Content

Course Code	Course Name	Semester	Theory	Practice	Lab	Credit	ECTS
IT 536	Interactive Technologies and User Experience	3	4	0	0	3	8

Prerequisites	
Admission Requirements	

Language of Instruction	English
Course Type	Elective
Course Level	Masters Degree
Objective	This course provides a comprehensive overview of human-computer interaction, interactive technologies, and user experience. The course aims to help students combine their professional experience with theoretical knowledge to evaluate and develop user-centered digital products. Students will learn theories of human-computer interaction and develop their knowledge and skills in designing usable, accessible, and effective software interfaces and enhancing user experience design.
Content	This course covers the following topics to teach computer engineering students the principles of user experience (UX) and user interface (UI) design and enable them to apply these principles: Principles of human-computer interaction, the user-centered design process, information architecture, visual design principles, interaction design, prototyping techniques, usability evaluation and accessibility standards, and interface development tools and techniques. The course includes practical exercises, projects, and presentations.
References	Designing user experience / David Benyon. Pearson Education Limited, 2019 ISBN: 978-1-292-15551 The UX book / R.Hartson, P.Pyla Morgan Kaufman Pub.2019 ISBN 978-0-12-805342-3

Theory Topics

Week	Weekly Contents
1	Introduction and History of UX/UI Design
2	Fundamentals of HCI and UX/UI Design
3	Usability Principles
4	Design Thinking
5	User Research
6	Information Architecture
7	Navigation Design
8	Wireframing and Prototyping
9	Usability Testing
10	Emerging Interactive Technologies
11	Project Presentations