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 *(Office Mangement and Executive Assistantship)*	
1	The ability of using information and communication tools and the other vocational tools and techniques.
2	The ability of planning and applying vocational process.
3	The ability of communicating in foreign language.
4	The ability of vocational self-confidence.
5	The ability of enteprenurism.
6	The ability of using theorical field information at the practice.
7	The ability of managing a process that provides the needs.
8	The ability of working in groups including interdisciplinary.
9	The ability of defining problems and solving them in vocational practice.
10	The awareness of vocational ethic and responsibility.
11	The awareness of necessity of life-long learning and the ability to make come true this.
12	The ability of having information about sectoral problems.
13	The ability of understanding vocational legal regulation and applying.
14	The ability of having an effective communication.
15	Social, cultural and social responsibilities of the grip, and the ability to apply to adopt.

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

	L1	L2	L3	L4	L5	L6
P1	4					
P2		4				
P5			4			
P11					4	
P14				5		
P15						4