



**AYDIN ADNAN MENDERES UNIVERSITY
GRADUATE SCHOOL OF SOCIAL SCIENCES
MANAGEMENT INFORMATION SYSTEMS
MANAGEMENT INFORMATION SYSTEMS
MANAGEMENT INFORMATION SYSTEMS MASTER
COURSE INFORMATION FORM**

Course Title	User Interface Design								
Course Code	MIS511			Course Level		Second Cycle (Master's Degree)			
ECTS Credit	7	Workload	175 (Hours)	Theory	2	Practice	1	Laboratory	0
Objectives of the Course	The aim of the course is to make the students know user interface design and basic concepts of it, to design user interface and to evaluate user interface design.								
Course Content	User Interface (UI) Design, User Experience (UX) Design, General Principles of UI-UX Design, Design Process, Design Tools, User Centered Design, Target Audience Analysis, Evaluation of Design.								
Work Placement	N/A								
Planned Learning Activities and Teaching Methods	Explanation (Presentation), Discussion, Project Based Study, Individual Study								
Name of Lecturer(s)									

Assessment Methods and Criteria

Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	60

Recommended or Required Reading

1	Designing the User Interface: Strategies for Effective Human-computer Interaction Ben Shneiderman
2	Designing for Interaction: Creating Innovative Applications and Devices Dan Saffer
3	İnsan, bilgisayar etkileşimi ve kullanılabilirlik mühendisliği: Teoriden pratiğe Kürşat Çağıltay
4	Don't Make Me Think: A Common Sense Approach to Web Usability Steve Krug

Week	Weekly Detailed Course Contents	
1	Theoretical	What is User Interface Design ? Basic Concepts
2	Theoretical	General Principles of User Interface Design
3	Theoretical	User Interface Design Examples
4	Theoretical	Design Process - Design Tools
5	Theoretical	User Centered Design - Role of User in Design
6	Theoretical	Target Audience Analysis
7	Theoretical	PROJECT - User Interface Design
8	Theoretical	Idea-Purpose-Audience
9	Intermediate Exam	Midterm Exam
10	Intermediate Exam	Midterm Exam
11	Theoretical	Paper Prototype & Electronic Prototype
12	Theoretical	Evaluation of Design - Expert Based Evaluation - User Based Evaluation
13	Theoretical	PROJECT - Evaluation of Design
14	Theoretical	Project Delivery
15	Final Exam	Final Exam
16	Final Exam	Final Exam

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	2	2	56
Assignment	1	0	20	20
Project	1	20	3	23



Individual Work	15	3	0	45
Quiz	2	0	1	2
Midterm Examination	1	10	2	12
Final Examination	1	15	2	17
Total Workload (Hours)				175
[Total Workload (Hours) / 25*] = ECTS				7
*25 hour workload is accepted as 1 ECTS				

Learning Outcomes

1	Student knows the basic concepts of user interface design.
2	At the end of the course, students will be able to design user interfaces according to general principles.
3	Students will be able to evaluate user interfaces with appropriate assessment methods.
4	Student can make applications related to user-centered design and user's role in design.
5	Student can make target audience analysis.

Programme Outcomes (Management Information Systems Master)

1	Be aware of the different types of information technologies and systems using in business, have enough knowledge to design a suitable system
2	Analyse the needs for an information systems and have control over the processes at the analysis, design and implementation stages of the database that belongs to the system
3	Convey information about current trends and their own studies both verbally and visually ways.
4	Be able to follow current developments in modern business techniques and technologies, especially information technologies
5	Understand the interaction between his department and other relational departments, if necessary make a team, take responsibility and do the works with team.
6	Know the information technologies and systems using in different types of business, if necessary take the system responsibility.
7	Be aware of the social transformation especially in their own field and social, legal and moral responsibilities belongs to other work field.
8	Develop their knowledge to the level of expertise which they learn them in license level.
9	Carry out a work which requires an expertness in their field.
10	Construct and perform an academic work.

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

	L1	L2	L3	L4	L5
P1	4	5	4	4	4
P2	4	5	4	4	
P3		5	5	4	4
P4	4	5	5	4	4
P5	5	5	5	4	4
P6	5	5	5	4	4
P7	5	5	4	4	4
P8	5	5	4	4	4
P9	5	5	4	4	4
P10	5	4	4	4	4

