

Vocational School / Computer Programming

2024 - 2025 Academic Year

USER ORIENTED DESIGN

Syllabus

Course Description					
Name	Code	Semester	T+A Hour	Credit	ECTS
USER ORIENTED DESIGN	BPR2260550	Spring Semester	1+1	1,5	3
Prerequisites Courses					
Recommended Elective Courses					
Language of Instruction	Turkish				
Course Level	Short Cycle (Associate's Degree)				
Course Type	Required				
Course Coordinator	Lect. Eser KASAPOĞLU GESOĞLU				
Name of Lecturer(s)	Lect. Beyza KOYULMUŞ				
Assistant(s)					
Aim	To inform about user-centered design, to raise awareness and to ensure the effective use of design thinking.				
Course Content	This course contains; What are UI and UX, What are the Differences?,Definitions of Various User Groups; Concepts of Disability, Disability, Old Age,Introduction to User Experience Human Centered Design,User Research, Persona, Card Grouping,Three Perspectives of Product Experience,Emotions and Experience,Interaction Paradigms,Design Thinking,Introduction to the User Interface,Interface Psychology - Navigation / Flow,Fundamental Design Principles,User Interaction / Prototyping,User Interface Development with Figma,Optimization.				
Course Learning Outcomes		Teaching Methods		Assessment Methods	
Understands the differences between UI and UX.		10, 23, 6, 9		A, E, F	
Defines various user groups		16, 23		A, E, F	
Conducts user research effectively.		10, 23, 9		A, E, F	
Examines perspectives of the product experience		11, 23		A, E, F	
Master design thinking.		10, 13, 16, 23, 9		A, E	
Understands user interface psychology		13, 23, 6, 9		A, E, F	
Knows basic design principles		11, 13, 23, 9		A, E, F	
Teaching Methods	10: Discussion Method, 11: Demonstration Method, 13: Case Study Method, 16: Question - Answer Technique, 23: Concept Map Technique, 6: Experiential Learning, 9: Lecture Method				
Assessment Methods	A: Traditional Written Exam, E: Homework, F: Project Task				
Lecture Schedule					
Sequence	Topics	Preliminary Preparation			
1	What are UI and UX, What are the Differences?				
2	Definitions of Various User Groups; Concepts of Disability, Disability, Old Age				
3	Introduction to User Experience Human Centered Design				
4	User Research, Persona, Card Grouping				
5	Three Perspectives of Product Experience				
6	Emotions and Experience				
7	Interaction Paradigms				
8	Design Thinking				
9	Introduction to the User Interface				
10	Interface Psychology - Navigation / Flow				
11	Fundamental Design Principles				
12	User Interaction / Prototyping				
13	User Interface Development with Figma				
14	Optimization				
Evaluation Methods		Weight(%)			
Midterm Exam		40			
General Exam		60			

Resources
Lecture Presentations