Content

Course Code	Course Name	Semester	Theory	Practice	Lab	Credit	ECTS
COM372	User Experience and Interface Design ı ll	6	3	0	0	3	6

Prerequisites	
Admission Requirements	

Language of Instruction	Turkish
Course Type	Elective
Course Level	Bachelor Degree
Objective	Within the scope of this course, by referring to the design knowledge and skills they have acquired since the first year and theoretical background covered in the prior "User Experience and Interface Design 1" course, it is aimed to provide students with the knowledge and skills to design an interactive media environment by implementing user experience and interface design processes with different methodological approaches.
Content	Within the scope of the course, by referring to the UX and UI design techniques, an original interactive media environment proposed by the student will be designed and developed step by step under the supervision of the course instructor.
References	· Grudin, J. (2008) A Moving Target: The Evolution of HCI, in The Human-Computer Interaction Handbook: Fundamentals, Evolving Technologies and Emerging Applications (Edi.) Sears, A and Jacko, J. A. , Lawrence Erlbaum Associates, Taylor and Francis Group. 1-24. · Carrol, J. M. (2012) Human-Computer Interaction, Encyclopedia of Human-Computer Interaction, http://www.interaction- design.org/encyclopedia/human_computer_interaction_hci.html · Shneidermann, B. and Plaisant, C. (2005) Designing the User Interface 4th Edition, Addison-Wesley. · Zaphiris, P. and Siang Ang, C. (2009) Human-Computer Interaction: Concepts, Methodologies, Tools and Applications, Information Science Reference, Hershey, New York.

Theory Topics

Week	Weekly Contents
1	Introduction to User Experience and Interface Design: Concepts, Limits, Possibilities
2	
3	
4	
5	Presentations and Discussion of Project Proposals: Goals and Objectives, Strategy
6	Presentation and Discussion of Persona and User Story Designs
7	Presentation and Discussion of User Journey Designs
8	Presentation and Discussion of User Journey Designs
9	Presentation and Discussion of Information Architecture Designs
10	Midterm
11	Presentation and Discussion of Lo-Fi Prototype Designs
12	Presentation and Discussion of Lo-Fi Prototype Designs
13	Presentation and Discussion of Hi-Fi Prototype Designs
14	Presentation and Discussion of Hi-Fi Prototype Designs