



## 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 (Garment Manufacturing Technology)**

1	To be able to use theoretical and practical knowledge related to Garment Manufacturing Technology
2	To carry out brand management, marketing and promotional activities related to Garment Manufacturing Technology
3	Having the skills of data collection, research report preparation and presentation for the research, preparing the project
4	Being able to plan the processes / processes related to Garment Manufacturing Technology to meet the expectations of the sector, to be able to make business organization, production plan and control, prepare working instructions
5	To be able to determine textile raw materials and surface properties, to choose garment auxiliary materials, to be able to control materials
6	To be able to carry out steps of pattern preparation, grading, pattern layout preparation
7	To be able to use necessary equipments and machines for applications related to Garment Manufacturing Technology and to make adjustments and maintenance
8	To be able to use computer aided pattern and design programs, production applications in Garment Manufacturing Technology
9	Having the ability to manage and organize business by creating the idea of establishing a business in the field
10	To be able to create a model by applying technical drawings of clothing and basic arts education
11	To be able to realize basic sewing techniques, production stages of women's, men's and children's wear

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

	L1	L5
P8	3	3

