

### COURSE PROFILE

Course Name	Code	Semester	Term	Theory+PS+Lab (hour/week)	Local Credits	ECTS
Human Computer Interaction	IT423	Fall	7	3 + 0 + 0	3	6

<b>Prerequisites</b>	None
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<b>Course Language</b>	English
<b>Course Type</b>	Departmental Elective
<b>Course Lecturer</b>	Assist. Prof. Dr. Fatih Özyaydın
<b>Course Assistant</b>	Murat Kaya
<b>Course Objectives</b>	This course aims to provide fundamental concepts in Human Computer Interaction (HCI) and provide skills for analysis, design and implementation for a range of real world problems on HCI.
<b>Course Learning Outcomes</b>	By the end of the course, students should be able to <ul style="list-style-type: none"> <li>• understand fundamental concepts in HCI;</li> <li>• carry out a range of different types of user study and usability study;</li> <li>• produce different types of low-fidelity and mid-fidelity prototypes;</li> <li>• explain the entire design lifecycle, and implement a complete user-centered design process including user studies, prototyping, and evaluation;</li> <li>• critically assess different methods and approaches in HCI; and be able to provide such critique in applied settings;</li> <li>• describe implementation, and justify approach to, user-centered design processes for a range of real-world scenarios.</li> </ul>
<b>Course Content</b>	Basics of HCI. Affective Aspects. Data gathering. Data analysis, interpretation, and presentation. The process of ID. Requirements, design, prototyping, construction, and evaluation. Usability testing and field studies.

### COURSE CONTENT

Week	Subjects	Related
1	Introduction: What is ID?	
2	Understanding and conceptualizing interaction	
3	Understanding users	
4	Designing for collaboration and communication	
5	Affective aspects	

<b>6</b>	Data Gathering	
<b>7</b>	Data analysis, interpretation, and presentation	
<b>8</b>	The process of ID	
<b>9</b>	Identifying the needs and establishing requirements	
<b>10</b>	Design, prototyping, and construction	
<b>11</b>	Introducing evaluation	
<b>12</b>	An evaluation framework: DECIDE	
<b>13</b>	Usability testing and field studies	
<b>14</b>	Final	

<b>Course Textbook</b>	Interaction Design Beyond Human-Computer Interaction, Yvonne Rogers, Helen Sharp, Jenny Preece, Wiley, 2nd Ed.
<b>Recommended References</b>	

<b>Semester Requirements</b>	<b>Number</b>	<b>Percentage of Grade</b>
Attendance/Participation		10
Laboratory		
Application		
Special Course Internship (Work Placement)		
Quizzes/Studio Critics		
Homework Assignments		30
Presentation		
Project		
Seminar/Workshop		
Midterms/Oral Exams		30
Final/Resit Exam		30
<b>Total</b>		<b>100</b>

<b>PERCENTAGE OF SEMESTER WORK</b>		70
<b>PERCENTAGE OF FINAL WORK</b>		30
<b>Total</b>		<b>100</b>

<b>Course Category</b>	Core Courses	
	Major Area Courses	X
	Supportive Courses	
	Media and Management Skills Courses	
	Transferable Skill Courses	

**COURSE'S CONTRIBUTION TO PROGRAM**

#	Program Qualifications / Outcomes	* Level of Contribution				
		1	2	3	4	5
<b>1</b>	A foundation in mathematics and basic sciences and ability to apply acquired knowledge as they relate to the study and practice of information technology					X
<b>2</b>	An ability to analyze a problem, identify and define the computing requirements appropriate to its solution, to understand, select and use appropriate technology, tools, standards, protocols, building blocks, and components to solve the problem					X
<b>3</b>	An ability to propose, analyze, design, develop, test and maintain an information technology system including software solutions, security model, computer and network infrastructure, information systems etc. to solve information technology problems			X		
<b>4</b>	An ability to analyze local and global impact of computing on individuals, organizations and society; and the ability to apply information technology techniques, skills, and tools for regular computing practices as well as to improve effectiveness of current methodologies	X				
<b>5</b>	An ability to effectively communicate in oral and written media with all kinds of related audiences; and prepare documentation for this purpose as required	X				
<b>6</b>	An understanding of professional, ethical, legal, and social issues and responsibilities of information technology profession		X			
<b>7</b>	A taste and breadth of knowledge across several social topics outside the immediate requirements of the information technology profession, and the ability to work within heterogeneous teams to accomplish a common goal including people from the information technology area as well as other disciplines		X			
<b>8</b>	An ability to engage in life-long learning and professional development for personal improvement to follow contemporary information technology issues					

\*1 Lowest, 2 Low, 3 Average, 4 High, 5 Highest

**ECTS ALLOCATED BASED ON STUDENT WORKLOAD BY THE COURSE DESCRIPTION**

<b>Activities</b>	<b>Number</b>	<b>Duration (Hours)</b>	<b>Total Workload</b>
Course Hours (Including Exams)	14	3	42
Tutorials			
Laboratory			
Application	14	3	42
Special Course Internship (Work Placement)			
Field Work			
Study Hours Out of Class	14	2	28
Presentations / Seminar			
Project			
Preparatory reading	14	2	28
Homework Assignments			
Quizzes	4	1	4
Midterm Exams	2	2	4
Final / Resit Exam	1	2	2
		<b>Total Workload</b>	150

**COURSE CATEGORY**

<b>ISCED GENERAL AREA CODES</b>	<b>GENERAL AREAS</b>	<b>ISCED BASIC AREA CODES</b>	<b>BASIC EDUCATIONAL AREAS</b>	
1	Education	14	Teacher Training and Educational Sciences	
2	Humanities and Art	21	Art	
2	Humanities and Art	22	Humanities	
3	Social Sciences, Management and Law	31	Social and Behavioural Sciences	30
3	Social Sciences, Management and Law	32	Journalism and Informatics	
3	Social Sciences, Management and Law	38	Law	
4	Science	42	Life Sciences	
4	Science	44	Natural Sciences	
4	Science	46	Mathematics and Statistics	20
4	Science	48	Computer	20
5	Engineering, Manufacturing and Civil	52	Engineering	30
5	Engineering, Manufacturing and Civil	54	Manufacturing and Processing	
5	Engineering, Manufacturing and Civil	58	Architecture and Structure	
6	Agriculture	62	Agriculture, Forestry, Livestock, Fishery	
6	Agriculture	64	Veterinary	
7	Medicine and Welfare	72	Medical	
7	Medicine and Welfare	76	Social Services	
8	Service	81	Personal Services	
8	Service	84	Transport Services	
8	Service	85	Environment Protection	
8	Service	86	Security Services	