AYDIN ADNAN MENDERES UNIVERSITY
COURSE INFORMATION FORM

Course Title	User Interfaces								
Course Code	BPR264		Couse Level	Short Cycle (Associate's Degree)					
ECTS Credit	2	Workload	50 *(Hours)*	Theory	2	Practice	0	Laboratory	0
Objectives of the Course	The aim of the course is to teach students the theory needed for quality user interface design and to gain the skills required for user interface design and evaluation. At the same time, the importance of working with the user in the user interface development process is taught.								
Course Content	User interface basics. Requirement totaling techniques. To make user, task and environment analysis. Conceptual design. Interaction design. Design principles. Interaction methods. Graphic design face design. Web interface design. User interface evaluation process (testing)								
Work Placement	N/A								
Planned Learning Activities and Teaching Methods	Explanation (Presentation), Case Study, Project Based Study, Individual Study								
Name of Lecturer(s)									

Assessment Methods and Criteria		
Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	70

Recommended or Required Reading	
1	User Interface Design and Evaluation, D.Stone, C.Jarrett,M.Woodroffe, S.Minocha, Morgan Kaufmann, 2005, ISBN:0-12-088436-4
2	Human-Computer Interaction, Alan Dix and others,Pearson Education, 2003
3	Interaction Design: Beyond Human-Computer Interaction,H.Sharp, Y.Rogers and J.Preece, John Wiley, 2007

Week	Weekly Detailed Course Contents	
1	Theoretical	Introduction to user interface design
2	Theoretical	How to collect UI requirements
3	Theoretical	Exploring users and space
4	Theoretical	Exploring the task and work
5	Theoretical	Conceptual design
6	Theoretical	Design guide and design reasons
7	Theoretical	Interaction design
8	Theoretical	Interaction methods
9	Intermediate Exam	Midterm exam
10	Theoretical	Cognitive system, Gestalt principles, UX elements, Nielsen heuristics
11	Theoretical	UX evaluation criteria, user test methodology and application
12	Theoretical	Graphical interface design
13	Theoretical	Designing for Web
14	Theoretical	Evaluation strategies
15	Theoretical	Checking the user interfaces
16	Final Exam	Final exam

Workload Calculation				
Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	2	28
Assignment	5	2	0	10
Midterm Examination	1	5	1	6

Final Examination	1	5	1	6
			Total Workload (Hours)	50
			[Total Workload (Hours) / 25*] = **ECTS**	2
**25 hour workload is accepted as 1 ECTS*				

Learning Outcomes	
1	Understand the importance of developing user interface
2	Can collect UI requirements
3	Can design useful interfaces
4	Evaluate user interfaces
5	Knows user interface test methods

Programme Outcomes *(Computer Programming)*	
1	Having knowledge and skills in web project preparation and publishing
2	Having the knowledge and skills necessary for proper use management of database applications
3	Having knowledge and skills for software development, testing and installation
4	Be able to use the hardware necessary for computer programming and solve the basic problems they have with hardware
5	To be able to use information and communication technologies at the level required by computer programming
6	To be able to produce solutions to problems encountered in the field
7	Having the competencies to make job planning in the profession
8	Communicating with colleagues and clients based on knowledge and skills
9	Be able to take responsibility as an individual or as a team member and to fulfill the responsibility
10	To be able to express written and oral expressions related to the study topic
11	Be able to adapt the winning information to new situations

Contribution of Learning Outcomes to Programme Outcomes *1:Very Low, 2:Low, 3:Medium, 4:High, 5:Very High*

	L1	L2	L3	L4	L5
P1	3	2	2	2	1
P2	3	2	2	2	1
P3	3	2	2	2	1
P4	3	2	2	2	2
P5	3	1	2	3	2
P6	2	1	1	3	2
P7	2	1	1	2	2
P8	1	2	1	2	2
P9	2	2	1	3	2
P10	2	2	2	2	2
P11	2	1	2	1	2