EASTERN MEDITERRANEAN UNIVERSITY

SCHOOL OF COMPUTING AND TECHNOLOGY

DEPARTMENT OF INFORMATION TECHNOLOGY

COURSE POLICY SHEET

Course Title	Human Computer Interaction
Course Code	ITEC215
Type	Full Time
Semester	2020-2021 Fall
Category	AC (Area Core)
Workload	180 Hours
EMU Credit	(3,0,1) 3
Prerequisite	-
Language	English
Level	Second Year
Teaching Format	3 Hours Lecture and 1 Hour Tutorial per week
ECTS Credit	6
Course Web Site	http://staff.emu.edu.tr/birolozkaya/en/teaching/itec215

Instructor(s)	Birol Özkaya	**Office Tel**	+90 392 630 1660
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Course Description

The purpose of this course is to provide students with an understanding of human computer interaction concepts and theories. It mainly focuses on how human perceives and interacts with computers. Upon successful completion of the course, students will become aware of a great variety of interaction techniques, and also acquire the ability to apply the correct principles in the process of designing graphical user interfaces.

General Learning Outcomes

On successful completion of this course students should be able to:

- Describe the relationship between the cognitive principles and their application to interfaces.
- Learn how to analyze users and their goals, tasks, and actions.
- Design a low-fidelity web-page prototype which can be evaluated.
- Employ user-centered methodologies in the development, evaluation, and deployment of interactive systems.
- Develop skills in using effective color, typography, multimedia elements in graphical user interface design.

Teaching Methodology / Classroom Procedures

- 3 hours of lecture and 1 hour of tutorial per week are conducted for this course.
- Lecture attendance affects the Class Participation (8% of Grading), and also may have a positive effect on the student's final letter grade.
- There are FOUR assignments namely Assignment 1, Assignment 2, Assignment 3, and Assignment 4. The assignments are to be saved in .DOC, PDF format, and should be submitted to the instructor by e-mail.

Course Materials / Main References

Textbook:

Daniel D. McCracken, Rosalee J. Wolfe, *User-Centered Web Site Development: A Human-Computer Interaction Approach*, Pearson Prentice Hall, 2004. ISBN-13: 978-0-13-041161-7

Course Materials:

The lecture notes, assignments, and announcements are available on the course web site.

Weekly Schedule / Summary of Topics	
Week 1	Course Registration
Week 2	Introduction of the course
Week 3	Definition of HCI, Overview of User-Centered Development Cycle
Week 4	Human Perception and Memory; Mental Models
Week 5	User and Task Analysis
Week 6	Content Organization
Week 7	Visual Organization
Week 8	Navigation
Week 9-10	Midterm Examinations
Week 11	Prototyping
Week 12	User Testing
Week 13	Color
Week 14	Typography
Week 15	Multimedia
Week 16-18	Final Examinations

Requirements

- A student may be granted only ONE make-up assignment for the missed assignment/s at the end of the semester provided that the student submits an written medical report to the instructor BEFORE the deadline of the missed assignment. The make-up assignment includes all the topics.
- A student who fails to attend the lectures/tutorials (Microsoft Teams Meetings) regularly may get a NG grade.
- Students should frequently visit the course web site for downloading the course materials, and observing the deadlines of important events.
- Students are expected to attend the lectures (Microsoft Teams Meetings) on time (within the first 10 minutes).

Method of Assessment					
Evaluation and Grading	Assignment1	Assignment2	Class Participation	Assignment3	Assignment4
Percentage	23 %	23 %	8 %	23 %	23 %

Grading Criteria *											
A	A-	B+	B	B-	C+	C	C-	D+	D	D-	F
90 -100	85 - 89	80 - 84	75 - 79	70 - 74	65 - 69	60 - 64	56 - 59	53 - 55	50 - 52	40 - 49	0 - 39

* Letter grades will be decided upon after calculating the averages at the end of the semester and distribution of the averages will play a significant role in the evaluation of the letter grades.