Course Syllabus

Code - Course Title	**UZE621 - Human Computer Interaction and Usability**
Course Type	II. SEMESTER
Laboratory + Practice	3+0
ECTS	**7.5**
Language of Instruction	Türkçe
Course Type	Elective Courses
Course Instructor(s)	PROF. DR. NİLGÜN ÖZDAMAR

Mode of Delivery	This course is conducted face to face.
Prerequisites	There is no prerequisite or co-requisite for this course
Courses Recomended	Research methodology
Recommended Resources	Hornbæk, K., Kristensson, P. O., & Oulasvirta, A. (2025). Introduction to Human–Computer Interaction. Oxford University Press.Lazar, J., Feng, J. H., & Hochheiser, H. (2017). Research Methods in Human–Computer Interaction (2nd ed.). Morgan Kaufmann.Norman, D. A. (2013). The Design of Everyday Things (Revised and Expanded Edition). Basic Books.
Work Placement	-

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		Introduction to Human–Computer Interaction: Basic Concepts and Definitions	
Week - 2		Historical Development and Importance of Human–Computer Interaction	
Week - 3		Understanding the Cognitive and Affective Elements of Human Nature	
Week - 4		Usability Principles and Standards	
Week - 5		User Experience (UX) in Open and Distance Learning Environments	
Week - 6		Interface Design Principles and Usability	
Week - 7		User Experience Research Methods and Techniques	
Week - 8		User Profiles (Personas) and User Scenarios	
Week - 9		Usability Testing: Methods and Applications	
Week - 10		Artificial Intelligence and Machine Learning-Based User Experience	
Week - 11		User Interaction with Augmented Reality (AR), Virtual Reality (VR), and Mixed Reality	
Week - 12		Identifying Usability Problems and Solution Strategies	

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Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 13		Future Learning Technologies and User Experience Trends	
Week - 14		Project Presentations and General Evaluation	

Learning Outcomes

#	Learning Outcome
1	Critically analyze theoretical approaches, key concepts, and current research trends in the field of human–computer interaction.
2	Apply usability and user experience principles at an advanced level in the design and evaluation of digital learning environments.
3	Integrate user-centered design approaches into research and development processes in open and distance learning environments.
4	Compare qualitative, quantitative, and mixed research methods in user experience research and select and apply appropriate methodologies.
5	Identify usability problems and develop solution strategies based on user data and research findings.
6	Develop original research ideas in the field of human–computer interaction and learning technologies and contribute to academic discussions.

Sustainable Development Goals

✓ Quality Education ✓ Industry, Innovation and Infrastructure

Course Theme

✓ Educational Sciences and Educational Technologies ✓ Communication Technologies and the IoT ✓ Media, Design and Creative Arts

AKTS Workload

Activity	Duration (Hour)	Count	Workload
Teorik Derse Katılım	0	0	0
Sınıf Dışı Çalışma (Ön Hazırlık & Pekiştirme Amaçlı)	0	0	0
Ödevler	0	0	0
Proje - Rapor - Sunum Hazırlama	0	0	0
Ara Sınav Hazırlığı (sınav süresi dahil)	0	0	0
Final Sınavı Hazırlığı (sınav süresi dahil)	0	0	0
Uygulama (Laboratuvar, Müzik/Enstrüman Uygulaması, Atölye/Saha Çalışması vb.)	0	0	0
Staj Uygulaması	0	0	0
		Calculated ECTS	**0**

Assessment Method and Passing Requirements

No content has been provided.