



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 (<i>Hours</i>)	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
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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 (Accounting and Tax Practices)

1	Being an individual who is respectful to his own values, fits ethical rules, investigates and examines environment, events, and takes lessons.
2	To have theoretical knowledge and to manage the process which will contribute to the solution of the various problems that may arise during the professional activity and to obtain the expected practical results in practice.
3	To have theoretical knowledge supported by textbooks with current information, application tools and other resources, and to be able to discuss using any kind of information related to this field.
4	Be able to apply and evaluate all the techniques that the accounting profession should have.
5	Ability to plan, implement and evaluate all activities (such as financial statements and financial statements, keeping accounts in a computer environment, etc.) performed in the business and finance world, accounting bureaus and tax-related institutions.
6	In the sector or institutions that it supports during its activities; to be able to interpret and evaluate data using the knowledge and skills gained in the field, to be able to recognize and analyze problems, and to be able to develop evidence-based solutions.
7	Ability to gain personality traits showing planning and decision making skills.
8	To be able to comprehend the importance of the developments of the business and financial world and the knowledge that they have in this direction, to be able to develop the concepts of creativity and creative thinking, to be able to realize the effects of professional activities in the applied fields.
9	To be able to evaluate and interpret the knowledge and skills gained in the professional field.
10	Be able to develop personality traits that develop environmental awareness, respect for differences, and adapt to different situations and social roles.
11	To be able to use communication techniques properly while maintaining human relations.
12	To be able to use information and communication technologies together with the computer software required by the professional field
13	To be able to inform related persons and institutions about the issues related to the field during the professional work, to be able to transmit suggestions of solutions to problems and problems in writing and orally.
14	To have sufficient consciousness about the universality of social rights, social justice, protection of quality culture and cultural values and environmental protection, occupational health and safety issues.

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

	L1
P14	3

