## Content

Course Code	Course Name	Semester	Theory	Practice	Lab	Credit	ECTS
IND496	Research Methods in Industrial	7	3	0	0	3	4
	Engineering						

Prerequisites	
Admission Requirements	

Language of Instruction	French			
Course Type	Compulsory			
Course Level	Bachelor Degree			
Objective	Objectives of the course Research Methods in Industrial Engineering,  - To provide students with the ability to conduct research on academic and industrial subjects in various databases.  - To provide students with technical reporting, technical writing and presentation skills.  - To provide students with the necessary knowledge on project management, occupational safety, business ethics, sustainability and entrepreneurship.  - To increase students' awareness of current problems and how these problems can be solved with Industrial Engineering methods.  - To provide students with the ability to work effectively in disciplinary and multidisciplinary teams and in different roles.  - To provide students with the necessary equipment and infrastructure for their final projects.			
Content				
References	Presentation and sharing files of the guests who attended the course to give seminars.			

## Theory Topics

Week	Weekly Contents			
1	Introduction of the course - Giving preliminary information about academic career, industrial career and graduation projects			
2	Introduction of the course project - Giving examples of projects (Discussing course project topics, groups and possible competitions)			
3	Finalization of the project topics and possible competitions - Introducing the final project topics of the lecturers			
4	Seminar: Occupational Safety and Health - Sustainability - Social Responsibility			
5	Seminar: Agile Project Management			
6	Fundamentals of research - Research techniques - Matching students and professors for the final paper			
7	Seminar: Agile Project Management and Applications			
8	Project interim report presentations			
9	Midterm Exam			
10	Graduation projects and coordination			
11	Seminar: Entrepreneurship and the Game Industry			
12	Seminar: Engineering, Professional and Academic Ethics			
13	Course project presentations			
14	Course project presentations			