

Content

Course Code	Course Name	Semester	Theory	Practice	Lab	Credit	ECTS
COM306	Interactive Media Design II	6	2	2	2	2	4

Prerequisites	COM209
Admission Requirements	COM209

Language of Instruction	Turkish
Course Type	Compulsory
Course Level	Bachelor Degree
Objective	By referring to the design courses taken in the previous years and specifically to the theoretical background provided in the "Interactive Media" course, it is aimed to provide the students the knowledge and ability to design an "interactive medium". During the semestre, an original interactive medium will be developed through every step of the design process by each student under the supervision of the lecturers.
Content	<ol style="list-style-type: none">1. Week: Introduction to Interactive Media Design: Concepts, Limitations, Possibilities2. Week: UX Centered Design and Development Process: Techniques3. Week: Selection of the Proposals: Goal, Objective and Strategy4. Week: Persona5. Week: User Journey and Story6. Week: Information Architecture _ Content Map7. Week: Mid-Term Evaluation8. Week: Interface Design: Paper Prototype9. Week: Interface Design: Paper Prototype10. Week: Interface Design: Digital Prototype (Wireframe)11. Week: Interface Design: Digital Prototype (Wireframe)12. Week: Interface Design: Mock-up13. Week: Interface Design: Mock-up14. Week: Final Evaluation _ JURY
References	<p>-Communication Arts (Interactive Annuals)</p> <p>www.webpagesthatsuck.com</p> <p>www.thefwa.com</p>

Theory Topics

Week	Weekly Contents