AYDIN ADNAN MENDERES UNIVERSITY
COURSE INFORMATION FORM

Course Title	Human-Computer Interaction								
Course Code	BPR189		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 this course is to discuss the interaction methods between computer and human. standards and application forms. Human Computer Interaction combines the excitement and knowledge of psychology and computer science. Combine them with practical design and combine opportunities for people to make the world a better place. This course provides students with theoretical background and practical Human Computer Interaction experience.								
Course Content	To increase the usability of interactive interface design methods and computer software.								
Work Placement	N/A								
Planned Learning Activities and Teaching Methods	Explanation (Presentation), Discussion, Individual Study, Problem Solving								
Name of Lecturer(s)									

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

Recommended or Required Reading	
1	Human Computer Interaction & Usability Engineering- From Theory into Practice

Week	Weekly Detailed Course Contents	
1	Theoretical	Introduction to human computer interaction.
2	Theoretical	Human and interaction capacity, visual, auditory tactile perception, memory, learning ability.
3	Theoretical	Topics related to designing and evaluating user interfaces,
4	Theoretical	Task analysis in interface design.
5	Theoretical	General principles in interface design, features of superior interface.
6	Theoretical	Some psychological infrastructure needed to understand people,
7	Theoretical	Data entry and data display principles, human-computer interaction principles in Web applications.
8	Theoretical	Mobile user interfaces.
9	Intermediate Exam	midterm
10	Theoretical	Accessible design.
11	Theoretical	Interface evaluation.
12	Theoretical	Human technological device interaction.
13	Theoretical	User experiments.
14	Theoretical	Modern and future applications.
15	Theoretical	An overview
16	Final Exam	Final Examination

Workload Calculation				
Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	2	28
Assignment	1	5	0	5
Term Project	1	5	0	5
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	To know the basic principles of Human Computer interaction
2	Understanding the user interface principles
3	To gain the ability to read new researches from Human Computer Interaction
4	Improve human and interaction capacity and visual, auditory tactile perception.
5	To understand some paradigms in order to understand people and evaluate interactive software.
6	To have the necessary technical, academic and practical knowledge in the field of HCI.

Programme Outcomes *(Construction Technology)*	
1	Being able to have professional knowledge and skills as a result of being supported by the application on vocational qualifications gained in secondary education
2	To choose and use building materials
3	Building installations can be done
4	Applying concrete technology
5	Construction of roads
6	To be able to make professional computer applications
7	Technical drawings
8	Making professional drawing
9	Bidding and contracting
10	To be able to organize the site
11	Control and documentation of manufacturing
12	Can make application of building repair and strengthening works
13	To be able to determine soil types and make soil tests
14	Can control water supply and transmission activities
15	Making waste treatment facilities for polluting resources
16	Projecting of construction elements
17	Being able to make a professional project
18	Make land measurements
19	To be able to make professional practices

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

	L1	L3	L6
P1	3	2	4
P2	5	2	4
P3	3	2	4
P4	3	2	4
P5	3	2	4
P6	3	2	4
P7	3	2	4
P8	3	2	4
P9	3	2	4
P10	3	2	4
P11	3	2	4
P12	3	2	4
P13	3	2	4
P14	3	2	4
P15	3	2	4
P16	3	2	4
P17	3	2	4
P18	3	2	4
P19	3	2	4