheet

Educational program "**6B02100-Design**"

AGREED:

Vice-Rector for Administrative Affairs	_____	E.Askarbekov	"22" 01 2026year
Head of Educational Programs Department	_____ PP	B.Bayadilova	"22" 01 2026year
Director of LLP «Nursaulet»	_____ PP	N.S. Tokayev	"12" 12 2025year
Director of LLP «LASHYN PROJECT»	_____ PP	T.K. Baimyrza	"12" 12 2025year
Vice President of the National Academy of Design. Founder of the brand "ZEKEN MODA".	_____ PP	K.Z. Abishev	"12" 12 2025year
Director of LLP «ZHUZBAY DIZAIN»	_____ PP	A.K. Zhuzbay	"12" 12 2025year
Director of LLP « WOWKZ »	_____ PP	A.E. Esymova	"12" 12 2025year
Student Design DM 231	_____	A.B. Abdikadir	"12" 12 2025year

1 Passport of the educational program

International Standard Classification of Education (ISCED) level	6
National Qualification Framework (NQF) level	6
Sectoral Qualifications Framework (SQF) level	6
Code and name of the field of education	6B02 Arts and Humanities
Direction of training	6B021 Arts
Number and name of the group of educational programs	B031 Fashion design
Code and name of the educational program (EP	6B02100 Design
Educational program profile	Higher education in art history
Goal of the educational program	Training of highly qualified personnel with higher education in the field of fashion design, graphic and architectural design with deep professional competencies, competitive in the international space.
Completion criterion of an educational program	300 academic credits
Language of instruction of the educational program	Russian, Kazakh
Distinctive features of the educational program	No
Partner University	-

2 Qualification characteristics of a graduate of an educational program

Degree awarded	Educational Program Design Specialist "6B02100-Design"
Field of professional activity	The fields of application for the acquired knowledge, skills, and abilities include: • Architectural design and interior design, • Industrial and product design, • Graphic and communication design, • Art design, • Exhibition and spatial environment, • Digital and web design, Costume and textile design.
Types of professional activities	Graduates may engage in the following types of professional activities: 1 Project and artistic activities – Development of original concepts, artistic and technical sketches, creation of models and design projects in various fields of design. 2 Organizational and managerial activities – Planning and coordinating project work, leading creative teams, managing the stages of design project implementation. 3 Entrepreneurial activities – Establishing and running an independent professional practice,

	participating in commercial projects, calculating cost price and marketing value of design services. 4 Teaching activities – Teaching the fundamentals of design and artistic-project disciplines in educational institutions, participating in the development of educational and methodological materials (subject to the availability of relevant competencies and pedagogical training). 5 Research activities – Conducting research in the history, theory, and practice of design, analyzing current trends, participating in scientific conferences, competitions, and grant programs.
Object of professional activity	The objects of professional activity in the specialty include: • Objects of the visual and object-spatial environment (including architectural, graphic, industrial, interior, digital design, and fashion design); • Original design projects, models, prototypes, and artistic-project concepts; • Information-graphic and visual communications; • Technologies of artistic and technical modeling; • Materials and means of artistic expression used in design; • Regulatory-technical and project-estimate documentation; • Processes of interaction with the client and target audience within the framework of design project implementation; Modern software tools used in the professional activity of a designer.
Functions of professional activity	Mandatory job functions: 1. Creation of an original design concept 2. Development of design projects with variability of solutions and detailing 3. Management of a creative team in the process of carrying out design activities Additional job functions: Organization of entrepreneurial activities in the field of design

3 Requirements for the content of the educational program

Name of cycles and disciplines	Workload in academic credits
Cycle of general education disciplines (GED)	**56**
Required component	51
University component	5
Cycle of basic disciplines (BD)	**133**
University component	42
Component of choice	91
Cycle of major disciplines (MD)	**103**
University component	10
Component of choice	76
Professional practice	17
Final assessment	**8**
Total	**300**

4 Additional educational programs (minor)

4.1 Minor « Modern aspects of artificial intelligence application »

Name of disciplines	Workload in academic credits
Introduction to Artificial Intelligence	5
Development of artificial neural networks	5
Artificial intelligence in the management of object	5
Total	**15**

5 Competency map of the educational program «6B02100- Design»

Competence map of the educational program	Learning outcome code	Learning Outcome (according to Bloom's Taxonomy)
Behavioral skills and personality traits (Softskills)	$LO_{GED\ 1}$	Forms a system of general competencies that ensure the socio-cultural development of the future specialist's personality, based on the formation of their worldview, civic, and moral stance, oriented towards a healthy lifestyle.
	$LO_{GED\ 2}$	Capable of communication in both oral and written forms in Kazakh, Russian, and foreign languages to solve tasks related to interpersonal, intercultural, and professional communication
	$LO_{GED\ 3}$	Promotes the development of information literacy through the mastery and use of modern information and communication technologies in all areas of activity.
Digital competencies (Digital skills)	LO 1	Applies knowledge of art history, color theory, and principles of composition to create artistic and technical sketches by hand in accordance with creative concepts and visual communication methods.
	LO 2	Communicates artistic intent and creative concepts in the design of architectural, graphic, and fashion design objects.
	LO 3	Develops original design solutions based on knowledge of composition, color theory, art history, and design.
	LO 4	Applies visual and technical techniques and tools, including professional software, to develop aesthetic virtual architectural spaces and design objects.
	LO 5	Applies logical and intuitive methods to generate ideas and develop design briefs for architectural, graphic, and fashion design projects, including client interaction and decision-making.
	LO 6	Develops architectural, graphic, and fashion design projects considering visual interfaces, sustainability standards, inclusion, and branding to create functional and emotionally expressive solutions.
Professional skills (Hardskills)	LO 7	Uses artificial intelligence tools for graphic generation, image processing, and the development of personalized design solutions.

	LO 8	Creates models and prototypes of architectural, graphic, and fashion design objects using expressive artistic means, considering spatial, volumetric, and color solutions for project presentation.
	LO 9	Implements architectural, graphic, and fashion industry projects based on research, technology, project documentation, material selection, design, and branding.
	LO 10	Applies knowledge of modern materials and their functional and environmental properties in architectural, graphic, and fashion design.
	LO 11	Applies principles of sustainable development and environmental safety in design projects, considering economic, legal, anti-corruption, and entrepreneurial aspects.
	LO 12	Provides economic support for design projects, considering environmental requirements, inclusion principles, and occupational safety standards to ensure effective communication with stakeholders.

6 Learning outcomes of the educational program and modules

Key com-	Learning Outcomes (LO) for the educational program	Name of module	Learning outcomes for the module	Name of disciplines that form learning outcomes
	LO$_{GED\ 1}$ Forms a system of general competencies that ensure the socio-cultural development of the future specialist's personality, based on the formation of their worldview, civic, and moral stance, oriented towards a healthy lifestyle.	Man and Society – the foundation of worldview and socio-political knowledge.	Applies the fundamental laws of Kazakhstan's history, philosophy, and socio-political knowledge for effective socialization and adaptation in changing socio-cultural conditions, shaping a personality capable of mobility in the modern world, critical thinking, and physical self-improvement.	History of Kazakhstan Philosophy Physical Education Module on Socio-Political Knowledge (Political Science, Sociology, Cultural Studies, Psychology)
	LO$_{GED\ 2}$ Capable of communication in both oral and written forms in Kazakh, Russian, and foreign languages to solve tasks related to interpersonal, intercultural, and professional communication	Information and Communication Module	Capable of interpersonal social and professional communication in Kazakh, Russian, and foreign languages.	Foreign Language Kazakh Language Russian Language
	LO$_{GED\ 3}$ Promotes the development of information literacy through the mastery and use of modern information and communication technologies in all areas of activity.	Information and Communication Module	Possesses various types of information and communication technologies for searching, storing, processing, protecting, and disseminating information.	Information and Communication Technologies
	LO$_{12}$ Provides economic support for design projects, considering environmental requirements, inclusion principles, and occupational safety standards to ensure effective communication with stakeholders.	Economics and Entrepreneurship Module	Analyzes economic processes, applies legal norms that identify and prevent corruption risks, evaluates financial situations and plans resources, develops skills in making informed decisions in the professional field.	Module of economics, entrepreneurship, law and financial literacy (fundamentals of economics and entrepreneurship, basics of law and anti-corruption culture, basics of financial literacy)

Digital competencies (Digital skills)	LO_1 Applies knowledge of art history, color theory, and principles of composition to create artistic and technical sketches by hand in accordance with creative concepts and visual communication methods.	Artistic and compositional	Creates artistic and technical sketches and original design ideas by hand	Academic Drawing Color Theory and Coloristics Academic Painting Environmental Design Practice
	LO_2 Communicates artistic intent and creative concepts in the design of architectural, graphic, and fashion design objects.			Special Drawing (Architectural Design) Special Drawing (Graphic Design) Fashion Sketching
	LO_3 Develops original design solutions based on knowledge of composition, color theory, art history, and design.			Composition Art History History of World Architecture History of Graphic Design History of Styles in Costume Architectural Composition Costume Composition
	LO_7 Uses artificial intelligence tools for graphic generation, image processing, and the development of personalized design solutions.			Innovations in Graphic Design
	LO_8 Creates models and prototypes of architectural, graphic, and fashion design objects using expressive artistic means, considering spatial, volumetric, and color solutions for project presentation.			Innovations in Graphic Design
	LO_3 Develops original design solutions based on knowledge of composition, color theory, art history, and design.	Professional computer programs	Creates artistic and technical sketches using graphic editors and artificial intelligence	Ethno-Design
	LO_4 Applies visual and technical techniques and tools, including professional software, to develop aesthetic virtual architectural spaces and			Artificial Intelligence in Design Basics of Architectural Computer Programs - AutoCAD Basics of Computer Graphics

	design objects.			Vector Graphics Tools Digital Technologies in Architecture - Revit Graphic Design Software Architectural Computer Programs - 3ds Max Graphic Computer Programs - Adobe Photoshop, Blender Graphic Computer Programs - Adobe After Effects Artificial Intelligence in Object Management (Minor)
	LO_5 Applies logical and intuitive methods to generate ideas and develop design briefs for architectural, graphic, and fashion design projects, including client interaction and decision-making.			Classical Order System Ethno-Design
	LO_7 Uses artificial intelligence tools for graphic generation, image processing, and the development of personalized design solutions.			Artificial Intelligence in Design Artificial Intelligence in Object Management (Minor)
	LO_8 Creates models and prototypes of architectural, graphic, and fashion design objects using expressive artistic means, considering spatial, volumetric, and color solutions for project presentation.			Fundamentals of Garment Manufacturing Technology
Professional skills (Hardskills)	LO_1 Applies knowledge of art history, color theory, and principles of composition to create artistic and technical sketches by hand in accordance with creative concepts and visual communication methods.	Design of profile-specific objects	Develops design projects with a variety of solutions and details	Technical Drawing and Engineering Graphics Calligraphy and Lettering
	LO_2 Communicates artistic intent and creative concepts in the design of architectural, graphic, and fashion			Creative Design in Architecture

	design objects.			
	LO_3 Develops original design solutions based on knowledge of composition, color theory, art history, and design.			Design of Small Architectural Forms (SAO) Trend Analysis and Fashion Forecasting
				Calligraphy and Lettering Introduction to Artificial Intelligence (Minor) Design of Garments in CAD Development of Artificial Neural Networks (Minor) Interior Graphic Design Digital Graphics Inclusive Interface and Graphics
	LO_5 Applies logical and intuitive methods to generate ideas and develop design briefs for architectural, graphic, and fashion design projects, including client interaction and decision-making.			Infographics Architecture and Interior Design
	LO_6 Develops architectural, graphic, and fashion design projects considering visual interfaces, sustainability standards, inclusion, and branding to create functional and emotionally expressive solutions.			Fundamentals of Applied Anthropology Design of Individual Residential Houses Accessory Design Constructive Design of Children's Clothing
	LO_7 Uses artificial intelligence tools for graphic generation, image processing, and the development of personalized design solutions.			Introduction to Artificial Intelligence (Minor) Development of Artificial Neural Networks (Minor) Creative Design in Architecture
	LO_8 Creates models and prototypes of architectural, graphic, and fashion design objects using expressive artistic means, considering spatial, volumetric, and color solutions for project			Fundamentals of Graphic Design Garment Construction Constructive Clothing Design Clothing Modeling Using Draping Technique

	presentation.			Expo-Design Decoration Technologies in Design
	LO_9 Implements architectural, graphic, and fashion industry projects based on research, technology, project documentation, material selection, design, and branding.			Fundamentals of Construction Drawing Pavilion Design Branding Design Landscape Design and Urbanism Psychology of Space Perception
	LO_{11} Applies principles of sustainable development and environmental safety in design projects, considering economic, legal, anti-corruption, and entrepreneurial aspects.			Technical Drawing and Engineering Graphics Psychology of Interaction and Visual Design
	LO_{12} Provides economic support for design projects, considering environmental requirements, inclusion principles, and occupational safety standards to ensure effective communication with stakeholders.			Social Architecture and Inclusive Design Inclusive Interface and Graphics
	LO_3 Develops original design solutions based on knowledge of composition, color theory, art history, and design.	Design and technological	Develops conceptual, artistic and technological design projects	Book Graphics Technical Drawing of Clothing National Style in Architecture National Style in Graphic Design The Architecture of Volumetric Forms Conceptual Runway Fashion Design Design of Art Objects Typography Headwear Design Renovation and Reconstruction of Historical Objects Fundamentals of Analytical Reconstruction of Historical Clothing
	LO_4 Applies visual and technical techniques and tools, including professional software, to develop			Book Graphics Web Design Typography

	aesthetic virtual architectural spaces and design objects.			Multimedia Design AR and VR Technologies
	LO_5 Applies logical and intuitive methods to generate ideas and develop design briefs for architectural, graphic, and fashion design projects, including client interaction and decision-making.			Advertising Campaign Design Design of Low-rise Residential Buildings Interior Design of Public Buildings Design of Public Objects Architectural Design of Large-Scale Objects
	LO_6 Develops architectural, graphic, and fashion design projects considering visual interfaces, sustainability standards, inclusion, and branding to create functional and emotionally expressive solutions.			Advertising Campaign Design National Style in Architecture Integrated Design of Low-rise Residential Buildings Design of Garments in National Style Exterior Design Project Development Design of Art Objects Interior Design of Public Buildings Fundamentals of Industrial Mass-Market Fashion Graphics and Rebranding
	LO_7 Uses artificial intelligence tools for graphic generation, image processing, and the development of personalized design solutions.			Engineering Systems and Equipment of Environmental Complexes Multimedia Design
	LO_8 Creates models and prototypes of architectural, graphic, and fashion design objects using expressive artistic means, considering spatial, volumetric, and color solutions for project presentation.			The Architecture of Volumetric Forms Conceptual Runway Fashion Design Modeling in Architectural Design Mock-up and Layout of Printed Products Technology for the Production of Women's and Children's Light Clothing Exterior Design Project Development Technology of Upper Assortment Headwear Design Renovation and Reconstruction of Historical Objects Fundamentals of Analytical Reconstruction

				of Historical Clothing
	LO_9 Implements architectural, graphic, and fashion industry projects based on research, technology, project documentation, material selection, design, and branding.			Fundamentals of Planning Student Research Work Patent Studies and Portfolio Development Experimental Garment Design National Style in Graphic Design Design of Low-rise Residential Buildings Media Content Design and Development Fundamentals of Imageology and Personal Branding Architectural Design of Large-Scale Objects
	LO_{11} Applies principles of sustainable development and environmental safety in design projects, considering economic, legal, anti-corruption, and entrepreneurial aspects.			Fundamentals of Ergonomics in Environmental Design
	LO_9 Implements architectural, graphic, and fashion industry projects based on research, technology, project documentation, material selection, design, and branding.	Innovative materials and sustainable design	He has knowledge of modern materials and their composite solutions, as well as aspects of management and ecology aimed at sustainable development and environmental protection.	Economics of Architectural Projects and Construction Management Project Management in Graphic Design
	LO_{10}Applies knowledge of modern materials and their functional and environmental properties in architectural, graphic, and fashion design.			Materials and Structures in Architecture and Design Advertising Materials Confectionisation of Garment Materials Modern Materials in Architectural Design Modern Materials in Graphic Design Modern Materials in Industrial Design Eco-Design of Clothing
	LO_{11} Applies principles of sustainable development and environmental safety in design projects, considering economic, legal, anti-corruption, and entrepreneurial aspects.			Sustainable Development, Ecology, and Life Safety Ecology and Architecture Eco-Design Fashion Brand Management

	LO_{12} Provides economic support for design projects, considering environmental requirements, inclusion principles, and occupational safety standards to ensure effective communication with stakeholders.			Ecology and Architecture Eco-Design Eco-Design of Clothing Economics of Architectural Projects and Construction Management Project Management in Graphic Design
	LO_6 Develops architectural, graphic, and fashion design projects considering visual interfaces, sustainability standards, inclusion, and branding to create functional and emotionally expressive solutions.	Final assessment	Demonstrates the ability to comprehensively solve professional problems in the field of design, including the organization of project activities, the use of artistic and technical modeling methods, compliance with technical regulations and requirements, as well as the analysis and evaluation of the effectiveness of design solutions.	Final assessment
	LO_{12} Provides economic support for design projects, considering environmental requirements, inclusion principles, and occupational safety standards to ensure effective communication with stakeholders.			Final assessment

7 The relationship between the attainability of the formed learning outcomes according to the educational program and academic disciplines

№	Name of the discipline	Brief description of the discipline	Number of credits	Formed learning outcomes (codes)														
				LO_{GED1}	LO_{GED2}	LO_{GED3}	LO_1	LO_2	LO_3	LO_4	LO_5	LO_6	LO_7	LO_8	LO_9	LO_{10}	LO_{11}	LO_{12}
	Cycle of general education disciplines University component/Elective component																	
1.	History of Kazakhstan	The purpose of the discipline shall be to give objective knowledge about the main stages in the development of the history of Kazakhstan from ancient times to the present. The program consists of 5 thematic blocks: Ancient people and the formation of a nomadic civilization, Turkic civilization and the Great Steppe, Kazakhstan in a new era (XVIII-early XX centuries), Kazakhstan in the Soviet period, and Independent Kazakhstan. Upon completion of the discipline, student applies skills of analytical, axiological, critical analysis in the study of historical processes for an objective understanding of the modern Kazakh model of development.	5	+														
2.	Philosophy	The purpose of the program is to develop students' holistic understanding of philosophy as a special form of knowledge of the world, its main branches, problems, and methods of their study in the context of future professional activity. The discipline covers the key directions in the emergence and development of philosophy, the foundations of the philosophical understanding of the world, the philosophy of the human being, and the world of values. Upon completion of the discipline, student argue their own moral position regarding relevant issues of contemporary global society.	5	+														
3.	Module of Socio-Political Knowledge (Political Science,	The objective of the discipline is to form the socio-humanitarian worldview of learners in the context of addressing the tasks of modernizing public consciousness, encompassing the interdisciplinary study of sociology,	8	+														

	Sociology, Cultural Studies, Psychology)	political science, cultural studies, and psychology while integrating principles of inclusion and the «Adal Azamat» (Honest Citizen) value orientations as fundamental pillars for the development of modern society. Upon completion of the discipline, the student interprets socio-humanitarian knowledge and ethical values based on scientific methods of social analysis, participates in conflict resolution, and provides reasoned advocacy for positions regarding the modernization of Kazakhstan.																
4.	Foreign Language	The goal of the curriculum shall be the formation of intercultural communicative competence of students in the process of foreign language education at a sufficient level (A2, common European framework) and the level of basic sufficiency (B1, common European framework). The course content entails a sequential study of language proficiency levels by integrating social, socio-cultural, and academic-professional communication spheres. Upon completion of the discipline, student will be able to articulate potential solutions to contemporary issues in a foreign language, utilizing evidence-based information and reasoned arguments.	10		+													
5.	Kazakh (Russian) Language	The purpose of the program - to teach the Kazakh (Russian) language in accordance with international standards for teaching languages, to increase the importance of the Kazakh language as the state language and the Russian language as a medium for intercultural and professional communication, developing competence in the use of the Kazakh (Russian) language by a future specialist as a means of communication in scientific, socio-cultural, political, professional spheres of public life. Upon completion of the curriculum, the student shall show competence in conditions of personal, social and professional communication in accordance with the peculiarities of the language, culture, communication situation.	10		+													

6.	Information and Communication Technologies	The purpose of the program is to develop the ability to critically evaluate and analyze processes, methods of searching, storing and processing information, and methods of collecting and transmitting information through digital technologies. Studies the fundamentals of working with information, digital technologies, and computer systems; the application of software, internet services, and ICT in professional and research activities; information security; and artificial intelligence technologies. Upon completion of the discipline, student will be able to utilize digital technologies to develop data analysis and management tools for various fields of activity.	5			+													
7.	Physical Culture	The goal of the curriculum shall be the formation of socio-personal competences of students and the ability to purposefully use the means and methods of physical culture for conservation, promotion of health to prepare for professional activities; to take physical stress, mental stress and adverse factors in their future activities. Upon completion of the curriculum, the student shall to use a variety of forms and types of physical activities for healthy life, active recreation and leisure.	8	+															
8.	Module of Economics, Entrepreneurship, Law and Financial Literacy (Fundamentals of Economics and Entrepreneurship, Fundamentals of Law and Anti-corruption Culture, Fundamentals of Financial Literacy)	The discipline is aimed at developing entrepreneurial thinking, financial responsibility, and legal literacy, while fostering an anti-corruption culture and commitment to the principles of law and order within a market economy. The content includes the foundations of economics, entrepreneurship, financial literacy, and law, alongside the promotion of the ideology of the rule of law. Upon successful completion of the course, the learner possesses skills for effective economic decision-making, legal protection, financial management, and compliance with anti-corruption behavior.	5																+

	Cycle of basic disciplines University component																			
9.	Composition	The discipline is aimed at developing skills in organizing visual elements into harmonious structures. The content covers the principles of balance, rhythm, contrast, and unity, as well as the analysis of compositional solutions and the evaluation of the expressiveness and functionality of artistic forms.	5						+											
10.	Academic Drawing	The discipline is aimed at developing skills in the accurate reproduction of the form and structure of objects, the analysis of proportions and spatial relationships, and the mastery of techniques of linear and tonal drawing, chiaroscuro modelling, and composition.	5				+													
11.	Color Theory and Coloristics	The discipline is aimed at understanding colour theory, colour perception, and colour interaction. The content covers the analysis of colour compositions, the selection of harmonious palettes, and the application of colour solutions to convey mood and ideas.	5				+													
12.	Academic Painting	The discipline is aimed at developing skills in working with colour and pictorial means to convey form, volume, and spatial relationships. The content covers colour harmonies, light-and-shade contrasts, and texture.	5				+													
13.	Art History	The discipline is aimed at developing cognitive skills: knowledge, understanding, application, analysis, synthesis, and evaluation. The content covers key styles, movements, historical periods, and outstanding artists. Learners analyse works of art in their cultural and historical context, interpret meaning and expression, and develop critical thinking, visual literacy, aesthetic taste, and a creative approach to the perception of art.	3						+											
14.	Technical Drawing and Engineering Graphics	The discipline is aimed at mastering the theory of object representation on planes, the rules for creating detail drawings, assembly drawings, and specifications, studying standards, and developing readiness to apply theoretical	5				+											+		

		principles of engineering graphics in design and construction practice. Upon completion of the discipline, the learners is capable of working with technical documentation.																		
15.	Artificial Intelligence in Design	The discipline is aimed at developing practical skills in the use of artificial intelligence and its application in the field of graphic, digital and interface design. In the process of mastering the discipline, the learners analyzes machine learning algorithms and generative neural networks, interprets their potential in visual projects, uses AI tools (Midjourney, RunwayML, DALL·E) to create creative content, adapts the resulting visual images to various formats and design tasks, effectively applying AI in design practice.	6							+			+						
16.	Sustainable Development, Ecology, and Life Safety	This discipline is designed to cultivate a systemic understanding of the principles of balancing economic development, social well-being, environmental preservation, and the protection of human life and health. It covers key issues in ecology, environmental protection, life safety, and sustainable development. Upon completion of the course, students will be able to apply the principles of sustainable development, environmental safety, and occupational health and safety to manage energy and waste within a circular economy framework.	5															+	
17.	Environmental Design Practice	The discipline is aimed at developing practical skills for working in a real environment (plein air), focusing on the study of space, light, color, and texture of the surroundings. Learners master methods of visual analysis of architectural and natural objects, explore spatial and compositional relationships, and develop observation skills along with the ability to capture the environment using graphic and painterly techniques. The discipline fosters creative thinking, interpretative skills, and a project-based approach in real-world contexts.	3				+												
	Cycle of basic disciplines Elective component																			

18.	Special Drawing (Architectural Design)	The discipline is aimed at developing skills in representing architectural forms and spatial solutions using graphic techniques. The content covers the analysis of proportions, composition, and structure of objects, as well as the mastery of perspective drawing and light-and-shade effects.	5					+											
19.	Special Drawing (Graphic Design)	The discipline is aimed at developing skills in visual communication and artistic expression. The content covers the basic principles of composition, colour, and typography, as well as techniques of illustration and the creation of graphic elements.	5					+											
20.	Fashion Sketching	The discipline is aimed at mastering fashion illustration techniques. The content covers figure proportions, pose dynamics, basics of anatomy, and the rendering of fabrics, colour, and details. Learners apply knowledge to develop collections, create looks, and present design ideas, as well as analyse the style, expressiveness, and relevance of images.	5					+											
21.	History of World Architecture	The discipline is aimed at studying the development of architectural styles and movements in the context of culture and technology. The content covers key historical periods, landmark buildings, and their influence on contemporary architecture.	5						+										
22.	History of Graphic Design	The discipline is aimed at studying the evolution of visual communication from ancient civilizations to the present day. The content covers key movements, styles, and influential figures that have shaped graphic design.	5						+										
23.	History of Styles in Costume	The discipline is aimed at forming learners understanding of the stylistic diversity of costume, its historical variability, and its communicative potential. The content covers the history of the development of basic costume forms and styles, their structural and decorative solutions, and the use of various materials and colour combinations in clothing.	5						+										
24.	Architectural Composition	The discipline is aimed at developing an understanding of architectural forms and the principles of their organization. The content covers proportions, rhythms, and spatial	5						+										

		structures of architectural objects.																
25.	Innovations in Graphic Design	The discipline is aimed at developing research skills in contemporary trends and technologies in the field of design. The content covers methods of applying new materials, software, and conceptual approaches.	5										+	+				
26.	Costume Composition	The discipline is aimed at developing holistic clothing images taking into account proportions, color solutions, and textures. Learners analyze fashion trends and study styling techniques. Upon completion of the discipline, they will be able to create harmonious costume compositions taking into account functional and aesthetic requirements.	5						+									
27.	Fundamentals of Construction Drawing	The discipline develops the skills of reading and creating construction drawings, manually using pencils and special pens. Learners study methods of applying dimensions, designations and conventional symbols, rules for designing plans, sections and facades. Upon completion of the discipline, they will be able to professionally create construction drawings and understand design documentation. In the future, these skills will be used when developing drawings using graphic programs.	5												+			
28.	Fundamentals of Graphic Design	The discipline is aimed at using the principles of composition, color theory, typography, and working with vector and raster graphics in design practice. The learners is able to explain the basic concepts of the visual language, applies compositional construction methods in the development of layouts, creates graphic solutions using Illustrator and Figma, interprets visual information, forms his own design style, thus revealing the expressiveness and functionality of visual communications.	5											+				
29.	Fundamentals of Applied Anthropology	The discipline is aimed at developing knowledge about the external forms of the human body, the main morphological features of the external form of the human body, methods of studying the dimensions of the human body, anthropological features and patterns, proportional relationships, age and	5									+						

		gender differences. The knowledge gained forms the skills and abilities of establishing a connection between the shape of the body and the dimensions, and the shape of clothing and use in designing clothing shapes.																
30.	Design of Small Architectural Forms (SAO)	The discipline develops skills in creating functional and aesthetically expressive small architectural objects (SAO) as the main environment-forming elements in an architectural or landscape environment. Learners study the principles of composition, selection of materials and consideration of the context of the environment. After completing the discipline, they will be able to develop SAO projects.	5						+									
31.	Calligraphy and Lettering	The discipline is aimed at mastering the fundamentals of calligraphy and lettering as means of artistic and graphic expression. It covers principles of letterform construction, rhythm, composition, and stylistic features of handwritten and drawn type. The acquired skills are applied in creating original typographic compositions, graphic works, and design projects. The discipline develops visual thinking, a sense of form, and professional competence in typography.	5				+			+								
32.	Garment Construction	The discipline is aimed at obtaining basic theoretical and practical knowledge of designing shoulder and waist clothing based on studying the design methodology and dimensional typology of female, male and children's figures. The task of the discipline is to develop learners skills and knowledge of methods of designing basic clothing structures of various volume-spatial dimensions according to consumer requirements.	5											+				
33.	Pavilion Design	The discipline is aimed at developing skills in developing functional pavilions taking into account architectural, engineering and ergonomic requirements. Learners study the principles of composition, spatial planning and selection of materials for designing retail, administrative premises, bus stops, etc. Upon completion of the discipline, they will be able to design modern pavilions of various types.	5												+			

34.	Infographics	The discipline studies methods of data visualization in order to simplify the perception of information. Learners will master techniques for creating graphic materials that effectively convey complex ideas and data.	5								+								
35.	Constructive Clothing Design	The discipline is aimed at teaching the creation of model clothing designs taking into account the characteristics of materials and production technology. Learners study methods of constructive modeling of the basic design. After completing the discipline, they will be able to design complex clothing models.	5												+				
36.	Introduction to Artificial Intelligence (Minor)	The discipline is aimed at forming fundamental knowledge about the principles and methods of artificial intelligence and the application of intelligent technologies in solving professional tasks. The content covers the stages of the development of artificial intelligence, the fundamentals of machine learning, elements of neural networks, data processing methods, intelligent systems, and the areas of application of artificial intelligence technologies. As a result of studying the discipline, the learners applies artificial intelligence technologies in various fields of professional activity.	5							+			+						
37.	Design of Individual Residential Houses	The discipline is aimed at teaching the design of compact residential buildings taking into account functional and architectural requirements. Learners study the principles of planning, design solutions and the choice of materials. Upon completion of the discipline, they will be able to create projects of modern and convenient small residential buildings. (Individual housing construction, Cottage)	5									+							
38.	Branding Design	The discipline covers the fundamentals of creating a visual brand identity, including the development of logos, color palettes and fonts. Learners will learn the principles of composition and aesthetics, as well as methods of researching the target audience.	5													+			
39.	Design of	The discipline is aimed at developing skills in creating digital	5							+									

	Garments in CAD	clothing models using specialized programs. Learners study methods of digital modeling, visualization, and parametric design. Upon completion of the discipline, they will be able to develop virtual prototypes of clothing.																
40.	Development of Artificial Neural Networks (Minor)	The discipline focuses on the study of methods for creating and training neural networks, which are mathematical models that mimic the work of the human brain. During the discipline of studying this discipline, learners will learn about various types of neural networks, their structures and learning algorithms. Upon completion of the discipline, learners will be able to create, train and apply neural networks to solve various tasks in the field of artificial intelligence and machine learning.	5							+			+					
41.	Architecture and Interior Design	The discipline is aimed at teaching the design of architectural elements and interior spaces. Learners study ergonomics, materials and lighting design. After completing the discipline, they will be able to develop complex architectural and design solutions.	5								+							
42.	Interior Graphic Design	The discipline focuses on the development of functional and aesthetically expressive interior design solutions. It covers layout design, material selection, and lighting design principles. Learners apply acquired knowledge to create original interior design projects that integrate spatial organization and visual communication.	5							+								
43.	Clothing Modeling Using Draping Technique	The discipline teaches the creation of three-dimensional clothing structures directly on a mannequin. Learners study draping and shape modeling techniques. After completing the discipline, they will be able to develop unique clothing structures.	5											+				
44.	Landscape Design and Urbanism	The discipline is aimed at teaching the design of natural and urban spaces. Learners study landscape planning, plant selection and integration of architectural elements. Upon completion of the discipline, they will be able to develop comprehensive landscape design projects.	5												+			

45.	Expo-Design	The discipline covers the design of exhibition spaces and installations, combining elements of graphic design, architecture and marketing. Learners learn the principles of creating visually attractive and functional exhibitions that take into account the target audience.	5											+					
46.	Decoration Technologies in Design	The discipline is aimed at mastering modern decorative materials and techniques in fashion design, interior design, exhibition space, art objects and visual identity. Learners select decorative techniques for their design tasks, develop original elements, and experiment with techniques on different media. In the learning process, they justify stylistic solutions and present projects using compositional and conceptual approaches.	5											+					
47.	Creative Design in Architecture	The discipline develops skills in non-standard design of architectural objects. Learners study methods of generative design and artistic techniques. Upon completion of the discipline, they will be able to develop innovative architectural concepts.	5					+					+						
48.	Digital Graphics	The discipline focuses on mastering the fundamentals of digital graphics and animation as tools of visual communication. It explores principles of creating static and animated images, basics of frame-by-frame and computer animation, composition, and expressive motion. The acquired skills are applied in developing animated sequences, visual effects, and multimedia projects. The discipline fosters creative thinking, a sense of rhythm, and professional digital visualization skills.	5							+									
49.	Accessory Design	The discipline teaches you how to create stylish and functional accessories. Learners learn composition, material selection, and assembly techniques. Upon completion of the discipline, learners will be able to develop collections of accessories.	5									+							
50.	Psychology of Space Perception	The discipline introduces learners to the fundamentals of spatial perception and its impact on human behavior. It	5												+				

		explores the psychological mechanisms of visual perception, scale, proportion, and composition. Learners analyze spatial solutions in architecture and design, their emotional and behavioral effects. The discipline develops the ability to apply psychological principles in environmental design to create comfortable, functional, and emotionally meaningful spaces.																	
51.	Psychology of Interaction and Visual Design	The discipline explores the psychological aspects of human interaction with visual environments. Learners learn principles of perception, attention, thinking, and behavior in the context of visual design. They analyze the impact of color, composition, and interfaces on users and evaluate the effectiveness of visual solutions. Psychological knowledge is applied to create design products that enhance interaction, perception, and user experience across visual and digital platforms.	5															+	
52.	Trend Analysis and Fashion Forecasting	The discipline is aimed at developing skills in analyzing fashion trends and their application in design. Learners study forecasting methods and work with fashion reports. After completing the discipline, they will be able to develop collections that correspond to current trends.	5						+										
53.	Social Architecture and Inclusive Design	The discipline is aimed at teaching the design of spaces that take into account the needs of various user groups. Learners study ergonomics, accessibility and principles of sustainable design. Upon completion of the discipline, they will be able to create comfortable and accessible architectural solutions for all categories of the population.	5																+
54.	Inclusive Interface and Graphics	The discipline introduces learners to the principles of developing accessible interfaces and graphic materials for various users, including people with disabilities.	5							+									+
55.	Constructive Design of Children's Clothing	The discipline is aimed at studying the development of clothing for children, taking into account age and functional characteristics. Learners study design solutions and materials. Upon completion of the discipline, they will be	5									+							

		able to design collections of children's clothing.																		
56.	Basics of Architectural Computer Programs - AutoCAD	The discipline is aimed at developing skills in creating and editing architectural drawings in digital format. Learners master the entire set of architectural and design drawings (sketch design, working design), construction of plans, facades and sections, as well as interior wall developments using AutoCAD tools. Upon completion of the discipline, they will be able to design architectural and design objects and create professional drawings.	5							+									
57.	Basics of Computer Graphics	The discipline is aimed at introducing learners to basic concepts of raster and vector graphics, color models, and digital imaging. Learners understand principles of visual perception, composition, and pixel structure. They apply knowledge to create graphic objects, analyze visual material quality, and evaluate their design relevance. The discipline develops visual thinking and provides a foundation for mastering professional graphic software.	5							+									
58.	Vector Graphics Tools	The discipline is aimed at mastering key vector graphics tools. Learners study shape building, Bezier curves, working with paths, fills, and effects. They apply knowledge to create illustrations, logos, and infographics. Learners analyze vector structure and assess the effectiveness of visual solutions. The discipline enhances accuracy, precision, and skills in digital drawing for graphic design.	5							+									
59.	Digital Technologies in Architecture - Revit	The discipline is aimed at introducing learners to the fundamentals of Building Information Modeling (BIM) in the Revit environment. Learners learn tools for creating architectural forms, working with structural elements, annotations, and construction drawings. The discipline covers the creation of complex architectural objects, working documentation, specifications, and visualizations. Learners apply their knowledge in integrated design, analyze the effectiveness of design solutions, and evaluate the accuracy of digital models. The discipline develops professional	10							+									

		modeling skills, data management, and the integration of architectural and engineering elements.																	
60.	Graphic Computer Programs - Adobe Illustrator	This discipline focuses on using Adobe Illustrator for professional graphic design. Learners learn vector tools, layers, styles, effects, and layout methods. They apply this knowledge to develop branding, illustrations, and advertising graphics. Learners analyze composition and evaluate the visual expressiveness of projects. The discipline develops visual communication skills, attention to detail, and confidence in vector design.	10																
61.	Graphic Design Software	The discipline focuses on the use of widely applied graphic editing software for developing sketches, technical drawings, and clothing visualizations. It covers interface navigation, editing, transformation, and graphic element creation tools. Learners apply acquired knowledge to produce layouts, visual compositions, and digital content. The discipline also develops the ability to analyze visual solutions and evaluate their alignment with project requirements, while enhancing digital literacy and computer-aided design skills.	10							+									
62.	Architectural Computer Programs - 3ds Max	The discipline is aimed at mastering three-dimensional modeling techniques and visualization of architectural objects using 3ds Max. Learners work with materials, lighting, cameras, and animation. They apply their knowledge to create photorealistic renders and architectural presentations. Learners analyze the expressiveness of models, lighting quality, and compositional solutions. The discipline develops professional visualization skills and their integration into architectural projects.	10							+									
63.	Graphic Computer Programs - Adobe Photoshop, Blender	The discipline is aimed at mastering the basic and applied capabilities of graphic computer programs Adobe Photoshop and Blender. With in the discipline, learners study raster graphics techniques, digital image processing, as well as the fundamentals of three-dimensional modeling and visualization. The acquired knowledge is applied in creating	10							+									

		graphic compositions, 3D objects, and visual materials for academic and professional projects. The discipline develops skills in working with modern digital tools and enhances visual thinking and professional computer literacy.																	
64.	Fundamentals of Garment Manufacturing Technology	The discipline is aimed at studying the theoretical and practical foundations of designing, processing and assembling sewing products. Learners understand the properties of materials, analyze technological processes, apply various tailoring methods, evaluate the quality of finished products and create products using creative and critical thinking to solve production problems.	10											+				
65.	Classical Order System	This discipline focuses on the study of the classical order system as the basis of architectural composition and form-building. The discipline examines the main types of orders, their proportions, elements, and rules of application in architecture. The knowledge gained is used in the analysis of historical structures and in the design of architectural objects, taking into account the principles of classical architecture. This discipline develops a professional understanding of architectural sculpture, compositional logic, and stylistic integrity.	5								+							
66.	Graphic Computer Programs - Adobe After Effects	This discipline introduces animation and motion design tools in Adobe After Effects. Learners learn to work with layers, keyframes, masks, and effects. They create video clips, titles, and motion graphics, analyzing visual techniques, composition, and timing. The discipline develops skills in digital animation, video design, and creative visual storytelling.	5							+									
67.	Ethno-Design	The discipline focuses on the principles of ethno-design in fashion design based on traditional cultural heritage. It explores national motifs, ornamentation, color solutions, and form-making features of ethnic costumes. The acquired knowledge is applied in developing fashion collections and original design projects in line with contemporary trends.	5						+		+								

		The discipline fosters respect for cultural traditions and professional skills in the creative interpretation of ethnic forms in fashion design.																	
68.	Artificial Intelligence in Object Management (Minor)	The discipline is aimed at forming knowledge and skills in the application of artificial intelligence methods for the analysis, modeling, and control of technical and information objects. The content covers methods and algorithms of artificial intelligence in control systems, intelligent decision-making methods, data processing and analysis, and the application of machine learning and intelligent systems. As a result of studying the discipline, the learners applies artificial intelligence technologies in object control systems.	5							+			+					
	Cycle of major disciplines University component																		
69.	Fundamentals of Planning Student Research Work	The discipline is aimed at obtaining knowledge on the history, theory and practice of science development, its essence, features, its role in light industry, classification of scientific research, stages and methods of scientific research. The obtained knowledge will allow learners to acquire practical skills of planning and organisation of scientific research at the university, the ability to use the results of research in the educational process and in future professional activities.	5												+			
70.	Patent Studies and Portfolio Development	The discipline is aimed at studying the basics of intellectual property protection and developing an effective presentation of works using AI capabilities. Learners master patent law and portfolio design methods.	5												+			
	Cycle of major disciplines Elective component																		
71.	Engineering Systems and Equipment of Environmental Complexes	The discipline forms an understanding of the functioning of engineering systems in the architectural environment. Learners study ventilation, heating, water supply and electrical engineering. Upon completion of the discipline, learners will be able to design complex engineering solutions	7										+					

		for residential and public spaces.																		
72.	Advertising Campaign Design	The discipline studies the basics of creating effective advertising strategies. During the training, learners will master the stages of developing the concept, design and implementation of the campaign, learn how to analyze the target audience and evaluate the results.	7								+	+							
73.	Experimental Garment Design	The discipline teaches the creation of conceptual clothing in the avant-garde style. Learners study experimental forms, non-traditional materials and compositions. Upon completion, learners will be able to create innovative collections for the catwalk.	7												+				
74.	Fundamentals of Ergonomics in Environmental Design	The discipline teaches the design of comfortable spaces taking into account the physiological and psychophysical characteristics of a person. Learners learn the principles of ergonomics and composition. Upon completion, learners will be able to create comfortable and functional environments.	5															+	
75.	Book Graphics	The discipline introduces learners to the basics of visual design of books, including typography, illustrations, and page layout. Learners study the history of book graphics, current trends and technologies.	5						+	+									
76.	Technical Drawing of Clothing	The discipline is aimed at mastering the fundamentals of technical clothing drawing as a tool for professional visualization of design solutions. It covers the rules for creating flat and three-dimensional garment drawings, proportions, construction elements, and conventional symbols. The acquired skills are applied in developing sketches, technical documentation, and presenting fashion design projects. The discipline develops precision in graphic thinking and professional skills in apparel design representation.	5						+										
77.	National Style in Architecture	The discipline studies the cultural and historical features of architectural styles of different peoples. Learners understand the influence of national traditions on the formation of architectural forms, analyze structural and decorative	5						+			+							

		elements, evaluate architectural solutions and develop projects, taking into account the cultural context, regional features and modern architectural trends.																	
78.	National Style in Graphic Design	The discipline teaches learners to the peculiarities of the visual culture of different countries. By studying traditional elements and modern interpretations, learners develop the skills to create unique graphic solutions that reflect cultural identities.	5						+						+				
79.	The Architecture of Volumetric Forms	The discipline explores the principles of form generation and composition in fashion design. Learners study the fundamentals of volume, plasticity, rhythm, and structure. They analyze spatial solutions and evaluate the aesthetic and functional properties of shapes. Knowledge is applied in mock-up creation and visual modeling. The discipline develops spatial and imaginative thinking, a sense of proportion, and the expressiveness of clothing designs.	5						+					+					
80.	Design of Low-rise Residential Buildings	The discipline aimed at developing learners professional skills in the field of architectural design of individual and block-type housing (1-3 floors). The principles of planning, constructive and engineering solutions, modern materials and technologies, as well as regulatory requirements ensuring comfort, safety and energy efficiency of residential facilities are studied.	5								+				+				
81.	Web Design	The discipline is aimed at developing practical skills in designing digital interfaces, developing websites and presenting online products. Learners analyzes the structure of web interfaces, creates prototypes of landing pages and applications in Figma and Tilda, applies the basics of UX/UI design and visual storytelling, develops author's concepts based on the user scenario, integrates the web product into the visual environment of the brand, and designs a project for demonstration in the portfolio.	5							+									
82.	Conceptual Runway Fashion	The discipline forms the Learners 's understanding of fashion as a form of visual art, communication and identity. During	5						+					+					

	Design	the discipline, the learners explores current trends and cultural context, develops a conceptual idea for the collection, applies innovative materials and technologies in sketching and implementing models, models the visual image of the display, analyzes the target audience and positions the collection on the market, and also presents a creative project tailored to the requirements of the podium presentation.																		
83.	Modeling in Architectural Design	The discipline teaches the creation of physical and digital layouts of architectural objects. Learners learn methods of working with materials and proportions. Upon completion, learners will be able to create detailed project layouts.	5												+					
84.	Mock-up and Layout of Printed Products	The discipline introduces learners to the basics of designing and formatting printed materials. Learners study the principles of composition, typography, color theory, and the use of graphic programs.	5												+					
85.	Technology for the Production of Women's and Children's Light Clothing	The discipline covers theoretical and practical aspects of the technology of tailoring light clothing. Learners analyze the properties of fabrics, design features of products, apply modern processing technologies, evaluate the quality of finished products and develop technical documentation, using critical thinking and creative approach to the production of clothing.	5												+					
86.	Integrated Design of Low-rise Residential Buildings	The discipline teaches the integrated design of low-rise residential complexes with elements of landscape and interior design. Learners study the planning of territories and the design of living spaces. After completing the discipline, they will be able to create low-rise residential projects.	5										+							
87.	Media Content Design and Development	The discipline is aimed at developing knowledge for creating content for digital and on-screen platforms, taking into account the interdisciplinary nature of design. During the discipline , the learners explores the formats of digital media content, develops the concept of visual design of video products, creates elements of branding, infographics and	5													+				

		animation graphics, integrates storytelling into the visual environment, applies the principles of cross-media, interactivity and the influence of media design on perception and communication.																	
88.	Design of Garments in National Style	The discipline is aimed at teaching the creation of clothing collections with an emphasis on national traditions and images. Learners study historical elements of costume and their adaptation. After completing the discipline, they will be able to develop collections for fashion shows.	5									+							
89.	Exterior Design Project Development	The discipline is focused on mastering the principles of exterior design project development for architectural objects and urban environments. It covers fundamentals of composition, form-making, color and texture solutions, as well as the interaction between a building and its surrounding space. The acquired knowledge is applied in developing exterior design concepts, visual solutions, and project proposals. The discipline develops integrated design thinking and professional skills in architectural exterior design.	5									+		+					
90.	Design of Art Objects	The discipline teaches the creation of art objects for the urban and exhibition environment. Learners study composition, materials and execution techniques. Upon completion of the discipline, they will be able to develop original art objects.	5						+			+							
91.	Technology of Upper Assortment	The discipline is aimed at studying classifications, basic processes and modern technology for the production of high-quality outerwear products. It includes studying the requirements for the technology of cutting, tailoring and finishing products, develops skills and abilities in working with the organization of the technology of manufacturing outerwear and with the main methods of quality control and standards that products of the upper clothing range must meet.	5											+					
92.	Interior Design of Public Buildings	The discipline focuses on mastering the principles of interior design for public buildings, taking into account functional, ergonomic, and aesthetic requirements. It covers	5								+	+							

		fundamentals of spatial organization, zoning, and compositional and stylistic interior solutions. The acquired knowledge is applied in developing interior concepts, design proposals, and visualizations. The discipline develops integrated design thinking and professional skills in public interior design.																	
93.	Typography	The discipline studies the art and technique of text design aimed at creating visually attractive and readable materials. Within the framework of the discipline, learners study the basics of font science, layout, hierarchy of text information and color theory.	5						+	+									
94.	Headwear Design	The discipline is aimed at studying the design of headwear for various styles and purposes. Learners study materials, technologies and artistic techniques. After completing the discipline, they will be able to create unique accessories for fashion collections.	5						+					+					
95.	Design of Public Objects	The discipline is aimed at studying the design of public buildings. Learners study the functional layouts and structural systems of administrative and socio-cultural-domestic buildings. After completing the discipline, they will be able to create projects for public facilities.	5								+								
96.	Multimedia Design	The discipline covers the creation and integration of various content formats, such as text, images, sound and video. Learners study methods for designing interactive applications and animation, and master tools for working with multimedia materials.	5							+			+						
97.	Fundamentals of Imageology and Personal Branding	The discipline is aimed at developing knowledge of image-making principles and personal brand building. Learners explore types of image, positioning strategies, and methods of self-presentation. They analyze successful case studies and assess the effectiveness of visual and communication strategies. Acquired knowledge is applied to develop an individual brand that reflects professional and social goals as well as current communication trends.	5												+				

98.	Architectural Design of Large-Scale Objects	The discipline is aimed at teaching the development of complex urban development projects. Learners study functional zones, infrastructure and spatial solutions of urban complexes, multifunctional centers. Upon completion of the discipline, they will be able to design large architectural objects.	5							+				+			
99.	AR and VR Technologies	The discipline is aimed at developing learners theoretical knowledge and practical skills in the field of designing and applying augmented and virtual reality technologies. The discipline covers the principles of creating immersive content, the specifics of user interaction, as well as tools and software environments for AR/VR development. Learners study methods for designing interactive visual solutions, learn the basics of 3D modeling, animation, and prototyping, and apply their knowledge in the development of their own design projects using AR/VR technologies.	5						+								
100.	Fundamentals of Industrial Mass-Market Fashion	The discipline is aimed at teaching designing clothes for mass production, taking into account fashion trends and production processes. Learners study standardization methods and principles of technology. Upon completion of the discipline, they will be able to develop commercially successful clothing collections.	5								+						
101.	Renovation and Reconstruction of Historical Objects	The discipline is aimed at studying methods of preserving, renovating and adapting historical buildings. Learners understand the historical significance of objects, analyze their current state, apply modern reconstruction technologies, assess the preservation of cultural heritage and develop projects taking into account the aesthetic, functional and legal aspects of restoration work.	5						+					+			
102.	Graphics and Rebranding	The discipline focuses on creating effective visual identities for brands. Learners study the principles of graphic design, rebranding strategies and the application of colour theory, typography and composition.	5								+						
103.	Fundamentals of	The discipline teaches the analysis and restoration of	5						+					+			

	Analytical Reconstruction of Historical Clothing	historical costumes. Learners study the cut, materials, and stylistic features of different eras. After completing the discipline, learners will be able to create reconstructions of historical images.																	
104.	Materials and Structures in Architecture and Design	The discipline is aimed at studying construction and finishing materials as well as structural systems used in architecture and design. It examines material properties, principles of selection, and methods of applying structures in accordance with functional, aesthetic, and technological requirements. The acquired knowledge is applied in architectural and design projects, analysis of structural solutions, and development of project documentation. The discipline develops professional skills in the informed selection of materials and structures in design practice.	5														+		
105.	Advertising Materials	The discipline introduces learners to the variety of advertising materials and their use in graphic design. During the training, the types of materials, their properties and techniques for creating creative and visually attractive advertising projects are studied.	5														+		
106.	Confectionisation of Garment Materials	The discipline is aimed at studying a scientifically based approach to the selection of materials in the design and manufacture of clothing for various purposes, the relationship between confectionery and marketing. The learners acquires the skills and abilities of confectionery, taking into account a set of requirements for products, the properties of the main and auxiliary materials, as well as their artistic and coloristic design, with the achievement of the necessary shape stability, with a decrease in the material and labor intensity of the product while maintaining its quality.	5														+		
107.	Modern Materials in Architectural Design	The discipline studies innovative materials and technologies for architectural projects that ensure sustainability, functionality and visual appeal of objects.	5														+		
108.	Modern Materials in Graphic Design	The discipline explores the latest technologies and materials used in graphic design, including eco-friendly and digital	5														+		

		solutions. Learners will learn methods of selecting and applying materials, which will enable them to create innovative and sustainable projects.																	
109.	Modern Materials in Industrial Design	The discipline focuses on studying the properties and application possibilities of modern materials and finishing accessories in industrial design. Learners master the principles of scientifically justified material selection, considering their functional, aesthetic, and environmental characteristics. During the discipline, learners develop skills to analyze the compliance of materials with the requirements of designed products, as well as the ergonomics and competitiveness of the final product, ultimately improving its overall quality.	5														+		
110.	Ecology and Architecture	The discipline focuses on the study of ecological principles in architectural design and the formation of a sustainable environment. It examines the interaction between architecture and the natural environment, environmentally oriented design solutions, energy efficiency, and rational use of resources. The acquired knowledge is applied in developing architectural and design projects based on the principles of sustainable development. The discipline fosters ecological thinking and professional responsibility in architects and designers.	5															+	+
111.	Eco-Design	The discipline is aimed at mastering the principles of environmentally oriented graphic design. It covers the fundamentals of sustainable design, environmentally responsible material selection, visual communication, and the development of ecological awareness through graphic tools. The acquired knowledge is applied in creating graphic projects that promote environmental values and sustainable development. The discipline develops professional skills in environmentally conscious design and visual culture.	5															+	+
112.	Eco-Design of Clothing	The discipline is aimed at developing knowledge and skills in environmentally oriented clothing design. Learners study	5														+		+

		methods to minimize environmental impact at all stages of a product's life cycle. Within the discipline, learners acquire the ability to select eco-friendly materials and technologies and to create design models that incorporate resource conservation, recycling, and functionality, while maintaining high aesthetic and consumer qualities of the garments.																	
113.	Economics of Architectural Projects and Construction Management	The discipline focuses on developing the skills to plan, organize and implement design projects, taking into account economic realities and interaction with the customer. During the discipline, the learners explains the basics of budgeting and pricing in the creative industry, calculates project estimates, draws up contractual documentation, applies design management models in studio and freelance practice, identifies the economic effectiveness of the project (applied building materials and structures), and also studies the implementation of author supervision and implementation support.	5													+			+
114.	Project Management in Graphic Design	The discipline is aimed at studying methods of managing creative projects, digital tools and the specifics of working in design teams. The learners analyzes the stages of the graphic project implementation, applies management tools, forms project documentation and calendar plans, adapts tasks to the specifics of the design process, coordinates the work of the team and interaction with the customer, and analyzes the result from the standpoint of efficiency and visual quality.	5													+			+
115.	Fashion Brand Management	The discipline is aimed at developing brand management skills in the fashion industry, taking into account current market requirements, sustainable development, and the creative economy. Learners identify the key components of a brand, develop a visual identity, formulate a marketing strategy with an emphasis on digital communication, apply the principles of sustainable design, analyze the competitive environment and target audience, and justify decisions regarding the promotion and development of a fashion brand.	5															+	

8 Alignment of planned learning outcomes with assessment technologies and teaching methods within the module

Learning Outcomes (LO) Number	Planned learning outcomes for the module	Assessment technologies (tools)	Methods of learning and teaching
LO$_{GED\ 1}$	Applies the fundamental laws of Kazakhstan's history, philosophy, and socio-political knowledge for effective socialization and adaptation in changing socio-cultural conditions, shaping a personality capable of mobility in the modern world, critical thinking, and physical self-improvement.	Testing (midterm and final assessment) Writing essays and analytical reviews Oral questioning and discussions Group projects and presentations Individual assignments and case analysis Reflection and self-assessment	Lectures and seminars Problem-based and critical learning Case method (situation analysis) Discussions and debates Group work and role-playing games Use of digital educational resources and online platforms
LO$_{GED\ 2}$	Capable of interpersonal social and professional communication in Kazakh, Russian, and foreign languages.	Oral questioning and dialogues Writing essays, business letters, and résumés; presentations and public speaking Projects and role-playing games Tests on grammar, vocabulary, and reading comprehension	Communicative approach Interactive classes using multimedia resources Role-playing and situational games Pair and group work Discussion of texts, films, and business documentation
LO$_{GED\ 3}$	Prossesses various types of information and communication technologies for searching, storing, processing, protecting, and disseminating information.	Practical tasks in a digital environment Tests and assessments on knowledge of ICT tools Project work involving the use of ICT Individual and group presentations Student's electronic portfolio Verification of compliance with information security requirements	Lectures with demonstrations of digital technologies Workshops and computer-based training sessions Project-based learning Group work in an online environment Independent assignments followed by presentation/defense
LO $_1$	Applies knowledge of art history, color theory, and principles of composition to create artistic and technical sketches by hand in accordance with creative concepts and visual communication methods.	Interactive lecture, brainstorming	Control questions Solving situational tasks
LO $_2$	Communicates artistic intent and creative	Interactive lecture, brainstorming	Control questions

	concepts in the design of architectural, graphic, and fashion design objects.		Solving situational tasks
LO 3	Develops original design solutions based on knowledge of composition, color theory, art history, and design.	Interactive lecture, brainstorming	Control questions Solving situational tasks
LO 4	Applies visual and technical techniques and tools, including professional software, to develop aesthetic virtual architectural spaces and design objects.	Interactive lecture, brainstorming	Control questions Solving situational tasks
LO 5	Applies logical and intuitive methods to generate ideas and develop design briefs for architectural, graphic, and fashion design projects, including client interaction and decision-making.	Round table, brainstorming, case method, including special formats such as master classes and creative screenings	Project defense, colloquium, creative screening
LO 6	Develops architectural, graphic, and fashion design projects considering visual interfaces, sustainability standards, inclusion, and branding to create functional and emotionally expressive solutions.	Interactive lecture, brainstorming	Control questions Solving situational tasks
LO 7	Uses artificial intelligence tools for graphic generation, image processing, and the development of personalized design solutions.	Round table, brainstorming, case method, including special formats such as master classes and creative screenings	Project defense, colloquium, creative screening
LO 8	Creates models and prototypes of architectural, graphic, and fashion design objects using expressive artistic means, considering spatial, volumetric, and color solutions for project presentation.	Round table, brainstorming, case method, including special formats such as master classes and creative screenings	Project defense, colloquium, creative screening
LO 9	Implements architectural, graphic, and fashion industry projects based on research, technology, project documentation, material selection, design, and branding.	Round table, brainstorming, case method, including special formats such as master classes and creative screenings	Project defense, colloquium, creative screening
LO 10	Applies knowledge of modern materials and their functional and environmental properties in architectural, graphic, and fashion design.	Round table, brainstorming, case method, including special formats such as master classes and creative screenings	Project defense, colloquium, creative screening

LO 11	Applies principles of sustainable development and environmental safety in design projects, considering economic, legal, anti-corruption, and entrepreneurial aspects.	Round table, brainstorming, case method, including special formats such as master classes and creative screenings	Project defense, colloquium, creative screening
LO 12	Provides economic support for design projects, considering environmental requirements, inclusion principles, and occupational safety standards to ensure effective communication with stakeholders.	Round table, brainstorming, case method, including special formats such as master classes and creative screenings	Project defense, colloquium, creative screening

9 Correlation of learning outcomes of the educational program with the labor functions of professional standards (if any)

Name of the professional standards used	Professions at level 6 and/or 7 of the SQF	Labor functions	Tasks	Learning outcomes for the educational program
Designer in the arts (Art designer, graphic designer, interior designer, industrial designer and others)	6	LF 1. Creating an author's design idea Task 1:рской идеи	Task 1: Creating artistic and technical sketches by hand and using graphic editorsкторов Task 2. Making a layout of a design object	LO 4 Applies visual and technical techniques and tools, including professional software, to develop aesthetic virtual architectural spaces and design objects. LO 9 Implements architectural, graphic, and fashion industry projects based on research, technology, project documentation, material selection, design, and branding.
		LF 2. Development of design projects with a variety of solutions andedetails	Task 1: Conducting pre-project designcresearch Task 2. Development and coordination of the project task with the customerтного задания Task 3. Conceptual and artistic and	LO 3 Develops original design solutions based on knowledge of composition, color theory, art history, and design. LO 7 Uses artificial intelligence tools for graphic generation, image processing, and the development of personalized design solutions. LO 10 Applies knowledge of modern materials and their functional and environmental properties in architectural, graphic, and fashion

			technical development of design –projects Task 4. Author's supervision of the implementation of work on theaimplementation of design projects	design. LO 12 Provides economic support for design projects, considering environmental requirements, inclusion principles, and occupational safety standards to ensure effective communication with stakeholders.
Requirements for personal competencies	▪ Emotional intelligence ▪ Analytical thinking ▪ Politeness ▪ Concentration and attention management ▪ Responsibility			▪ Organization Creativity ▪ Sense of aesthetics ▪ Focus on achieving results ▪ Creative approach to finding ways to complete tasks

10 Graduate model

GRADUATE MODEL			
Designer in the arts (Art designer, graphic designer, interior designer, industrial designer and others), the Atlas of New Professions and Competencies ("Immersive Designer" https://clck.ru/3TQo8S, "VR/AR/MR Editor/Designer" https://clck.ru/3TJLx9); and the Regional Standard ("AI Artist/Designer" clck.ru/3TJLf8, "VP Architect" clck.ru/3TJLL6).	Competencies (soft skills, digital skills)		
	Attributes of a graduate	knowledge	Skills
	Are able to express a creativeaidea in a visual artistic form	of Color Theory and coloristics, composition, engineeringиgraphics, academic drawing and painting, graphic techniques,amaterial studies, ergonomics, typography, photography	Create artistic and technical sketches by hand and use graphic editors
	To materialize the concept in the form	Fundamentals of artisticнof Complete mock-ups of design objects based on	Perform mockupsкshapesp, proportions, texture and color
	Ready to organizetheproject process from the idea to the completion	of the Forms and structure of the project task, methods for collecting and analyzing information	Develop and agreeonthe project task, form stages and deadlines
	Ensuresтthat the finished product complies with the project and quality standards ofmeets the design andQuality	Control Methods and regulatory requirements in the&future	Carry out author supervision, drawтup reports onup reports onproject implementation
	It is able and createнcompetitive projectsthat take intoaccount market conditions ofчmarket conditions	the Principles of management,budgetingand marketing	To evaluate the cost-effectiveness of projects, identify risks,adevelop commercial proposals
	Professional skills (hard skills)		
	Conducting professional activities in the field of design. Creationof author's design works, complex design projects, industrial designs and series inaccordancewith the tasks set and the needs of the target audience Is able to develop author's design ideas and embody them in artisticнand technical sketches both manually and using specializedagraphic editors. The graduate knows how to create layouts of design objects based on shape, proportions, texture, color schemes and material properties. It allowsyou toconduct pre-project research, analyze fashion and functional trends, study the needs of the target audience, and perform a comparative analysis of analogs. In the field of design, the graduate is able to develop and coordinate a project task, form stages and deadlines for work completion, as well as carryyout conceptual and artistic and technical development of design projects with the variability ofesolutions and their feasibility study. The graduate is able to organize the work of a creative team and manageothe process of executing design projects, is able to evaluate the commercial effectivenessofprojects and develop competitive solutions focused on the market.		

Типтік оқу жоспары 6B02100 - Дизайн
Типичный учебный план 6B02100 - Дизайн
Typical curriculum 6B02100 - Design

Модульдің № / № модуля / Module №	Пәндердің № / № дисциплины / Discipline №	ОҚУ ПӘНДЕРІНІҢ АТАУЫ НАИМЕНОВАНИЕ УЧЕБНЫХ ДИСЦИПЛИН NAME OF TEACHING DISCIPLINES	Оқу пәндерінің циклы (міндетті компоненті / таңдау компоненті) Цикл учебных дисциплин (обязательный компонент / компонент по выбору) Educational disciplines cycle (compulsory component / component of choice)	Оқу пәндерінің коды Код учебной дисциплины Educational discipline code	Семестр / semester	Кредиттер саны Количество кредитов Number of credits	Курстық жұмыс (жоба) Курсовая работа (проект) Course work (project)	Білім алушылардың жұмыс уақытының бюджеті сағатпен / Бюджет рабочего времени (час) / Budget of working time (hours): Барлық сағат / Всего часов / Total hours	Аудиториялық жұмыс / Аудиторная работа / Class work: Барлық аудит. сағат Всего аудит. часов Total classroom hours	оның ішінде / в том числе / including: Д / ЛК / Lec	СПС / СПЗ / SPL	ЛС / ЛЗ / LC	ОБӨЖ / СРОП / IWST	БАӨЖ / СРО / IWS	Кафедра атауы / Наименование кафедры / Name of the department	Семестр бойынша бөлу / Распределение по семестрам / Distribytion of semesters: 1 КУРС / YEAR, 1 Академиялық кезең / (Семестрдағы апталар саны / Недель в семестре / Weeks in a semester: 15; аптасына аудиториялық сағат / аудиторных часов в неделю / classroom hours per week)	1 КУРС / YEAR, 2 Академиялық кезең / 15	2 КУРС / YEAR, 3 Академиялық кезең / 15	2 КУРС / YEAR, 4 Академиялық кезең / 15	3 КУРС / YEAR, 5 Академиялық кезең / 15	3 КУРС / YEAR, 6 Академиялық кезең / 15	4 КУРС / YEAR, 7 Академиялық кезең / 15	4 КУРС / YEAR, 8 Академиялық кезең / 15	Пән бойынша қорытынды бағалау (емтихан, дифференциалды сынақ, мемлекеттік емтихан, жоба және т.б.) / Форма итогового контроля по дисциплине (экзамен, дифференцированный зачет, государственный экзамен, проект и др.) / Final assessment form for the discipline (exam, differentiated credit, state exam, project, etc.)	Пән бойынша қорытынды бағалаудың форматы (ауызша, жазбаша, тестілік, шығармашылық және т.б.) / Форма проведения итогового контроля по дисциплине (устно, письменно, тест, творческий и т. д.) / The format of the final assessment for the discipline (orally, in writing, test, creative, etc.)
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
Модуль / Module № 1							/ /																		
	1	Қазақ (Орыс) тілі Казахский (Русский) язык Kazakh (Russian) Language	ЖБП (МК) ООД (ОК) GED (CS)	K(R)Ya 1105-26.(1) K(R)Ya 1105-26.(1) K(R)Ya 1105-26.(1)	1	5		150	45		45		15	90	Барлық кафедралар Все кафедры All chairs	0 + 3 + 0								Емтихан Экзамен Examination	Басқа Другое More
	2	Шетел тілі Иностранный язык Foreign Language	ЖБП (МК) ООД (ОК) GED (CS)	IYa 1104-26.(1) IYa 1104-26.(1) IYa 1104-26.(1)	1	5		150	45		45		15	90	Барлық кафедралар Все кафедры All chairs	0 + 3 + 0								Емтихан Экзамен Examination	Басқа Другое More
	3	Ақпараттық-коммуникациялық технологиялар Информационно-коммуникационные технологии Information and Communication Technologies	ЖБП (МК) ООД (ОК) GED (CS)	IKT 1106-26. IKT 1106-26. IKT 1106-26.	1	5		150	45	15		30	15	90	Барлық кафедралар Все кафедры All chairs	1 + 0 + 2								Емтихан Экзамен Examination	Басқа Другое More
	4	Дене шынықтыру Физическая культура Physical Culture	ЖБП (МК) ООД (ОК) GED (CS)	PhK 1107-26.(1) PhK 1107-26.(1) PhK 1107-26.(1)	1	2		60	30		30			30	Дене шынықтыру Физическое воспитание physical education	0 + 2 + 0								Дифференциалдық сынақ Дифференцированный зачет	Басқа Другое More
	5	Экономика, кәсіпкерлік, құқық және қаржылық сауаттылық модулі (экономика және кәсіпкерліктің негіздері, құқық негіздері және сыбайлас жемқорлыққа қарсы мәдениет, қаржылық сауаттылық негіздері) Модуль экономики, предпринимательства, права и финансовой грамотности (основы экономики и	ЖБП (ЖК) ООД (ВК) GED (EC)	MEPPFG 1101-26. MEPPFG 1101-26. MEPPFG 1101-26.	2	5		150	45		45		15	90	Барлық кафедралар Все кафедры All chairs		0 + 3 + 0							Емтихан Экзамен Examination	Басқа Другое More
	6	Қазақ (Орыс) тілі Казахский (Русский) язык Kazakh (Russian) Language	ЖБП (МК) ООД (ОК) GED (CS)	K(R)Ya 1105-26.(2) K(R)Ya 1105-26.(2) K(R)Ya 1105-26.(2)	2	5		150	45		45		15	90	Барлық кафедралар Все кафедры All chairs		0 + 3 + 0							Емтихан Экзамен Examination	Басқа Другое More
	7	Шетел тілі Иностранный язык Foreign Language	ЖБП (МК) ООД (ОК) GED (CS)	IYa 1104-26.(2) IYa 1104-26.(2) IYa 1104-26.(2)	2	5		150	45		45		15	90	Барлық кафедралар Все кафедры All chairs		0 + 3 + 0							Емтихан Экзамен Examination	Басқа Другое More
	8	Қазақстан тарихы История Казахстана History of Kazakhstan	ЖБП (МК) ООД (ОК) GED (CS)	IK 1101-26. IK 1101-26. IK 1101-26.	2	5		150	45	30	15		15	90	Барлық кафедралар Все кафедры All chairs		2 + 1 + 0							Емтихан Экзамен Examination	Басқа Другое More
	9	Дене шынықтыру Физическая культура Physical Culture	ЖБП (МК) ООД (ОК) GED (CS)	PhK 1107-26.(2) PhK 1107-26.(2) PhK 1107-26.(2)	2	2		60	30		30		30		Дене шынықтыру Физическое воспитание physical education		0 + 2 + 0							Дифференциалдық сынақ Дифференцированный зачет	Басқа Другое More
	10	Философия Философия Philosophy	ЖБП (МК) ООД (ОК) GED (CS)	Fil 2102-26. Fil 2102-26. Fil 2102-26.	3	5		150	45	30	15		15	90	Барлық кафедралар Все кафедры All chairs			2 + 1 + 0						Емтихан Экзамен Examination	Басқа Другое More
	11	Әлеуметтік-саясаттану білім модулі (әлеуметтану, саясаттану, мәдениеттану, психология) Модуль социально-политических знаний (политология, социология, культурология, психология) Module of Socio-Political Knowledge (Political Science, Sociology, Cultural Studies, Psychology)	ЖБП (МК) ООД (ОК) GED (CS)	MSPZ 2103-26. MSPZ 2103-26. MSPZ 2103-26.	3	8		240	120	60	60		24	96	Барлық кафедралар Все кафедры All chairs			4 + 4 + 0						Емтихан Экзамен Examination	Басқа Другое More
	12	Дене шынықтыру Физическая культура Physical Culture	ЖБП (МК) ООД (ОК) GED (CS)	PhK 1107-26.(3) PhK 1107-26.(3) PhK 1107-26.(3)	3	2		60	30		30			30	Дене шынықтыру Физическое воспитание physical education			0 + 2 + 0						Дифференциалдық сынақ Дифференцированный зачет	Басқа Другое More
	13	Дене шынықтыру Физическая культура Physical Culture	ЖБП (МК) ООД (ОК) GED (CS)	PhK 1107-26.(4) PhK 1107-26.(4) PhK 1107-26.(4)	4	2		60	30		30			30	Дене шынықтыру Физическое воспитание physical education				0 + 2 + 0					Дифференциалдық сынақ Дифференцированный зачет	Басқа Другое More
	14	Академиялық сурет Академический рисунок Academic Drawing	БП (ЖК) БД (ВК) BD (EC)	AkRis 1202-26 AkRis 1202-26 AkRis 1202-26	1	5		150	45			45	15	90	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design	0 + 0 + 3								Емтихан Экзамен Examination	Басқа Другое More
	15	Техникалық сызба және инженерлік графика Техническое черчение и инженерная графика Technical Drawing and Engineering Graphics	БП (ЖК) БД (ВК) BD (EC)	TCHiGr 1206-26 TCHiGr 1206-26 TCHiGr 1206-26	1	5		150	45	15		30	15	90	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design	1 + 0 + 2								Емтихан Экзамен Examination	Басқа Другое More
	16	Өнер тарихы История искусств Art History	БП (ЖК) БД (ВК) BD (EC)	Ilsk 1205-26 Ilsk 1205-26 Ilsk 1205-26	1	3		90	30	15	15		15	45	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design	1 + 1 + 0								Емтихан Экзамен Examination	Басқа Другое More
	17	Түс тану және колористика Цветоведение и колористика Color Theory and Coloristics	БП (ЖК) БД (ВК) BD (EC)	CvColor 1203-26 CvColor 1203-26 CvColor 1203-26	1	5		150	45	15		30	15	90	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design	1 + 0 + 2								Емтихан Экзамен Examination	Басқа Другое More
	18	Композиция Композиция Composition	БП (ЖК) БД (ВК) BD (EC)	Com 1201-26 Com 1201-26 Com 1201-26	1	5		150	45			45	15	90	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design	0 + 0 + 3								Емтихан Экзамен Examination	Басқа Другое More
	19	Академиялық кескіндеме Академическая живопись Academic Painting	БП (ЖК) БД (ВК) BD (EC)	AkZiv 1204-26 AkZiv 1204-26 AkZiv 1204-26	2	5		150	45			45	15	90	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design		0 + 0 + 3							Емтихан Экзамен Examination	Басқа Другое More
	20	Дизайндағы кеңістік тәжірибесі Средовая практика в дизайне Environmental Design Practice	БП (ЖК) БД (ВК) BD (EC)	SPvD 1209-26 SPvD 1209-26 SPvD 1209-26	2	3		90	30			30	6	54	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design		0 + 0 + 2							Емтихан Экзамен Examination	Басқа Другое More
	21	Дизайндағы жасанды интеллект Искусственный интеллект в дизайне Artificial Intelligence in Design	БП (ЖК) БД (ВК) BD (EC)	IIvD 2207-26 IIvD 2207-26 IIvD 2207-26	4	6		180	60	15		45	15	105	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design				1 + 0 + 3					Емтихан Экзамен Examination	Басқа Другое More
	22	Тұрақты даму, экология және тіршілік қауіпсіздігі Устойчивое развитие, экология и безопасность жизнедеятельности Sustainable Development, Ecology, and Life Safety	БП (ЖК) БД (ВК) BD (EC)	UREBZh 3207-26. UREBZh 3207-26. UREBZh 3207-26.	6	5		150	45	30	15		15	90	Барлық кафедралар Все кафедры All chairs						2 + 1 + 0			Емтихан Экзамен Examination	Басқа Другое More
	23	Өндірістік практика-I Производственная практика-I Production practice-I	БеП (ЖК) ПД (ВК) PD (EC)	PPr-I-26 (Design) PPr-I-26 (Design) PPr-I-26 (Design)	4	5		150	0						Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design				5 апта / недель / weeks					Практика бойынша қорытынды баға Итоговая оценка по	Басқа Другое More
	24	СҒЗЖ жоспарлаудың негіздері Основы планирования НИРС Fundamentals of Planning Student Research Work	БеП (ЖК) ПД (ВК) PD (EC)	OPNIRS 3301-26 OPNIRS 3301-26 OPNIRS 3301-26	5	5		150	45	15	30		15	90	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design					1 + 2 + 0				Емтихан Экзамен Examination	Басқа Другое More
	25	Өндірістік практика-II Производственная практика-II Production practice-II	БеП (ЖК) ПД (ВК) PD (EC)	PPr-II-26 (Design) PPr-II-26 (Design) PPr-II-26 (Design)	6	5		150	0						Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design						5 апта / недель / weeks			Практика бойынша қорытынды баға Итоговая оценка по	Басқа Другое More
	26	Патенттану және портфолио дайындау Патентоведение и разработка портфолио Patent Studies and Portfolio Development	БеП (ЖК) ПД (ВК) PD (EC)	PRP 4302-26 PRP 4302-26 PRP 4302-26	7	5		150	45	15	30		15	90	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design							1 + 2 + 0		Емтихан Экзамен Examination	Басқа Другое More
	27	Өндірістік / Диплом алдындағы практика Производственная/Преддипломная практика Production/Pre-graduate practice	БеП (ЖК) ПД (ВК) PD (EC)	P/PrP-26 (Design) P/PrP-26 (Design) P/PrP-26 (Design)	8	7		210	0						Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design								7 апта / недель / weeks	Практика бойынша қорытынды баға Итоговая оценка по	Басқа Другое More
Барлығы модуль бойынша / Итого по модулю / Total for module						125		3750	1080	255	525	300	330	1830											
Модуль / Module № 2							/ /																		
	1	Құрылыс сызбасының негіздері Основы строительного черчения Fundamentals of Construction Drawing		OSCh 1208-26 OSCh 1208-26 OSCh 1208-26																					
	2	Графикалық дизайнның негіздері Основы графического дизайна Fundamentals of Graphic Design	БП (ТК) БД (КВ) BD (UC)	OGD 1208-26 OGD 1208-26 OGD 1208-26	2	5		150	45	15		30	15	90	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design		1 + 0 + 2							Емтихан Экзамен Examination	Басқа Другое More
	3	Қолданбалы антропологияның негіздері Основы прикладной антропологии Fundamentals of Applied Anthropology		OPA 1208-26 OPA 1208-26 OPA 1208-26																					
Барлығы модуль бойынша / Итого по модулю / Total for module						5		150	45	15	0	30	15	90											
Модуль / Module № 3							/ /																		
	1	Арнайы сурет (Графикалық дизайн) Специальный рисунок (Графический дизайн) Special Drawing (Graphic Design)		SpRis(GD) 2201-26 SpRis(GD) 2201-26 SpRis(GD) 2201-26																					
	2	Арнайы сурет (Сәулеттік дизайн) Специальный рисунок (Архитектурный дизайн) Special Drawing (Architectural Design)	БП (ТК) БД (КВ) BD (UC)	SpRis(ArhD) 2201-26 SpRis(ArhD) 2201-26 SpRis(ArhD) 2201-26	3	5		150	45	15		30	15	90	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design			1 + 0 + 2						Емтихан Экзамен Examination	Басқа Другое More
	3	Сәндік эскиздеу Fashion sketching Fashion Sketching		FS 2201-26 FS 2201-26 FS 2201-26																					
Барлығы модуль бойынша / Итого по модулю / Total for module						5		150	45	15	0	30	15	90											
Модуль / Module № 4							/ /																		
	1	Костюмдегі стильдердің тарихы История стилей в костюме History of Styles in Costume		ISvK 2202-26 ISvK 2202-26 ISvK 2202-26																					
	2	Графикалық дизайн тарихы История графического дизайна History of Graphic Design	БП (ТК) БД (КВ) BD (UC)	IGD 2202-26 IGD 2202-26 IGD 2202-26	3	5		150	45	15	30		15	90	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design			1 + 2 + 0						Емтихан Экзамен Examination	Басқа Другое More
	3	Дүниежүзілік сәулет өнерінің тарихы История всемирной архитектуры History of World Architecture		IVArh 2202-26 IVArh 2202-26 IVArh 2202-26																					
Барлығы модуль бойынша / Итого по модулю / Total for module						5		150	45	15	30	0	15	90											
5							/ /																		

Модуль / Module №																														
	1	Сәулеттік композиция Архитектурная композиция Architectural Composition	БП (ТК) БД (КВ) BD (UC)	АthК 2203-26 АthК 2203-26 АthК 2203-26	3	5		150	45	15		30	15	90	Жайғ өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design			1 + 0 + 2						Емтихан Экзамен Examination		Басқа Другое More
	2	Графикалық дизайндағы инновациялар Инновации в графическом дизайне Innovations in Graphic Design		InGD 2203-26 InGD 2203-26 InGD 2203-26																								
	3	Киім композициясы Композиция костюма Costume Composition		КК 2203-26 КК 2203-26 КК 2203-26																								
Барлығы модуль бойынша / Итого по модулю / Total for module						**5**		**150**	**45**	**15**	**0**	**30**	**15**	**90**																
Модуль / Module № 6																														
	1	Сәулеттік компьютерлік бағдарламалардың негіздері - AutoCAD Основы архитектурных компьютерных программ - AutoCAD Basics of Architectural Computer Programs - AutoCAD	БП (ТК) БД (КВ) BD (UC)	OAthKP 2204-26 OAthKP 2204-26 OAthKP 2204-26	3	5		150	45	15		30	15	90	Жайғ өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design			1 + 0 + 2						Емтихан Экзамен Examination		Басқа Другое More
	2	Компьютерлік графиканың негіздері Основы компьютерной графики - CorelDRAW Basics of Computer Graphics		OKG 2204-26 OKG 2204-26 OKG 2204-26																								
	3	Векторлық графика құралдары Инструменты векторной графики Vector Graphics Tools		IVG 2204-26 IVG 2204-26 IVG 2204-26																								
Барлығы модуль бойынша / Итого по модулю / Total for module						**5**		**150**	**45**	**15**	**0**	**30**	**15**	**90**																
Модуль / Module № 7																														
	1	Киім сәулеттік пішіндері жобалау (КСП) Проектирование малых архитектурных форм (МАФ) Design of Small Architectural Forms (SAC)	БП (ТК) БД (КВ) BD (UC)	PMAF 2209-26 PMAF 2209-26 PMAF 2209-26	3	5		150	45	15		30	15	90	Жайғ өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design			1 + 0 + 2						Емтихан Экзамен Examination		Басқа Другое More
	2	Киім бұйымдарын құрылтау Конструирование швейных изделий Garment Construction		KShI 2209-26 KShI 2209-26 KShI 2209-26																								
	3	Каллиграфия және леттеринг Каллиграфия и леттеринг Calligraphy and Lettering		KL 2209-26 KL 2209-26 KL 2209-26																								
Барлығы модуль бойынша / Итого по модулю / Total for module						**5**		**150**	**45**	**15**	**0**	**30**	**15**	**90**																
Модуль / Module № 8																														
	1	Графикалық редакторларға зәрмше Работа с графическими редакторами Graphic Design Software	БП (ТК) БД (КВ) BD (UC)	RsGR 2205-26 RsGR 2205-26 RsGR 2205-26	4	10		300	90	15		75	15	195	Жайғ өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design				1 + 0 + 5					Емтихан Экзамен Examination		Басқа Другое More
	2	Графикалық компьютерлік бағдарламалар -Adobe Illustrator Графические компьютерные программы - Adobe Illustrator Graphic Computer Programs - Adobe Illustrator		GKP-AI 2205-26 GKP-AI 2205-26 GKP-AI 2205-26																								
	3	Сәулеттегі сандық технологиялар – Revit Цифровые технологии в архитектуре - Revit Digital Technologies in Architecture - Revit		CTVAth 2205-26 CTVAth 2205-26 CTVAth 2205-26																								
Барлығы модуль бойынша / Итого по модулю / Total for module						**10**		**300**	**90**	**15**	**0**	**75**	**15**	**195**																
Модуль / Module № 9																														
	1	Панельдерді жобалау Проектирование панельных Panelon Design	БП (ТК) БД (КВ) BD (UC)	PrP 2210-26 PrP 2210-26 PrP 2210-26	4	5		150	45	15		30	15	90	Жайғ өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design				1 + 0 + 2					Емтихан Экзамен Examination		Басқа Другое More
	2	Инфографика Инфографика Infomatics		Infgr 2210-26 Infgr 2210-26 Infgr 2210-26																								
	3	Жасанды интеллекттің кіріспе (Минор) Введение в искусственный интеллект (Минор) Introduction to Artificial Intelligence (Minor)		VII 2206-26 (Минор I)																								
	4	Киімді конструкциялаудың Конструктивное моделирование одежды Constructive Clothing Design		KMO 2210-26 KMO 2210-26 KMO 2210-26																								
Барлығы модуль бойынша / Итого по модулю / Total for module						**5**		**150**	**45**	**15**	**0**	**30**	**15**	**90**																
Модуль / Module № 10																														
	1	Графикалық компьютерлік бағдарламалар - Adobe Photoshop, Blender Графические компьютерные программы - Adobe Photoshop, Blender Graphic Computer Programs - Adobe Photoshop, Blender	БП (ТК) БД (КВ) BD (UC)	GKP-APB 3206-26 GKP-APB 3206-26 GKP-APB 3206-26	5	10		300	90	15		75	15	195	Жайғ өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design					1 + 0 + 5				Емтихан Экзамен Examination		Басқа Другое More
	2	Тігін бұйымдарын технологиялық негіздері Основы технологии швейных изделий Fundamentals of Garment Manufacturing Technology		OTShI 3206-26 OTShI 3206-26 OTShI 3206-26																								
	3	Сәулеттік компьютерлік бағдарламалар - 3ds Max Архитектурные компьютерные программы 3ds Max Architectural Computer Programs - 3ds Max		AthKP 3206-26 AthKP 3206-26 AthKP 3206-26																								
Барлығы модуль бойынша / Итого по модулю / Total for module						**10**		**300**	**90**	**15**	**0**	**75**	**15**	**195**																
Модуль / Module № 11																														
	1	Жасанды нейрондық желілерді зерттеу (Минор) Разработка искусственных нейронных сетей (Минор) Development of Artificial Neural Networks (Minor)	БП (ТК) БД (КВ) BD (UC)	RINS 3200-26 (Минор 2) RINS 3200-26	5	5		150	45	15		30	15	90	Жайғ өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design					1 + 0 + 2				Емтихан Экзамен Examination		Басқа Другое More
	2	Жеке тұрғын үйлерді жобалау Проектирование индивидуальных жилых домов Design of Individual Residential Houses		PrIZD 3211-26 PrIZD 3211-26 PrIZD 3211-26																								
	3	Фирмалық стильді жобалау Проектирование фирменного стиля Branding Design		PFS 3211-26 PFS 3211-26 PFS 3211-26																								
	4	АЖЖ-да тігін бұйымдарын жобалау Проектирование швейных изделий в САПР Design of Garments in CAD		PShISAPR 3211-26 PShISAPR 3211-26 PShISAPR 3211-26																								
Барлығы модуль бойынша / Итого по модулю / Total for module						**5**		**150**	**45**	**15**	**0**	**30**	**15**	**90**																
Модуль / Module № 12																														
	1	Объектілерді басқарудағы жасанды интеллект (Минор) Искусственный интеллект в управлении объектами (Минор) Artificial Intelligence in Object Management (Minor)	БП (ТК) БД (КВ) BD (UC)	HUO 3201-26 (Минор 3) HUO 3201-26 (Минор 3)	6	5		150	45	15		30	15	90	Жайғ өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design						1 + 0 + 2			Емтихан Экзамен Examination		Басқа Другое More
	2	Классикалық ордерлік жүйе Классическая ордерная система Classical Order System		KOS 3207-26 KOS 3207-26 KOS 3207-26																								
	3	Графикалық компьютерлік бағдарламалар - Adobe After Effects Графические компьютерные программы - Adobe After Effects Graphic Computer Programs - Adobe After Effects		GKP-AAE 3207-26 GKP-AAE 3207-26 GKP-AAE 3207-26																								
	4	Этно-дизайн Этно-дизайн Ethno-Design		ED 3207-26 ED 3207-26 ED 3207-26																								
Барлығы модуль бойынша / Итого по модулю / Total for module						**5**		**150**	**45**	**15**	**0**	**30**	**15**	**90**																
Модуль / Module № 13																														
	1	Интерьердің графикалық дизайны Графический дизайн интерьера Interior Graphic Design	БП (ТК) БД (КВ) BD (UC)	GrDI 3212-26 GrDI 3212-26 GrDI 3212-26	6	5		150	45	15		30	15	90	Жайғ өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design						1 + 0 + 2			Емтихан Экзамен Examination		Басқа Другое More
	2	Сәулет және интерьер дизайны Архитектура и дизайн интерьера Architecture and Interior Design		ASthDI 3212-26 ASthDI 3212-26 ASthDI 3212-26																								
	3	Үлгіру әдісімен киімді үлгілеу Моделирование одежды методом наколки Clothing Modeling Using Draping Technique		MOMN 3212-26 MOMN 3212-26 MOMN 3212-26																								
Барлығы модуль бойынша / Итого по модулю / Total for module						**5**		**150**	**45**	**15**	**0**	**30**	**15**	**90**																
Модуль / Module № 14																														
	1	Дизайнды безендіру технологиясы Технологии декорирования в дизайне Decoration Technologies in Design	БП (ТК) БД (КВ) BD (UC)	TDeD 3213-26 TDeD 3213-26 TDeD 3213-26	6	5		150	45	15		30	15	90	Жайғ өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design							1 + 0 + 2		Емтихан Экзамен Examination		Басқа Другое More
	2	Ландшафтық дизайн және сәулетпен Ландшафтный дизайн и урбанизм Landscape Design and Urbanism		LDU 3213-26 LDU 3213-26 LDU 3213-26																								
	3	Экито-дизайны Экито-дизайн Ecto-Design		ExD 3213-26 ExD 3213-26 ExD 3213-26																								
Барлығы модуль бойынша / Итого по модулю / Total for module						**5**		**150**	**45**	**15**	**0**	**30**	**15**	**90**																
Модуль / Module № 15																														
	1	Аксессуарлар дизайны Дизайн аксессуаров Accessory Design	БП (ТК) БД (КВ) BD (UC)	DAks 4214-26 DAks 4214-26 DAks 4214-26	7	5		150	45	15		30	15	90	Жайғ өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design								1 + 0 + 2	Емтихан Экзамен Examination		Басқа Другое More
	2	Сәулеттегі креативті дизайн Креативный дизайн в архитектуре Creative Design in Architecture		KrDArh 4214-26 KrDArh 4214-26 KrDArh 4214-26																								
	3	Сандық графика Цифровая графика Digital Graphics		CG 4214-26 CG 4214-26 CG 4214-26																								
Барлығы модуль бойынша / Итого по модулю / Total for module						**5**		**150**	**45**	**15**	**0**	**30**	**15**	**90**																
Модуль / Module № 16																														
	1	Кәсіптегі қабылдау психологиясы Психология восприятия пространства Psychology of Space Perception	БП (ТК) БД (КВ) BD (UC)	PVP 3215-26 PVP 3215-26 PVP 3215-26	7	5		150	45	15		30	15	90	Жайғ өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design								1 + 0 + 2	Емтихан Экзамен Examination		Басқа Другое More
	2	Өзара әрекеттесу психологиясы және визуалды дизайн Психология взаимодействия и визуальный дизайн Psychology of Interaction and Visual Design		PVZD 3215-26 PVZD 3215-26 PVZD 3215-26																								

Мод	3	Тренгерді талдау және ем болжау Анализ трендов и прогнозирование моды Trend Analysis and Fashion Forecasting		ATIPM 3215-26 ATIPM 3215-26 ATIPM 3215-26																							
Барлығы модуль бойынша / Итого по модулю / Total for module					**5**		**150**	**45**	**15**	**0**	**30**	**15**	**90**														
Модуль / Module № 17	1	Балалар киімін конструкциялау жобалау Конструктивное проектирование детской одежды Constructive Design of Children's Clothing	БП (ТК) БД (КВ) BD (UC)	KPDO 3216-26 KPDO 3216-26 KPDO 3216-26	7	5	150	45	15		30	15	90	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design							1 + 0 + 2			Емтихан Экзамен Examination	Басқа Другое More
	2	Әлеуметтік саулет және инклюзивті дизайн Социальная архитектура и инклюзивный дизайн Social Architecture and Inclusive Design		SAthID 3216-26 SAthID 3216-26 SAthID 3216-26																							
	3	Инклюзивті интерфейс және графика Инклюзивный интерфейс и графика Inclusive Interface and Graphics		InIG 3216-26 InIG 3216-26 InIG 3216-26																							
Барлығы модуль бойынша / Итого по модулю / Total for module					**5**		**150**	**45**	**15**	**0**	**30**	**15**	**90**														
Модуль / Module № 18	1	Эксперименттік киім жобалау Экспериментальное проектирование одежды Experimental Garment Design	БД (ТК) ПД (КВ) PD (UC)	EPO 2301-26 EPO 2301-26 EPO 2301-26	4	7	210	75	15		60	9	126	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design					1 + 0 + 4				Емтихан Экзамен Examination	Басқа Другое More
	2	Қоршаған орта ынталандыру инженерлік жүйелер мен жабдықтары Инженерные системы и оборудования объектов общественного и жилого назначений Engineering Systems and Equipment of Environmental Complexes		ISOOOZhN 2301-26 ISOOOZhN 2301-26 ISOOOZhN 2301-26																							
	3	Жарнамалық шұғылды жобалау Проектирование рекламной кампании Advertising Campaign Design		PRK 2301-26 PRK 2301-26 PRK 2301-26																							
Барлығы модуль бойынша / Итого по модулю / Total for module					**7**		**210**	**75**	**15**	**0**	**60**	**9**	**126**														
Модуль / Module № 19	1	Қоршаған орта дизайнындағы эргономика негіздері Основы эргономики в дизайне среды Fundamentals of Ergonomics in Environmental Design	БД (ТК) ПД (КВ) PD (UC)	OErDS 3302-26 OErDS 3302-26 OErDS 3302-26	5	5	150	45	15		30	15	90	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design							1 + 0 + 2			Емтихан Экзамен Examination	Басқа Другое More
	2	Кітап графикасы Книжная графика Book Graphics		KGr 3302-26 KGr 3302-26 KGr 3302-26																							
	3	Киімнің техникалық сүреті Технический рисунок одежды Technical Drawing of Clothing		TRisO 3302-26 TRisO 3302-26 TRisO 3302-26																							
Барлығы модуль бойынша / Итого по модулю / Total for module					**5**		**150**	**45**	**15**	**0**	**30**	**15**	**90**														
Модуль / Module № 20	1	Көлемді пішіндер архитектурасы Архитектоника объемных форм The Architecture of Volumetric Forms	БД (ТК) ПД (КВ) PD (UC)	ArhOF 3303-26 ArhOF 3303-26 ArhOF 3303-26	5	5	150	45	15		30	15	90	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design							1 + 0 + 2			Емтихан Экзамен Examination	Басқа Другое More
	2	Сәулеттегі ұлттық стиль Национальный стиль в архитектуре National Style in Architecture		NSAth 3303-26 NSAth 3303-26 NSAth 3303-26																							
	3	Графикалық дизайндағы ұлттық стиль Национальный стиль в графическом дизайне National Style in Graphic Design		NSGD 3303-26 NSGD 3303-26 NSGD 3303-26																							
Барлығы модуль бойынша / Итого по модулю / Total for module					**5**		**150**	**45**	**15**	**0**	**30**	**15**	**90**														
Модуль / Module № 21	1	Киюге арналған материалдарды конфекциондау Конфекционирование материалов для одежды Confectionation of Garment Materials	БД (ТК) ПД (КВ) PD (UC)	KMDO 3312-26 KMDO 3312-26 KMDO 3312-26	5	5	150	45	15		30	15	90	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design							1 + 0 + 2			Емтихан Экзамен Examination	Басқа Другое More
	2	Жарнамалық материалдар Рекламные материалы Advertising Materials		RM 3312-26 RM 3312-26 RM 3312-26																							
	3	Сәулет пен дизайндағы материалдар мен құрылымдар Материалы и конструкции в архитектуре и дизайне Materials and Structures in Architecture and Design		MCAthD 3312-26 MCAthD 3312-26 MCAthD 3312-26																							
Барлығы модуль бойынша / Итого по модулю / Total for module					**5**		**150**	**45**	**15**	**0**	**30**	**15**	**90**														
Модуль / Module № 22	1	Подиумдық киімнің концептуалды дизайны Концептуальный дизайн подиумной одежды Conceptual Runway Fashion Design	БД (ТК) ПД (КВ) PD (UC)	KDPO 3304-26 KDPO 3304-26 KDPO 3304-26	6	5	150	45	15		30	15	90	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design							1 + 0 + 2			Емтихан Экзамен Examination	Басқа Другое More
	2	Қазіргі коттедждегі тұрғын үйлердің жобалау Проектирование малоэтажных жилых объектов Design of Low-rise Residential Buildings		PMZhO 3304-26 PMZhO 3304-26 PMZhO 3304-26																							
	3	WEB дизайн WEB дизайн Web Design		WEBD 3304-26 WEBD 3304-26 WEBD 3304-26																							
Барлығы модуль бойынша / Итого по модулю / Total for module					**5**		**150**	**45**	**15**	**0**	**30**	**15**	**90**														
Модуль / Module № 23	1	Сәулет дизайндағы макеттеу Макетирование в архитектурном дизайне Modeling in Architectural Design	БД (ТК) ПД (КВ) PD (UC)	MAthD 3305-26 MAthD 3305-26 MAthD 3305-26	6	5	150	45	15		30	15	90	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design							1 + 0 + 2			Емтихан Экзамен Examination	Басқа Другое More
	2	Бастық киімдерді макеттеу және өрнектеу Макетирование и перекладка печатной продукции Mock-up and Layout of Printed Products		MVPP 3305-26 MVPP 3305-26 MVPP 3305-26																							
	3	Әйелдер мен балалар киімдерінің жеңіл тұрғындағын өндіру технологиясы Технология изготовления изделий женской и детской одежды легкого ассортимента Technology for the Production of Women's and Children's Light Clothing		TIIZDOLA 3305-26 TIIZDOLA 3305-26 TIIZDOLA 3305-26																							
Барлығы модуль бойынша / Итого по модулю / Total for module					**5**		**150**	**45**	**15**	**0**	**30**	**15**	**90**														
Модуль / Module № 24	1	Өнеркәсіптік дизайндағы заманауи материалдар Современные материалы в промышленном дизайне Modern Materials in Industrial Design	БД (ТК) ПД (КВ) PD (UC)	SMPD 3313-26 SMPD 3313-26 SMPD 3313-26	6	5	150	45	15		30	15	90	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design							1 + 0 + 2			Емтихан Экзамен Examination	Басқа Другое More
	2	Графикалық дизайндағы заманауи материалдар Современные материалы в графическом дизайне Modern Materials in Graphic Design		SMGD 3313-26 SMGD 3313-26 SMGD 3313-26																							
	3	Сәулеттік дизайндағы заманауи материалдар Современные материалы в архитектурном дизайне Modern Materials in Architectural Design		SMArhD 3313-26 SMArhD 3313-26 SMArhD 3313-26																							
Барлығы модуль бойынша / Итого по модулю / Total for module					**5**		**150**	**45**	**15**	**0**	**30**	**15**	**90**														
Модуль / Module № 25	1	Аз қабатты тұрғын үйлер құрылысының кешенді жобалауы Комплексное проектирование малоэтажной жилой застройки Integrated Design of Low-rise Residential Buildings	БД (ТК) ПД (КВ) PD (UC)	KPMZhZ 3306-26 KPMZhZ 3306-26 KPMZhZ 3306-26	7	5	150					15	90	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design							1 + 0 + 2			Емтихан Экзамен Examination	Басқа Другое More
	2	Медиамазмұнды жобалау және дайындау Проектирование и разработка медиаконтента Media Content Design and Development		PRM 3306-26 PRM 3306-26 PRM 3306-26			150	45	15		30	15	90	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design													
	3	Ұлттық стильдегі киімді жобалау Проектирование одежды в национальном стиле Design of Garments in National Style		PONS 3306-26 PONS 3306-26 PONS 3306-26							150			Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design													
Барлығы модуль бойынша / Итого по модулю / Total for module					**5**		**150**	**45**	**15**	**0**	**30**	**15**	**90**														
Модуль / Module № 26	1	Экстерьер дизайнын жобалау Проектирование дизайна экстерьера Exterior Design Project Development	БД (ТК) ПД (КВ) PD (UC)	PDE 4307-26 PDE 4307-26 PDE 4307-26	7	5					150			Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design													
	2	АРТ-объектілерді жобалау Дизайн АРТ-объектов Design of Art Objects		DArtO 4307-26 DArtO 4307-26 DArtO 4307-26			150	45	15		30	15	90	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design							1 + 0 + 2			Емтихан Экзамен Examination	Басқа Другое More
	3	Сыртқы киімдерді тұрғындағын технологиясы Технология изделий верхнего ассортимента Technology of Outer Assortment		TIVA 4307-26 TIVA 4307-26 TIVA 4307-26			150	45	15		30	15		Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design													
Барлығы модуль бойынша / Итого по модулю / Total for module					**5**						**150**		**90**														
Модуль / Module № 27	1	Бас киімдердің дизайны Дизайн головных уборов Headgear Design	БД (ТК) ПД (КВ) PD (UC)	DGU 4308-26 DGU 4308-26 DGU 4308-26	7	5	150	45	15		30	15		Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design							1 + 0 + 2			Емтихан Экзамен Examination	Басқа Другое More
	2	Қоғамдық ғимараттардың интерьерін жобалау Проектирование интерьеров общественных зданий Interior Design of Public Buildings		PIOZ 4308-26 PIOZ 4308-26 PIOZ 4308-26							150		90	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design													
	3	Типографика Типографика Typography		Tipg 4308-26 Tipg 4308-26 Tipg 4308-26			150	45	15		30	15		Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design													
Барлығы модуль бойынша / Итого по модулю / Total for module					**5**		**150**	**45**	**15**	**0**	**30**	**15**	**90**														
Модуль / Module № 28	1	Экология және сәулет Экология и архитектура Ecology and Architecture	БД (ТК) ПД (КВ) PD (UC)	EcAth 4314-26 EcAth 4314-26 EcAth 4314-26	7	5	150	45	15		30	15	90	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design							1 + 0 + 2			Емтихан Экзамен Examination	Басқа Другое More
	2	Эко-дизайн Эко-дизайн Eco-Design		EcD 4314-26 EcD 4314-26 EcD 4314-26																							
	3	Киімдегі эко-дизайн Эко-дизайн одежды Eco-Design of Clothing		EcDO 4314-26 EcDO 4314-26 EcDO 4314-26																							

«Қазақ» кафедра меңгерушісі / Заведующий кафедрой «Фи/У»/
Бекбатырова Гульзафира Кожекбековна

Барлығы модуль бойынша / Итого по модулю / Total for module					**5**		**150**	**45**	**15**	**0**	**30**	**15**	**90**														
Модуль / Module № 29																											
		Имиджелогия негіздері және жеке бренд Основы имиджелогии и личный бренд Fundamentals of Imageology and Personal Branding	БлП (ТК) ПД (КВ) PD (UC)	OILB 4309-26 OILB 4309-26 OILB 4309-26																						
	2	Мультимедиа дизайны Дизайн мультимедиа Multimedia Design		DMm 4309-26 DMm 4309-26 DMm 4309-26	**8**	**5**	**150**	**45**	**15**		**30**	**15**	**90**	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design								**1 + 0 + 2**	Емтихан Экзамен Examination	Басқа Другое More
	3	Қоғамдық объектілерді жобалау Проектирование общественных объектов Design of Public Objects		POO 4309-26 POO 4309-26 POO 4309-26																						
Барлығы модуль бойынша / Итого по модулю / Total for module					**5**		**150**	**45**	**15**	**0**	**30**	**15**	**90**														
Модуль / Module № 30																											
	1	AR және VR технологиялары AR и VR технологии AR and VR Technologies	БлП (ТК) ПД (КВ) PD (UC)	ARVRT 4310-26 ARVRT 4310-26 ARVRT 4310-26																						
	2	Үлкен масштабты сәулеттік жобалау Архитектурное проектирование крупных объектов Architectural Design of Large-Scale Objects		ArhPKO 4310-26 ArhPKO 4310-26 ArhPKO 4310-26	**8**	**5**	**150**	**45**	**15**		**30**	**15**	**90**	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design								**1 + 0 + 2**	Емтихан Экзамен Examination	Басқа Другое More
	3	Өнеркәсіптік көп-көлемді киімдердің негіздері Основы промышленного мас-маркета одежды Fundamentals of Industrial Mass-Market Fashion		OPM-mO 4310-26 OPM-mO 4310-26 OPM-mO 4310-26																						
Барлығы модуль бойынша / Итого по модулю / Total for module					**5**		**150**	**45**	**15**	**0**	**30**	**15**	**90**														
Модуль / Module № 31																											
	1	Тарихи киімдерді аналитикалық қайта құру негіздері Основы аналитической реконструкции исторической одежды Fundamentals of Analytical Reconstruction of Historical Clothing	БлП (ТК) ПД (КВ) PD (UC)	OARIO 4311-26 OARIO 4311-26 OARIO 4311-26																						
	2	Графика және ребрендинг Графика и ребрендинг Graphics and Rebranding		GRb 4311-26 GRb 4311-26 GRb 4311-26	**8**	**5**	**150**	**45**	**15**		**30**	**15**	**90**	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design								**1 + 0 + 2**	Емтихан Экзамен Examination	Басқа Другое More
	3	Тарихи нысандарды жаңарту және қайта құру Реновация и реконструкция исторических объектов Renovation and Reconstruction of Historical Objects		RRIO 4311-26 RRIO 4311-26 RRIO 4311-26																						
Барлығы модуль бойынша / Итого по модулю / Total for module					**5**		**150**	**45**	**15**	**0**	**30**	**15**	**90**														
Модуль / Module № 32																											
	1	Сәулеттік жобалардың экономикасы және құрылыс басқармасы Экономика архитектурных проектов и управление строительством Economics of Architectural Projects and Construction Management	БлП (ТК) ПД (КВ) PD (UC)	EArhPUS 4315-26 EArhPUS 4315-26 EArhPUS 4315-26																						
	2	Графикалық дизайндағы жобалық менеджмент Проектный менеджмент в графическом дизайне Project Management in Graphic Design		PMGD 4315-26 PMGD 4315-26 PMGD 4315-26	**8**	**5**	**150**	**45**	**15**		**30**	**15**	**90**	Жеңіл өнеркәсіп технологиясы және Дизайн Технология лёгкой промышленности и Дизайн Technology of a light industry and Design								**1 + 0 + 2**	Емтихан Экзамен Examination	Басқа Другое More
	3	Сән брендерді басқару Менеджмент модных брендов Fashion Brand Management		MMB 4315-26 MMB 4315-26 MMB 4315-26																						
Барлығы модуль бойынша / Итого по модулю / Total for module					**5**		**150**	**45**	**15**	**0**	**30**	**15**	**90**														
Қорытынды аттестация / Итоговая аттестация / Final assessment																											
Модуль / Module № 33																											
	1	Қорытынды аттестация Итоговая аттестация Final assessment			**2**	**8**		**240**																	**6 апта / недель / weeks**		
Барлығы модуль бойынша / Итого по модулю / Total for module					**133**		**240**	**0**	**0**	**0**	**0**	**0**	**0**														
БАРЛЫҒЫ МОДУЛЬДАР БОЙЫНША / ИТОГО ПО МОДУЛЯМ / TOTAL FOR MODULES					**300**		**5250**	**1515**	**465**	**30**	**1020**	**459**	**3036**														

Expert Review
of the Educational Program 6B02100 – Design
Field of Study: 6B021 – Arts

Partner Organization Involved in the Development of the Educational Program: L.N. Gumilyov Eurasian National University

General Characteristics of the Educational Program

The educational program "6B02100 – Design" represents a modern and comprehensive system for training specialists in architectural, graphic, and fashion design. The program is aimed at developing professional competencies in artistic design, visual communications, digital modeling, and project management.

The curriculum is highly relevant, reflecting current trends in design and architecture. It includes courses on BIM technologies, artificial intelligence, AR/VR technologies, multimedia design, and sustainable design, fully corresponding to contemporary international educational trends.

Description and Evaluation of the Educational Program Structure

The educational program is distinguished by its interdisciplinary approach and practical orientation. The curriculum combines fundamental artistic disciplines with specialized courses in design, digital modeling, branding, urban studies, and project management.

Particular attention should be given to the modular organization of the program, which ensures the gradual development of professional competencies. Professional internships and project assignments enable students to apply acquired knowledge in environments closely resembling real professional practice.

The inclusion of courses developing competencies in inclusive and environmentally responsible design is also highly appreciated, as it meets current professional requirements for designers.

Overall Conclusion

The educational program "6B02100 – Design" complies with the current standards of higher education and professional requirements in the field of design. The program provides high-quality training for specialists capable of working effectively within the context of digital transformation and the development of the creative economy.

Graduates are prepared through the development of creative potential, design thinking, and digital competencies, ensuring their competitiveness in the labor market.

Recommendations for the Improvement of the Educational Program

It is recommended to strengthen international academic mobility for both students and faculty, expand cooperation with professional associations and employers, and increase the number of joint educational and research initiatives with industry partners.

Acting Professor,
L.N. Gumilyov Eurasian National University (NJSC) **S.M. Bazarbayeva**

ҚОЛЫН КУӘЛАНДЫРАМЫН
«Л.Н. Гумилев атындағы Еуразия ұлттық университеті» КеАҚ
ҚЫЗМЕТКЕРЛЕР БАСҚАРМАСЫ
«__» ____ 20__ ж.
қолы _____

Expert Review
of the Educational Program 6B02100 – Design
Field of Study: 6B021 – Arts

Partner Organization Involved in the Development of the Educational Program: Kulyash Baiseitova Kazakh National University of Arts

General Characteristics of the Educational Program

The educational program "6B02100 – Design" has been developed in accordance with contemporary requirements for professional education in design and is aimed at developing students' creative, design, and technological potential.

The program combines fundamental artistic education with modern digital technologies, including artificial intelligence tools, digital graphics, multimedia design, and web design. Of particular value is the integration of innovative approaches into the educational process, contributing to the development of students' competencies for working within the digital economy.

Description and Evaluation of the Educational Program Structure

The educational program demonstrates a strong practice-oriented and competency-based approach. The curriculum includes courses that develop artistic thinking, design skills, visual communication, and proficiency in professional software.

A major strength of the program is the inclusion of courses related to artificial intelligence in design, digital technologies, multimedia, AR/VR, and graphic editing software. This enables students to master modern design tools and produce competitive design solutions.

The curriculum also incorporates courses on sustainable development, environmental design, and inclusive design, meeting current international standards for the education of creative professionals.

Overall Conclusion

The educational program "6B02100 – Design" is relevant, in demand, and fully complies with contemporary higher education standards and professional expectations. The program provides high-quality education for specialists possessing artistic sensitivity, design thinking, and digital competencies.

Its implementation will ensure the preparation of competitive professionals capable of working effectively in architectural, graphic, and digital design.

Recommendations for the Improvement of the Educational Program

It is recommended to continue strengthening the digital component of the program, expand the use of advanced software platforms and artificial intelligence technologies, and encourage greater student participation in international competitions, festivals, and design-related startup projects.

Professor,
Kulyash Baiseitova Kazakh National University of Arts

B.I. Izhanov

қолын
РАСТАЙМЫН
"Қаз¥ӨУ" РММ
Мамандықтар жұмыс жүргізу бөлімінің жетекшісі

Expert Review
of the Educational Program 6B02100 – Design
Field of Study: 6B021 – Arts

Partner Organization Involved in the Development of the Educational Program: Kulyash Baiseitova Kazakh National University of Arts

General Characteristics of the Educational Program

The educational program "6B02100 – Design" represents a modern educational model for preparing specialists for the creative industries by integrating artistic design, technology, and research components. The program is aimed at educating a new generation of professionals capable of working effectively in the context of the digital transformation of the economy and the rapidly evolving design industry.

The curriculum is highly relevant and consistent with current international trends in design education. Special attention is given to courses covering artificial intelligence, digital design technologies, sustainable development, inclusive design, and innovative materials. This approach ensures the preparation of specialists capable of applying modern technologies to solve creative and design challenges.

Description and Evaluation of the Educational Program Structure

The educational program is built upon the principles of interdisciplinarity and the systematic development of professional competencies. The curriculum provides a balanced combination of fundamental artistic education with modern digital technologies and design methodologies.

A major strength of the program is the flexibility of educational pathways in architectural design, graphic design, and fashion design. This allows students to create individualized professional profiles based on their interests and labor market demands.

The inclusion of courses aimed at developing entrepreneurial competencies, project management, branding, and marketing is particularly commendable, preparing graduates not only as designers but also as potential project leaders and business owners.

Special mention should also be made of the substantial practical training component, including educational, industrial, and pre-graduation internships, which effectively connects academic learning with real professional practice.

Overall Conclusion

The educational program "6B02100 – Design" fully complies with the contemporary requirements of the higher education system of the Republic of Kazakhstan, reflects employers' expectations, and addresses the future development of the creative industries. The program demonstrates a high level of methodological support, a well-structured curriculum, and relevant educational content.

The learning outcomes are focused on preparing competitive professionals proficient in modern design technologies, artistic thinking, digital tools, and capable of developing innovative design solutions across various professional fields.

Recommendations for the Improvement of the Educational Program

It is recommended to further expand cooperation with international educational and professional organizations, implement joint educational projects with industry representatives, strengthen students' research activities in digital design and artificial intelligence, and increase the number of courses and internships delivered in partnership with employers.

PhD, Associate Professor, Department of Painting and Sculpture, Kulyash Baiseitova Kazakh National University of Arts

Zh.D. Zhukenova қолын

РАСТАЙМЫН
"ҚазҰӨУ" РММ
Мамандармен жұмыс жүргізу бөлімінің жетекшісі

Expert Review
of the Educational Program 6B02100 – Design
Field of Study: 6B021 – Arts

Partner Organization Involved in the Development of the Educational Program:
Ankara Music and Fine Arts University (Ankara Müzik ve Güzel Sanatlar Üniversitesi)

General Characteristics of the Educational Program

The educational program "6B02100 – Design" has been developed in accordance with the State Compulsory Standard for Higher Education of the Republic of Kazakhstan, the National Qualifications Framework, the Sectoral Qualifications Framework, and the professional standard "Designer in the Fields of Art." The program is aimed at preparing specialists in architectural, graphic, and fashion design who possess contemporary professional competencies and project-based skills.

The curriculum reflects current trends in the development of the creative industries and includes courses related to digital technologies, artificial intelligence, sustainable development, inclusive design, and visual communications. Particular relevance is given to the integration of modules focusing on the application of artificial intelligence in design and digital design tools.

Description and Evaluation of the Educational Program Structure

The structure of the educational program is logically organized and ensures the gradual development of general cultural, professional, and digital competencies. The curriculum includes fundamental art disciplines, design and technology modules, and practice-oriented courses aimed at developing professional skills.

The inclusion of courses covering contemporary graphic and architectural software (AutoCAD, Revit, Adobe Illustrator, Blender, etc.), as well as subjects focused on sustainability, environmental responsibility, and inclusive design, is highly appreciated. A significant strength of the program is the integration of project-based learning and professional internships, enabling students to adapt successfully to the requirements of the professional environment.

Overall Conclusion

The educational program "6B02100 – Design" meets the current requirements of the higher education system and the needs of the labor market. The program demonstrates strong potential for preparing competitive specialists capable of addressing creative and project-related tasks across various fields of design.

The curriculum, learning outcomes, and competency development system ensure high-quality professional training focused on the practical application of knowledge and the development of creative thinking.

Recommendations for the Improvement of the Educational Program

It is recommended to continue developing international cooperation, expand student participation in professional competitions and exhibitions, and strengthen the practical component of the program through collaborative projects with employers and design studios. It is also advisable to regularly update course content in line with advances in digital technologies and artificial intelligence in the field of design.

Head of the Department of Traditional Turkish Arts (Geleneksel Türk Sanatları Bölüm Başkanı),
Director of the Vocational School of Music and Fine Arts

Prof. Dr. Ruhi Konak

International Academic Advisor Confirmation/ Шетелдік кеңесшінің қатысуы/ Участие зарубежного консультанта

Educational Program/ Білім беру бағдарламасы/ Образовательная программа	6B02100 Design / 6B02100 Дизайн/ 6B02100 Дизайн
Level/ Дәрежесі/ Уровень	Specialty/ Специалитет / Специалитет
International Academic Advisor/ Шетелдік академиялық кеңесші/ Зарубежный консультант	Omer Zaimoglu
Academic degree/ Ғылыми дәреже/ Ученая степень	Candidate of Pedagogical Sciences/ Педагогика ғылымдарының кандидаты/ Кандидат педагогических наук
Position/ Лауазымы/ Должность	Professor / Профессор/ Профессор
University/ Университет/ Университет	Ankara University of Music and Fine Arts/ Анкара музыка және бейнелеу өнері университеті/ Анкарский университет музыки и изящных искусств
Country/ Ел/ Страна	Ankara, Turkey/ Анкара (Түркия)/ Анкара (Турция)

Approved/ Келісілді/ Согласовано

The educational program has been reviewed and approved. The updated content of the educational program, the sequence of courses, and the revised learning outcomes (LO) have been developed in accordance with modern academic approaches.

Білім беру бағдарламасы қарастырылып, келісілді. Білім беру бағдарламасының жаңартылған мазмұны, пәндерді оқу реттілігі және жаңартылған оқу нәтижелері (ОН) заманауи академиялық тәсілдерге сәйкес әзірленді.

Образовательная программа рассмотрена и согласована. Актуализированное содержание образовательной программы, последовательность изучения дисциплин и обновленные результаты обучения (РО) сформированы с учетом современных академических подходов.

International Academic Advisor/ Шетелдік академиялық кеңесші/ Зарубежный консультант — Omer Zaimoglu _____ (Signature/ Қолы/ Подпись) _____ (Date/ Күні/ Дата)

Seal/ МО/ МП