Course Description

Course Code	YS 415
Course Name	HUMAN COMPUTER INTERACTION
Prerequisite Courses	
Language of the Course	The English
Course Coordinator	-
Instructor(s)	-
Course Assistants	none
The aim of the course	The nature of Human-Computer Interaction, its features, strategies related to the interaction process, interface design, usability testing, usability and software engineering are the main topics.
Course Content	Human-Computer Interaction is an interdisciplinary field of study that deals with the design, evaluation and application of interactive technologies. Human-Computer Interaction (HCI) in the study area, due to the interaction between human and computer acquisition of the subject, human behavior, psychology, cognitive science, computer technology and software engineering in addition to ergonomics, graphic and industrial design, sociology, anthropology, and is associated with fields such as Education Sciences.

Weekly Course Content

Week 1	What Is HCI? Components of HCI? Introduction: Human-Computer Interaction, The Past and The Present
Week 2	Introduction: Usability of Interactive Systems; Guidelines, Principles and Theories Web Style Guide: Process and Interface Design
Week 3	Guidelines, Principles and Theories Web Style Guide: Site Design
Week 4	Development Process: Managing Design Processes; Evaluating Interface Designs; Software Tools
Week 5	Interaction Styles: Direct Manipulation and Virtual Environments; Menu Selection, Form Filling, And Dialog Boxes
Week 6	Web Style Guide: Editorial Style
Week 7	Designing User Interface and Interaction Styles: Review
Week 8	Midterm Exam.
Week 9	Interaction Styles: Command and Natural Languages; Interaction Devices; Collaboration
Week 10	Design Issues: Quality of Service; Balancing Function and Fashion; User Manuals, Online Help, And Tutorials
Week 11	Design Issues: Information Search and Visualization, Societal and Individual Impact of User Interfaces
Week 12	Introduction To GUI Bloopers: First Principles; GUI Control Bloopers
Week 13	Navigation Bloopers Web Style Guide: Graphics, Multimedia Textual Bloopers; Graphic Design and Layout Bloopers
Week 14	On The Effective Use and Reuse of HCI Knowledge the Maturation of HCI: Moving Beyond Usability Toward Holistic
Week 15	Final exam.

Course Learning Outcomes

1	Defines the basic concepts and topics related to Human Computer Interaction (HCI), the structure and functioning of HCI, and applies the issues of user and acceptance in information technologies.
2	Understands models related to communication and interaction processes, interprets design criteria in educational software
3	Knows and uses the principles of interface design, interprets and analyzes the task factor in interface design, concludes the analysis of needs and task
4	Knows and applies usability testing criteria, uses usability engineering principles, uses cognitive-computer interaction in educational software
5	Analyzes HCI principles in web-based examples, analyzes HCI principles in computer software
6	Synthesizes communication and information technologies on the axis of Human-Computer Interaction

Contribution of the Course to Program Qualifications

		Contribution Level
01	The student will have the ability to apply analytical approach, mathematics and science knowledge in software and engineering issues.	5
02	The student will have the ability to identify, define, formulate and solve a problem in software and computer systems.	5
03	The student will have gains scientific research skills in software and engineering problems, has the ability to design a system, part or process.	5
04	The student will have the ability to use the design capability, techniques and tools required for engineering applications.	5
05	The student will have the ability to design, implement and interpret experimental work and software projects by analyzing the results.	5
06	The student will have the ability to work between disciplines and teamwork.	5
07	The student will have the ability to work in international environments and adapt to different cultures.	5
08	The student will have verbal and written communication skills in Turkish and English.	5
09	The student will have the awareness of the necessity of lifelong learning and the ability to realize it.	3
10	The student will gain knowledge of legal issues with the awareness of professional and ethical responsibility.	3
11	The student will have managerial skills (leadership, organization, time and risk management, quality awareness, efficiency, etc.).	5
12	The student will have the ability to participate in social activities, to acquire regular sports habits and to use time in the best way.	1
13	The student will have the ability to find unusual ways and produce projects.	5
14	The student will have professional self-confidence, being an entrepreneur and taking initiative.	5
15	It is sensitive about the problems of the age and looks after the national interests.	5

ECTS WORKLOAD

	Number	Duration (hours)	Number*Duration
Face to face education	14	2	28
Out-of-class study time (pre-study, reinforcement)	0	0	0
Homeworks	2	7	14
Presentation / Seminar preparation	4	1	4
Quizzes	0	0	0
Preparation for midterm exams	1	7	7
midterm exams	1	2	2
Project (Semester assignment)	1	8	8
Lab	0	0	0
field work	0	0	0
Preparation for the final exam	1	15	15
Semester final exam	1	2	2
Research	0	0	0
TOTAL WORKLOAD			80
ECTS			3

Evaluation

SEMESTER EVALUATION	Number	Contribution Percentage
Midterm	1	20
Quiz	0	0
Homework	2	20

SEMESTER TOTAL		**40**
Contribution rate of mid-term evaluations to success		40
Contribution rate of the final exam to success		60
GRAND TOTAL		**100**

RESOURCES	
Textbook	B. Shneiderman, C. Plaisant, Designing the User Interface: Strategies for Effective Human - Computer Interaction, Fifth Edition, Addison-Wesley, 2010, ISBN: 978-0321601483 J. Johnson, GUI Bloopers 2.0: Common User Interface Design Don`ts and Dos, Morgan Kaufmann Publishers - Academic Pres., 2007, ISBN: 978-0123706430
Helpful Resources	