

Course Description					
Name	Code	Semester	T+A Hour	Credit	ECTS
EXPERIENCE DESIGN and HUMAN-COMPUTER INTERACTIONS	YMİ2174340	Fall Semester	2+1	2,5	5
<b>Prerequisites Courses</b>					
<b>Recommended Elective Courses</b>	INTERACTIVE ARTS and DESIGN				
<b>Language of Instruction</b>	Turkish				
<b>Course Level</b>	First Cycle (Bachelor's Degree)				
<b>Course Type</b>	Required				
<b>Course Coordinator</b>	Assoc.Prof. İhsan EKEN				
<b>Name of Lecturer(s)</b>	Assoc.Prof. İhsan EKEN				
<b>Assistant(s)</b>	Lect. Ali Demir				
<b>Aim</b>	It can be an applied course. After the human and computer interaction is explained, the interaction of this interaction with design and the new media will be the output of the course.				
<b>Course Content</b>	This course contains; INTRODUCTION TO HUMAN COMPUTER INTERACTION (HCI),HUMAN AND COMPUTER,USABILITY OF INTERACTIVE SYSTEMS,WHAT IS INTERACTION,DESIGN PROCEDURES,THE BASICS OF INTERACTION DESIGN,Practicing,DESIGN RULES,GENERAL DESIGN,DESIGN MODELS,HCI METHODS,SOCIAL MEDIA PARTICIPATION,PUBLIC INFORMATION TECHNOLOGY AND INCREASED REALITY,General Assesment.				
<b>Course Learning Outcomes</b>		<b>Teaching Methods</b>		<b>Assessment Methods</b>	
To be able to give the definition of usability by examining the basic concepts of Human Computer Interaction (HCI)		13, 16, 20, 23, 9		A	
Discuss the importance of human computer interaction		10, 16, 19, 20, 21, 9		A	
Define and explain usability approaches		10, 19, 20, 23, 9		A	
To be able to establish a connection between the field of Human Computer Interaction (HCI) and social media		10, 16, 19, 20, 3, 9		A	
Be able to explain the Basics of Design Rules and Interaction Design		16, 2, 9		A	
Know the design models and apply them in practice		13, 19, 21, 8, 9		G	
Explain the psychological dimension of Human Computer Interaction (HCI)		10, 13, 16, 19, 20		G	
<b>Teaching Methods</b>	10: Discussion Method, 13: Case Study Method, 16: Question - Answer Technique, 19: Brainstorming Technique, 2: Project Based Learning Model, 20: Reverse Brainstorming Technique, 21: Simulation Technique, 23: Concept Map Technique, 3: Problem Baded Learning Model, 8: Flipped Classroom Learning, 9: Lecture Method				
<b>Assessment Methods</b>	A: Traditional Written Exam, G: Quiz				
<b>Lecture Schedule</b>					
<b>Sequenc e</b>	<b>Topics</b>	<b>Preliminary Preparation</b>			
1	INTRODUCTION TO HUMAN COMPUTER INTERACTION (HCI)	Read the related book chapter			
2	HUMAN AND COMPUTER	Read thenrelated book chapter			
3	USABILITY OF INTERACTIVE SYSTEMS	Read the related book chapter			
4	WHAT IS INTERACTION	Read the related book chapter			
5	DESIGN PROCEDURES	Read the related book chapter			
6	THE BASICS OF INTERACTION DESIGN	Read the related book chapter			
7	Practicing	Repetition of the subjects examined			
8	DESIGN RULES	Read the related book chapter			
9	GENERAL DESIGN	Read the related book chapter			
10	DESIGN MODELS	Read the related book chapter			
11	HCI METHODS	Read the related book chapter			
12	SOCIAL MEDIA PARTICIPATION	Read the related book chapter			
13	PUBLIC INFORMATION TECHNOLOGY AND INCREASED REALITY	Read the related book chapter			
14	General Assesment	Repetition of the subjects examined			
<b>Evaluation Methods</b>		<b>Weight(%)</b>			
Midterm Exam		40			
General Exam		60			

Resources	
Kürşat Çağiltay, İnsan -Bilgisayar Etkileşimi ve Kullanılabilirlik Mühendisliği, Seçkin Yayınları, Ocak 2018.Acartürk, C. Ve Çağiltay, K. (2006), İnsan Bilgisayar Etkileşimi ve ODTÜ'de Yürütülen Çalışmalar, Akademik Bilişim'06, Pamukkale Üniversitesi Filiz Kuşkaya Mumcu, Tülin Haşlaman, Bahadır Yıldız, Hakan Tüzün, Etkileşimli sistem tasarımında kullanılabilirlik: Bilgi işlem sorun ve ihtiyaç iletme sistemi örneği, 8th International Educational Technology Conference (IETC-2008), At Eskişehir, Turkey, Volume: 391-395, May 2008	