

Vocational School / Computer Programming

2023 - 2024 Academic Year

USER INTERFACE DESIGNS

Syllabus

Course Description					
Name	Code	Semester	T+A Hour	Credit	ECTS
USER INTERFACE DESIGNS	BPR2213187	Spring Semester	3+0	3	5
<b>Prerequisites Courses</b>					
<b>Recommended Elective Courses</b>					
<b>Language of Instruction</b>	Turkish				
<b>Course Level</b>	Short Cycle (Associate's Degree)				
<b>Course Type</b>	Elective				
<b>Course Coordinator</b>	Lect. Beyza KOYULMUŞ				
<b>Name of Lecturer(s)</b>	Lect. Zehra Nur AYAN ÖVER				
<b>Assistant(s)</b>					
<b>Aim</b>	To enable the student to develop interfaces for web and mobile applications.				
<b>Course Content</b>	This course contains; Introduction to User Interface Design,Image Types,Photoshop Usage, Web & Mobile Design Programs, RGB and Hexadecimal,Layers - Application,Toolbox Tools ,Business Card Design,Filing Procedures,Introduction to Figma,Kit Usage,Web Interface Design with Figma ,Mobile Application Interface Design with Figma,Prototyping,Project Development,Project Development.				
<b>Course Learning Outcomes</b>			<b>Teaching Methods</b>	<b>Assessment Methods</b>	
Know where to use different types of images			2, 6, 8, 9	A, F	
Uses photoshop for image manipulation			2, 6, 8, 9	A, E, F	
Uses Kit for Designs			2, 6, 8, 9	A, E, F, G	
Makes web interface design with Figma			2, 6, 8, 9	A, E, G	
Designs mobile application interface with Figma			14, 2, 6, 8, 9	A, E, F, G	
Knows web & mobile interface design programs.			14, 2, 6, 8, 9	A, E, F, G	
<b>Teaching Methods</b>	14: Self Study Method, 2: Project Based Learning Model, 6: Experiential Learning, 8: Flipped Classroom Learning, 9: Lecture Method				
<b>Assessment Methods</b>	A: Traditional Written Exam, E: Homework, F: Project Task, G: Quiz				
<b>Lecture Schedule</b>					
<b>Sequence</b>	<b>Topics</b>	<b>Preliminary Preparation</b>			
1	Introduction to User Interface Design				
2	Image Types				
3	Photoshop Usage, Web & Mobile Design Programs, RGB and Hexadecimal				
4	Layers - Application				
5	Toolbox Tools				
6	Business Card Design				
7	Filing Procedures				
8	Introduction to Figma				
9	Kit Usage				
10	Web Interface Design with Figma				
11	Mobile Application Interface Design with Figma				
12	Prototyping				
13	Project Development				
14	Project Development				
<b>Evaluation Methods</b>		<b>Weight(%)</b>			
Midterm Exam		40			
General Exam		60			

Resources