Course Description Form	
Course Code and Name	5151329 Interactive System Design
Course Semester	Fall - Spring
Catalog Content	Design and development of interactive systems, design and usability of systems, relationship of people to technology, effect on quality, web applications, games, embedded devices. Making suggestions about the interface and evaluating the interface, establishing relationships between concepts such as multimedia, interaction and user interface.
Textbook	Benyon, D. (2005).Designing interactive systems :people, activities, contexts, technology. New York : Addison-Wesley
Supplementary Textbooks	-
Credit	8
Prerequisites of the Course (Attendance Requirements)	There is no prerequisite or co-requisite for this course.
Type of the Course	Elective
Instruction Language	Turkish
Course Objectives	To be able to analyze efficient systems, links, hyperlinks or hypermedia, nodes, node maps etc. To be able to develop systems containing, to investigate multimedia systems based on their drivers and their components, to analyze user interfaces in terms of efficiency and effectiveness.
Course Learning Outcomes	1. Gaining the ability to handle software and hardware engineering problems from a different point of view with the help of the theoretical information 2. Evaluating Computer Engineering outcomes by considering the human factor 3. Adapting a user-centered point of view on new technology development stages 4. Conducting different usability tests for computer systems 5. Designing innovative interactive systems 6. Understanding the structure of processes and different views
Instruction Methods	The mode of delivery of this course is Face to face
Weekly Schedule	1. Week Introduction 2. Week Human Perception and Mind Model 3. Week Requirements Analysis 4. Week Interactive Interface Design Theories 5. Week Interactive Web Design 6. Week Distance Education Systems Design 7. Week Virtual Reality Systems Design 8. Week Computer Systems Design and Evaluation Processes 9. Week Interactive system design assessment examples 10. Week Intelligent Devices 11. Week Usability Tests 12. Week Research on Interactive Systems 13. Week Project Presentations 14. Week Project Presentations
Teaching and Learning Methods *(These are examples. Please fill which activities you use in the course)*	Weekly theoretical course hours Weekly tutorial hours Reading Activities Internet browsing, library work Designing and implementing materials Report preparing Preparing a Presentation Presentations Preparation of Midterm and Midterm Exam Final Exam and Preparation for Final Exam

		Numbers	Total Weighting (%)	
Assessment Criteria	Midterm Exams			
	Assignment	2	30	
	Application			
	Projects	1	30	
	Practice			
	Quiz			
	Percent of In-term Studies (%)		60	
	Percentage of Final Exam to Total Score (%)		40	
	Attendance			

	Activity	Total Number of Weeks	Duration (weekly hour)	Total Period Work Load
Workload	Weekly Theoretical Course Hours	14	3	42
	Weekly Tutorial Hours			0
	Reading Tasks	14	5	70
	Studies	1	15	15
	Material Design and Implementation	1	15	15
	Report Preparing	1	30	30
	Preparing a Presentation	1	10	10
	Presentations	1	1	1
	Midterm Exam and Preperation for Midterm Exam			
	Final Exam and Preperation for Final Exam	1	15	15
	Other (should be emphasized)			0
	Total Workload			198
	Total Workload / 25			7.68
	Course Credit (ECTS)			8

	No	Program Outcomes	1	2	3	4	5
Contribution Level Between Course Learning Outcomes and Program Outcomes	1	Reaches the expansion of knowledge by conducting scientific research in the field of engineering and evaluation, interpretation and application of information.			x		
	2	Has extensive and in depth knowledge including the latest techniques, methods applied and their limitations in engineering.			x		
	3	Completes and applies knowledge by using scientific methods by using limited or missing data and integrates information from different disciplines.			x		
	4	Be aware of new and developing practices of the profession, examines and learns when needed.				x	

	No	Description					
	5	Defines and formulates problems related to the field, develops methods to solve them and applies innovative methods in solutions.	x				
	6	Develops new and / or original ideas and methods, designs complex systems or processes and develops innovative / alternative solutions in their designs.		x			
	7	Designs and applies theoretical, experimental and modeling based researches, examines and solves the complex problems encountered in this process.	x				
	8	Works effectively in disciplinary and multidisciplinary teams, leads such teams and develops solution approaches in complex situations, works independently and takes responsibility.		x			
	9	Communicates oral and written using a foreign language at least at the level of European Language Portfolio B2.	x				
	10	Conveys the process and results of the studies in written and oral form in a systematic and clear manner in national and international environments within or outside the field.	x				
	11	Knows the social, environmental, health, security, legal aspects of engineering applications; project management, and business life applications and be aware of the constraints of these engineering applications.			x		
	12	Considers social, scientific and ethical values in the stages of data collection, interpretation and announcement and in all professional activities.			x		

The Course's Lecturer(s) and Contact Information	Name Surname: Assoc. Prof. Dr. Hacer KARACAN E-mail address: hkaracan@gazi.edu.tr