

Add. 3		Course program for the first, second and third level (cycle) of studies				
1.	Course title	Car design				
2.	Code	131				
3.	Study group(s)	IND				
4.	The organizer of the study programme (unit, institute, department)	Faculty of Mechanical Engineering - Skopje, Ss. Cyril and Methodius University in Skopje				
5.	Level (first, second, third)	First				
6.	Academic year / semester	III / V (winter)	7.	ECTS credits	6	
8.	Instructor	Dr. Igor Gjurkov, associate professor				
9.	Prerequisites	Design techniques Computer-aided design				
10.	Course objectives (competences): Analysis of car design. Creation of the vehicle package. Design sketching of car exterior and interior. Completing the process from scratch to 3D virtual model. Visual and multi-media presentation of the created designs.					
11.	Course content: History and evolution of car design. Famous designers and milestone car designs. Car design process. The vehicle package. Design sketches. 2D and 3D modern car design systems. Clay modeling. Modern design materials in vehicle design. Car interior design: ergonomic, functional and comfort aspects. Aerodynamics in car design. Concept cars.					
12.	Study methods: lectures, exercises / lab, project, self study					
13.	Total hours	6 ECTS x 30 hours = 180 hours				
14.	Hours allocation per activity:	30 + 30 + 70 + 0 + 50 = 180 hours				
15.	Lectures/Lab	15.1.	Lectures	30 hours		
		15.2.	Lab (student work)	30 hours		
16.	Project Work/Assignments	16.1.	Project assignments	70 hours		
		16.2.	Individual assignments	0 hours		
		16.3.	Self-study	50 hours		
17.	Points/Marks:					
	17.1.	Tests				35
	17.2.	Projects				60
	17.3.	Attendance				5
18.	Grading scale	Under 50		5 (five) (F)		
		51 - 60 points		6 (six) (E)		
		61 - 70 points		7 (seven) (D)		
		71 - 80 points		8 (eight) (C)		
		81 - 90 points		9 (nine) (B)		
		91 - 100 points		10 (ten) (A)		
19.	Prerequisites for taking the final exam	completed activity 16.1				
20.	Language of Instruction	Macedonian				
21.	Course evaluation	Student questionnaire				
22.	Textbooks					
	22.1.	Instruction materials				
		No.	Author	Title	Publisher	Year
		1.	J. Happian-Smith	An introduction to modern vehicle design	Bitterworth-Heinemann, Oxford	2002
2.	S. Macey, G. Wardle	H-point: fundamentals of car design and packaging	Design Studio Press, London	2008		

		3.	T. Levin	How to design cars like a pro	Motorbooks London	2004
		Supplemental Instruction Materials				
	22.2.	No.	Author	Title	Publisher	Year
		1.	S. Newbury	Car design yearbook; volumes 2 - 6	Merrel Publishers Ltd., London	2003-2007