

course title	code	semester	T+U	credit	ECTS
Human Computer Interaction		7	3+ 0	3	4
Prerequisite Courses	None				
Language of the Course	English				
Course Level	Undergraduate				
Course Type	Compulsory				
Course Coordinator					
instructors					
Course Assistants					
The aim of the course	Computer engineering to his students person based informatics systems designing ability bring				
Course Content	<p>This lesson finally student ;</p> <ol style="list-style-type: none"> 1. Human - Computer interaction (HCI) design their concepts can understand . 2. available technologies designing of your methods can learn . 3. Interface design of your strategies can learn . 4. The designed HCI practices evaluation of your methods can learn . 				
Course Learning Outcomes	<p>Person Computer Definition , history , importance and main components of the interaction (HCI) HCI design basics . DESIGN RULES IN IBE, Universal Design And User Support in IBE used models (Conceptual models , Contact And Partnership models Availability tests Availability studies during monitoring required steps Eyelash your movements follow-up system (Eye Tracker) and APPLICATION examples Web pages for activity analysis .</p>				
weeks	Topics				
one	Person Computer Interaction (HCI) Definition , History , Importance and Main Components				
2	of IBE Physically And Philosophical size				
3	of IBE cognitive size				
4	of IBE Design Fundamentals , Software IBE in the Process				
5	in IBE Design Rules				
6	Universal Design And User Support				
7	Midterm Exam , Contact And Components				
8	in IBE Used Modeling (Conceptual Models , Contact And Partnership models)				
9	in IBE Used Models (System Models , Rich interactive modeling)				
10	in IBE Availability Concept , Benefits And Components				
11th	Availability tests				
12	Availability His studies During monitoring Required Steps				
13	Eyelash your movements Follow-up System (Eye Tracker) and APPLICATION examples				
14	Web Pages for Activity analysis				
General Competencies					
students they have acquired information engineering area to their applications transfers .					
resources					
Alan, D. & Janet, E. & Gregory D. & Russell B., (2003) Human- Computer Interaction 3 rd Edition Prewntice Hall.					

Cagiltay , K., (2011). Person Computer interaction And Availability Engineering : From Theory into practice , METU Publishing .

Evaluation System

WITH PROGRAM LEARNING OUTCOMES

COURSE LEARNING OUTCOMES RELATIONSHIP TABLE

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
LO1	5	5	2	5	4	4	4	2	5	4	4
LO2	5	4	2	4	3	3	3	2	5	4	5
LO3	5	5	2	4	3	4	4	1	4	4	4
LO4	4	4	2	5	3	4	3	2	3	3	3
LO: Learning Outcomes OP: Program Outcomes											
Contribution Level	1 Very Low		2 Low		3 Medium		4 High		5 Very High		

Relation of Program Outcomes and Related Course

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
Human Computer interaction	5	5	2	4	3	4	4	2	5	4	4

