Code	**ECE 530**
Name	**Digital Image Processing**
Hour per week	3 (Theory)
Credit	3
ECTS	10
Level/Year	Graduate
Semester	Fall, Springs
Type	Elective
Prerequisites	
Content	The principle objectives of this course are to provide an introduction to basic concepts and methodologies for digital image processing, and to develop a foundation that can be used as the basis for further study and research in this field.

Code	**ARCH 302**
Name	**Architectural Design 4**
Hour per week	10 (4 + 6)
Credit	7
ECTS	10
Level/Year	Undergraduate / 3
Semester	Spring
Type	Compulsory
Prerequisites	ARCH 301
Content	Architectural Design Studio 4 intends to focus on a local problem that can be used as a tool to transform the city in a global perspective. Studio deals with an existing building and site with cultural heritage value and seeks to reconsider their social and physical functions in their current context. Students will be working in different scales to understand the relationships between the urban fabric and the architectural artifact. The studio aims to feel, understand and read the physical, social character or the intangible values of the place by gathering data on site by using different methods than interpreting and present them by using any kind of techniques such as sketches, analysis, collages, videos, models etc.