



SESSION 2 - ADVANCED RESEARCH AND DIGITAL TOOLS
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**INTRODUCING CONCEPTS OF GRAPHICAL PROGRAMMING
THROUGH EXERCISES BASED ON LIGHT-SHADOW DICHOTOMY**
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ABSTRACT

In this paper we aim to investigate our teaching methodology in a selective post graduate course titled “Graphics Programming in Architectural Design” (GPAD) at Istanbul Technical University, Architectural Design Computing Graduate Program. The course aims to encourage students’ ability to translate their rough design ideas and conceptual models into graphic models, and also support students’ ability to structure algorithm and develop computational models by using related models, techniques and programming languages. We argue that the integration of hands-on experience of physical explorations and their translation process into graphical programming might provide a better understanding of abstract programming concepts. Within the scope of this paper we aim to evaluate possible contributions of the related exercises of the GPAD by analyzing the works of the students.

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