



## 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		<p>The aim of this course is to discuss the interaction methods between computer and human. standards and application forms.</p> <p>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.</p>							
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 (Fashion Design)**

1	Be able to use the theoretical and practical knowledge related to fashion design
2	Fashion marketing and promotional activities should be carried out in matters related to fashion design
3	Must be able to collect data for research, prepare and present research report, prepare project
4	Designing personal clothing to meet the expectations of the sector and preparing the creations on the computer
5	Should be able to recognize the fabric surfaces, select auxiliary materials, control materials.
6	It should be able to carry out steps of mold preparation, spreading, laying plan preparation.
7	Must be able to use the necessary equipment, equipment and machines for the applications related to fashion design, and make adjustments and maintenance.
8	Must be able to use computerized mold and design programs in the field of fashion design.
9	Must have the ability to manage and organize business by creating the idea of establishing a business in the field.
10	Can create a model she designs in her mind by applying the technical drawings of the clothes and fashion formal training.
11	Basic sewing techniques should be able to realize the 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
P4	1

