



ADYAMAN UNIVERSITY

**VOCATIONAL SCHOOL OF
TECHNICAL SCIENCES**

**DEPARTMENT OF COMPUTER
TECHNOLOGIES**

INTRODUCTORY BOOKLET

2026-2027

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CHAPTER 1. ACADEMIC AND ADMINISTRATIVE STAFF



Asst. Prof. Dr. Müslüm Aykut Akgün
Head of Department

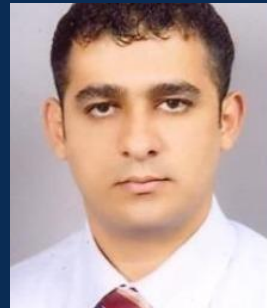
Asst. Prof. Dr. Ahmet Çelik



Asst. Prof. Dr. Mustafa Yavaş



Asst. Prof. Dr. Ferhat Şah



*You can use the link below to obtain detailed information about the faculty members and staff:

[Computer Programming Academic Staff](#)

Academic Advisors

Advisor for Newly Enrolled Students in the 2026-2027 Academic Year: Asst. Prof. Dr. Ahmet ÇELİK

Advisor for Newly Enrolled Students in the 2025-2026 Academic Year: Asst. Prof. Dr. Ferhat Şah

Advisor for Newly Enrolled Students in the 2023-2024 Academic Year: Asst. Prof. Dr. Ahmet ÇELİK

Advisor for Newly Enrolled Students in the 2022-2023 Academic Year: Asst. Prof. Dr. Ferhat Şah

Advisor for Newly Enrolled Students in the 2021-2022 Academic Year: Asst. Prof. Dr. Mustafa YAVAŞ

Advisor for Newly Enrolled Students in the 2020-2021 Academic Year: Asst. Prof. Dr. Müslüm Aykut AKGÜN

Advisor for Our International Students:

Asst. Prof. Dr. Ahmet ÇELİK

Advisor for Our Students with Disabilities:

Asst. Prof. Dr. Ferhat Şah

DGS (Vertical Transfer) Advisor:

Asst. Prof. Dr. Müslüm Aykut AKGÜN

Erasmus Advisor:

Asst. Prof. Dr. Mustafa YAVAŞ

CHAPTER 2. COMPUTER TECHNOLOGIES PROGRAM OVERVIEW

The Computer Programming Program provides formal education in 1 section at the Vocational School of Technical Sciences located on Adiyaman University's central campus in Adiyaman. The quota per section is limited to 80 students. Over 4 semesters spanning 2 years, a total of 120 credits of courses are delivered both theoretically and practically in classrooms, laboratories and workshops by expert and experienced instructors in their fields. In addition, our students can also develop themselves socially by taking part in the cultural and artistic activities held on the university campus.

It is an associate degree program designed to meet the need for intermediate personnel arising in the information technology sector. This program aims to train individuals who possess knowledge and skills in areas such as programming fundamentals, desktop and web software, database management systems, computer hardware and network technologies, and who are able to think conceptually and rationally. Most of the courses in the program are reinforced through hands-on practice at the computer in computer laboratories. The Computer Programming Program offers a two-year education as an associate degree program following high school education. Students are selected from among graduates of relevant vocational high schools or high schools through the Higher Education Institutions Exam (YKS) conducted by the Student Selection and Placement Center (ÖSYM).

Our Mission: To train qualified, highly skilled people who have sufficient knowledge in the field of Computer Programming and who are experts in their profession and field.

Our Vision: To provide the workforce studying in the field of Computer Programming with sufficient practical knowledge in science and information technology subjects, and to ensure that they possess the ability to adapt to rapidly developing technology, solve problems, make decisions, take responsibility and be entrepreneurial.

Program Educational Objectives

The aim of the program is that graduates of the Computer Programming Program — who are familiar with businesses in the field of computer hardware and software in the public and private sectors, who have the knowledge and skills to safely carry out all the products and services that constitute these businesses' core activities, who can communicate effectively and have a sense of responsibility — can take part in the information processing, software and graphic design departments of private sector organizations. They may also hold positions in the civil service, and they have opportunities such as setting up their own business and working independently in areas such as desktop software, web programming, mobile programming, graphic design, hardware support and computer networks.

With the education they receive throughout their two-year studies, through courses related to software and hardware topics in the public and private sectors, they will have the qualifications to fill the shortage of trained personnel needed in their field. They become entrepreneurs by setting up their own businesses. They continue their academic careers by transferring to faculties through the Vertical Transfer Exam (DGS).

Transportation and Accommodation Facilities

Our department is located at the Vocational School of Technical Sciences, on the Adiyaman University Campus situated in one of Adiyaman's most desirable districts. Within walking distance of the campus there are many private dormitories and dormitories of the Higher Education Credit and Hostels Institution. Students have no accommodation problems. In addition, there are many rental apartments around the campus.

Classrooms and Laboratories

Our department has two classrooms allocated to it with capacities of 48 and 80, and a computer laboratory with a capacity of 60. In addition, there is a computer laboratory with a capacity of 50 that is open for shared use.



Rules for using the computer laboratory:

- ❖ Food and drinks must not be brought into the laboratory.
- ❖ If there is a malfunction in the computer being used, or if the keyboard or mouse is missing, the laboratory supervisor must be notified immediately.
- ❖ The cases of the computers must never be opened.
- ❖ The antivirus and protection programs on the computers must never be disabled.
- ❖ The legal responsibility for cyber crimes committed over the internet belongs to the student.
- ❖ The computer laboratory and workshops must be kept clean and tidy.
- ❖ Students who do not comply with the rules may have their laboratory and workshop access rights revoked by the head of the department.
- ❖ The materials and equipment used in the laboratory must be left in proper order.

Program Outcomes

Students of the Computer Programming Program of Adiyaman University, Vocational School of Technical Sciences, are expected to graduate with the learning outcomes specified below:

- 1- To have a sufficient foundation in mathematics, natural sciences and subjects related to their own field,
- 2- To be able to use the basic-level knowledge and skills acquired in their field to interpret and evaluate data, define problems, and develop solution proposals,
- 3- To be able to select and effectively use the modern techniques, tools and information technologies required for applications related to their field,
- 4- To have the ability to create professional plans and projects using computer-aided technical drawing and design programs,
- 5- To gain the ability to produce solutions when faced with unforeseen situations in applications related to their field, to take responsibility in teams, or to work individually,
- 6- To master effective communication techniques and to have a level of foreign language proficiency that allows following the innovations in their field,
- 7- To gain awareness of the necessity of lifelong learning and of following developments in science and technology and continuously renewing oneself,
- 8- To be respectful of historical values and to have an awareness of social responsibility and of universal, societal and professional ethics,
- 9- To have knowledge of occupational safety, worker health and environmental protection, and quality awareness,
- 10- To gain the ability to use computer software and hardware at the basic level required by their field,
- 11- To gain practical experience by examining relevant processes in the industry and service sectors on-site.

CHAPTER 2. COURSES AND EXAMS

Course Plan

The courses that our students admitted to the Computer program at our vocational school must take in order to graduate are shared below.

	1st Semester Course Plan			
Course Code	Course Name	T+P+L	Compulsory/Elective	ECTS
AlİT 101	PRINCIPLES OF ATATÜRK AND HISTORY OF REVOLUTION I	2+0+0	Compulsory	2
BTP 101	MATHEMATICS	3+0+0	Compulsory	4
BTP 103	PROGRAMMING FUNDAMENTALS	3+2+0	Compulsory	6
BTP 105	GRAPHICS AND ANIMATION	3+1+0	Compulsory	6
BTP 107	SOFTWARE INSTALLATION AND MANAGEMENT	2+1+0	Compulsory	3
TD 101	TURKISH LANGUAGE I	2+0+0	Compulsory	2
YD 101	FOREIGN LANGUAGE I	2+0+0	Compulsory	3
BTP 109	OFFICE SOFTWARE	3+1+0	Elective	4
			Total ECTS	30

	2nd Semester Course Plan			
Course Code	Course Name	T+P+L	Compulsory/Elective	ECTS
AlİT 102	PRINCIPLES OF ATATÜRK AND HISTORY OF REVOLUTION II	2+0+0	Compulsory	2
BTP 102	VOCATIONAL MATHEMATICS	3+0+0	Compulsory	4
BTP 104	FUNDAMENTALS OF WEB DESIGN	2+1+0	Compulsory	4
BTP 106	DATABASE I	3+1+0	Compulsory	5
BTP 108	COMPUTER HARDWARE	1+1+0	Compulsory	3
BTP 110	VISUAL PROGRAMMING I	3+1+0	Compulsory	5
TD 102	TURKISH LANGUAGE II	2+0+0	Compulsory	2
YD 102	FOREIGN LANGUAGE II	2+0+0	Compulsory	3
SEÇ I	ELECTIVE 1	2+0+0	Elective	2
			Total ECTS	30
	Grouped Courses			
BTP 122	COMPUTER-AIDED DESIGN AND MODELING	1+1+0	Elective	2

	3rd Semester Course Plan			
Course Code	Course Name	T+P+L	Compulsory/Elective	ECTS
BTP 201	NETWORK FUNDAMENTALS	1+1+0	Compulsory	2
BTP 203	OBJECT-ORIENTED PROGRAMMING I	3+1+0	Compulsory	4
BTP 205	OPEN SOURCE OPERATING SYSTEM	1+1+0	Compulsory	2
BTP 207	DATABASE II	3+1+0	Compulsory	4
BTP 209	VISUAL PROGRAMMING II	3+1+0	Compulsory	4
BTP 211	VOCATIONAL FOREIGN LANGUAGE I	1+1+0	Compulsory	2
BTP 213	INTERNET PROGRAMMING I	3+1+0	Compulsory	4
ST 201	INTERNSHIP I	0+0+0	Compulsory	4
SEÇ II	ELECTIVE COURSE POOL (1 COURSE TO BE SELECTED)	2+0+0	Elective	2
SKS	OUT-OF-FIELD ELECTIVE COURSE	2+0+0	Elective	2
			Total ECTS	30
	Grouped Courses			
AHL 201	AHILIK AND PROFESSIONAL ETHICS	2+0+0	Elective	4
BTP 223	INTRODUCTION TO ANDROID PROGRAMMING	1+1+0	Elective	2
BTP 225	ENTREPRENEURSHIP	2+0+0	Elective	2
SKS 231	PHYSICAL EDUCATION	1+1+0	Elective	2
SKS 233	MUSIC	1+1+0	Elective	2
SKS 236	ART AND HANDICRAFTS	1+1+0	Elective	2
SKS 237	FOLK DANCES	1+1+0	Elective	2
SKS 239	HISTORY OF ART	1+1+0	Elective	2
SKS 241	HISTORY OF SCIENCE	1+1+0	Elective	2
SKS 243	THEATRE ARTS	1+1+0	Elective	2
SKS 245	SIGN LANGUAGE	1+1+0	Elective	2
SKS 247	COMMUNICATION TECHNIQUES	1+1+0	Elective	2

4th Semester Course Plan				
Course Code	Course Name	T+P+L	Compulsory/Elective	ECTS
BTP 202	SYSTEM ANALYSIS AND DESIGN	3+1+0	Compulsory	5
BTP 204	SERVER OPERATING SYSTEM	3+1+0	Compulsory	5
BTP 206	VISUAL PROGRAMMING III	3+1+0	Compulsory	4
BTP 208	VOCATIONAL FOREIGN LANGUAGE II	1+1+0	Compulsory	2
BTP 210	SOFTWARE ARCHITECTURES	2+0+0	Compulsory	2
ST 202	INTERNSHIP II	0+0+0	Compulsory	4
SEÇ III	ELECTIVE COURSE POOL (3 COURSES TO BE SELECTED)	4+2+0	Elective	8
			Total ECTS	
	Grouped Courses			
BTP 212	CAREER PLANNING	1+0+0	Elective	2
BTP 222	INTRODUCTION TO iOS PROGRAMMING	2+1+0	Elective	3
BTP 224	CLOUD COMPUTING	2+1+0	Elective	3
BTP 226	RESEARCH METHODS AND TECHNIQUES	1+1+0	Elective	2

Exams

For courses with in-term exams, the exam dates are determined by the department heads by taking the recommendations of the instructor(s) teaching the course. In-term exam schedules are announced at least one week before the exam.

End-of-term exam schedules are prepared by the relevant boards and announced no later than two weeks before the exam period specified in the academic calendar begins.

Exams are held at the place, day and time announced in the schedule.

The exam procedure, the rules to be followed regarding exam duties, and the authorities and responsibilities of the exam invigilators are determined in accordance with the provisions of the directive adopted by the Senate.

Students who cannot take the end-of-semester exams are entitled to a make-up exam by documenting one of the circumstances specified in the Adıyaman University Exam Directive.

Make-up exams are held on the dates specified in the Academic Calendar.

Graduation Requirements

Students are required to pass all the courses specified in the 4-semester course plan and to have a minimum GPA of 2.00.

Students are required to have completed a workload of 120 ECTS.

Students are required to complete the 20-working-day summer internship specified in the internship regulations.