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	1. Week: Introduction to Interactive Media Design: Concepts, Limitations, Possibilities		
	2. Week: UX Centered Design and Development Process: Techniques		
	3. Week: Selection of the Proposals: Goal, Objective and Strategy		
	4. Week: Persona		
	5. Week: User Journey and Story		
	6. Week: Information Architecture _ Content Map		
	7. Week: Mid-Term Evaluation		
	8. Week: Interface Design: Paper Prototype		
	9. Week: Interface Design: Paper Prototype		
	10. Week: Interface Design: Digital Prototype (Wireframe)		
	11. Week: Interface Design: Digital Prototype (Wireframe)		
	12. Week: Interface Design: Mock-up		
	13. Week: Interface Design: Mock-up		
	14. Week: Final Evaluation _ JURY		
References	-Communication Arts (Interactive Annuals)		
	www.webpagesthatsuck.com www.thefwa.com		

Theory Topics

Veek Weekly Contents
