

Gastronomy and Culinary Arts			
Bachelor	TR-NQF-HE: Level 6	QF-EHEA: First Cycle	EQF-LLL: Level 6

Course Introduction and Application Information

Course Code:	GMS206		
Course Name:	Culinary Trends		
Semester:	Spring		
Course Credits:	<div>ECTS</div> <div>3</div>		
Language of instruction:	Turkish		
Course Condition:			
Does the Course Require Work Experience?:	No		
Type of course:	Compulsory Courses		
Course Level:	<div>Bachelor</div> <div>TR-NQF-HE:6. Master`s Degree</div> <div>QF-EHEA:First Cycle</div> <div>EQF-LLL:6. Master`s Degree</div>		
Mode of Delivery:	Face to face		
Course Coordinator:	Dr. Öğr. Üy. ÇAĞLA ÖZER		
Course Lecturer(s):	Tanju İPEK		
Course Assistants:			

Course Objective and Content

Course Objectives:	It is aimed to learn the different approaches and trends that guide the food and beverage sector, how, why and when these trends are formed, to learn the theoretical knowledge about different kitchen trends and to gain competencies by applying them.
Course Content:	Food and beverage history general information, classic cuisine, Houte cuisine, modern cuisine, slow food and fast food, themed restaurant and michelin stars, fusion cuisine, molecular cuisine

Learning Outcomes

The students who have succeeded in this course;

- 1) Gains knowledge about the dates of food and beverages and food and beverages.
- 2) Gains knowledge about classical kitchen understanding.
- 3) Comprehends the importance of the French school in the field of cuisine.
- 4) Knows and explains different cuisine and restaurant culture.
- 5) Knows food and beverage stylistics and learns decoration techniques.
- 6) Understands the kitchen trends.

Course Flow Plan

Week	Subject	Related Preparation
1)	Food and beverage history general information	
2)	Haute cuisine-Varenne, Vatel, Careme	
3)	Haute cuisine-Varenne, Vatel, Careme	
4)	Classical cuisine-Escoffier	
5)	Classical cuisine-Escoffier	
6)	Nouvelle cuisine-Point, Gault, Millau, Bacuse, Guerard	
7)	Nouvelle cuisine-Point, Gault, Millau, Bacuse, Guerard	
8)	MIDTERM	
9)	Fusion cuisine-Puck	
10)	Living cuisine	
11)	Slow Food and Fast Food	
12)	Molecular cuisine, Adria, Kurti, This, McGee	
13)	Molecular cuisine, Adria, Kurti, This, McGee	
14)	Food matching, note by note cook	

Sources

Course Notes / Textbooks:	Ders notları
References:	Cracknell, H.L., Kaufmann, R.J. (2011). Escoffier Le Guide Culinaire. John Wiley & Sons.

Durlu Özkaya, F., Aksoy, M., Özel, K., Sezgi, G. (2018). Moleküler Gastronomi. Detay Yayıncılık.

Sanchez, J. (2015). Molecular Gastronomy: Scientific Cuisine. John Wiley & Sons.

Sarıışık, M. (2015). Uluslararası Gastronomi. Detay Yayıncılık.

Kolektif (2017). Tüm Yönleriyle Gastronomi Bilimi. Detay Yayıncılık.

Course - Program Learning Outcome Relationship

Course Learning Outcomes	1	2	3	4	5	6
Program Outcomes						
1) Define and explain the general concepts related to gastronomy and culinary arts.						
2) Defines and explains the internal and external environment relations that are affected by the food and beverage businesses.						
3) Have information about regulations, professional standards and practices in Gastronomy and Culinary Arts field.						
4) To have advanced theoretical and practical knowledge supported by textbooks, application tools and other resources containing current information in the field.						
5) To be able to use advanced theoretical and practical knowledge acquired in the field, to be able to interpret and evaluate data using advanced knowledge and skills, to be able to identify and analyse problems, to be able to develop solutions based on research and evidence.						
6) Dominates the terminology of food and beverage.						
7) Organize all kinds of organizations in the field of Gastronomy and Culinary Arts.						
8) Analyze and apply the facts about food and beverage by using the basic concepts and theories related to the department.						
9) Takes responsibility as an individual or a team member in the execution of unforeseen and complex activities encountered in the field related applications.						
10) Takes risk and responsibility for the realization of information, ideas, applications or technologies that bring innovation to the field.						
11) Evaluates the advanced knowledge and skills acquired in the field with a critical approach.						

12) Follow current developments in the field and profession. Course Learning Outcomes	1	2	3	4	5	6
13) Shares ideas and solutions to problems related to the field by supporting them with qualitative and quantitative data with experts and non-experts.						
14) Uses computer software and information technologies at the basic level of at least European computer use license required by the field.						
15) Follow the developments in the field and communicate with the colleagues by using a foreign language (English) at least at the European Language Portfolio B1 General Level.						
16) Comply with social, scientific, cultural and ethical values in the stages of collecting, interpreting, applying and announcing the data related to the field.						
17) Prepares meals of Turkish and different country cuisines.						
18) Have knowledge and methods on various subjects such as menu planning, cooking methods, world cuisines, regional cuisines and use these knowledge and methods for professional development.						

Course - Learning Outcome Relationship

No Effect	1 Lowest	2 Average	3 Highest

	Program Outcomes	Level of Contribution
1)	Define and explain the general concepts related to gastronomy and culinary arts.	2
2)	Defines and explains the internal and external environment relations that are affected by the food and beverage businesses.	3
3)	Have information about regulations, professional standards and practices in Gastronomy and Culinary Arts field.	3
4)	To have advanced theoretical and practical knowledge supported by textbooks, application tools and other resources containing current information in the field.	3
5)	To be able to use advanced theoretical and practical knowledge acquired in the field, to be able to interpret and evaluate data using advanced knowledge and skills, to be able to identify and analyse problems, to be able to develop solutions based on research and evidence.	3
6)	Dominates the terminology of food and beverage.	3

7)	Organize all kinds of organizations in the field of Gastronomy and Culinary Arts.	3
8)	Analyze and apply the facts about food and beverage by using the basic concepts and theories related to the department.	3
9)	Takes responsibility as an individual or a team member in the execution of unforeseen and complex activities encountered in the field related applications.	2
10)	Takes risk and responsibility for the realization of information, ideas, applications or technologies that bring innovation to the field.	2
11)	Evaluates the advanced knowledge and skills acquired in the field with a critical approach.	2
12)	Follow current developments in the field and profession.	3
13)	Shares ideas and solutions to problems related to the field by supporting them with qualitative and quantitative data with experts and non-experts.	3
14)	Uses computer software and information technologies at the basic level of at least European computer use license required by the field.	2
15)	Follow the developments in the field and communicate with the colleagues by using a foreign language (English) at least at the European Language Portfolio B1 General Level.	2
16)	Comply with social, scientific, cultural and ethical values in the stages of collecting, interpreting, applying and announcing the data related to the field.	2
17)	Prepares meals of Turkish and different country cuisines.	3
18)	Have knowledge and methods on various subjects such as menu planning, cooking methods, world cuisines, regional cuisines and use these knowledge and methods for professional development.	3

Assessment & Grading

Semester Requirements	Number of Activities	Level of Contribution
Homework Assignments	4	% 40
Midterms	1	% 20
Final	1	% 40
total		% 100
PERCENTAGE OF SEMESTER WORK		% 60
PERCENTAGE OF FINAL WORK		% 40

total	% 100
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Workload and ECTS Credit Calculation

Activities	Number of Activities	Preparation for the Activity	Spent for the Activity Itself	Completing the Activity Requirements	Workload
Homework Assignments	4	0			0
Midterms	1	40			40
Final	1	60			60
Total Workload					100