

Course Name	Course Code	Semester	T + P	Credit	ECTS
Human Computer Interaction		7	3 + 0	3	4

Prerequisite Courses	Nona
----------------------	------

If the language of Code	Turkish
Course class	Technical Elective
If the Coordinator of Code	
Instructor	
Assistant Course	Nona
If the objective of Code	Computer engineering students to gain the ability to design human-centered computing systems.
Course Learning Output	<p>The students completed the course:</p> <ul style="list-style-type: none"> • Human-computer interaction (HCI) can understand the design concept. • You can learn of available technologies, design methods. • You can learn the interface design strategy. • IBA can learn the intended application of assessment methods
Contents Course	Human Computer Interaction (HCI) Definition, history, importance and basic design of the main components of IBA, IBA in the software process. design rules in iBeer, Universal Design and User Support Used in iBeer modeling (conceptual models, communication and collaboration models Usability testing steps to be followed during Usability studies eye movement tracking system (Eye Tracker) and practical effectiveness analysis for Web pages

Weeks	Topics
1	Human Computer Interaction (HCI) Definition, history, importance and main components
2	physical and philosophical dimension of IBEAR
3	iBeer the cognitive dimension
4	IBA design fundamentals, software process in IBA
5	design rules in iBeer
6	Universal Design and User Support
7	iBeer used in modeling (conceptual models, communication and collaboration models)
8	MIDTERM
9	iBeer used in modeling (system models, Rich Interactive Modeling)
10	IBear usability concepts, benefits and components
11	Usability testing
12	steps to be followed during usability studies
13	Eye movement tracking system (Eye Tracker) and application examples
14	effectiveness analysis for Web pages
15	FINAL EXAM

General sufficiency
Students in the engineering field application of acquired knowledge will be important in the transmission of assessment.
References
<ol style="list-style-type: none"> 1. Alan Dix, Janet E. Finlay, Gregory D. Abowd, Russell Beale 2003? Human-Computer Interaction? 3rd Edition Prentice Hall 2. Kursat Çağiltay, 2011, Human-Computer Interaction and Usability Engineering: From Theory to Practice, Middle East Technical University Publishing.
Assessment
Midterm: 40% Final exam: 60% of the project or assignment can be made and announced at the beginning of the semester evaluations.