



**UNIVERSITY “UKSHIN HOTI” PRIZREN**  
**FACULTY OF COMPUTER SCIENCE**

PROGRAM: Information Technology and Telecommunication - Turkish

<b>Curriculum -- SYLLABUS</b>						
<i>Level of studies</i>	Bachelor	<i>Program</i>	<u>Faculty of Computer Science</u>	<i>Academic year</i>	2018/2019	
<i>SUBJECT</i>	human computer interaction (HCI)					
<i>Year</i>	2	<i>Status Of the subject</i>	Obligatory	<i>Code</i>		<i>ECTS credits</i>
<i>Semester</i>	2					
<i>Teaching weeks</i>	15		<i>Hours teaching</i>	45	<i>Lectures</i>	<i>Exercises</i>
					2	2
<i>Teaching Methodology</i>	<ul style="list-style-type: none"> <li>• Teaching subjects with Powerpoint</li> <li>• Case studies and homework</li> </ul> <b>Course repetition, group work, discussion and analysis</b>					
<i>Consultation</i>						
<i>The teacher</i>	Mr.Ergin Kala		<i>E-mail:</i>	<b>Erginkala@gmail.com</b>		
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<i>Assistant</i>			<i>E-mail:</i>			
			<i>Tel.:</i>			

<b>Study goal and table of content</b>	<b>Benefits of student</b>
<p>Understanding the relationship between human and technology used to meet human needs. In this framework, to give the definition of usability by examining the basic concepts of Human Computer Interaction (HCI), to discuss the importance of Human Computer Interaction, To define and explain the usability approaches. To establish the connection between the field of human computer interaction (HCI) and educational technologies. To explain the psychological dimension of Human Computer Interaction (HCI).</p>	<ul style="list-style-type: none"> <li>- History of Computer</li> <li>- Understanding the needs of people</li> <li>- To understand the effects of applications on people and to provide solutions</li> <li>- What should be considered to provide usable and easy-to-use technologies?</li> </ul>

<b>Methodology for the implementation of educational topics:</b>			
Lecture, presentation with slideshow, group work, discussion on the topics in the form of a question and answer, the student analyzing the subjects and telling their ideas			
<b>Conditions for realization of educational topics:</b>			
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<b>Ways of assessing of the student (in %) :</b>	<b>Evaluation in%</b>	<b>Final grade</b>	
Homework	Homework preparation and presentation 30%.	51-60%-	6
Participation	Scientific participation in the course 15%	61-70	7
Exam	Final exam 55%	71-80	8
		81-90	9
		91-100	10

<b>Total</b>		<b>100.00 %</b>	
<b>Obligations of student:</b>			
<b>Lectures</b>		<b>Exercises</b>	
<b>Activities</b>	<b>Hour/ weeks</b>	<b>Days/Weeks</b>	
Lectures	2	15 weeks	30
Laboratory exercises	1	15 weeks	15
Contacts with teachers / consultations	0,5	15 weeks	7,5
Practical work			
Projects, presentations, etc.	0,5	15 weeks	7,5
Own study time			
Preparation for final exam	2	15 weeks	30
Time spent in the assessment (tests, final exam, etc.)	1	15 week	15
<b>Notice: 1 ECTS credits= 25 hour commitment, e.g. if the subject has 6 ECTS credits student must have 150 hours during the semester commitment.</b>			<b>Total load: 105 Hour</b>
<b>Week</b>	<b>Lectures</b>	<b>Hour</b>	<b>Exercises</b>
	<b>Topic</b>		<b>Topic</b>
1/2	<ul style="list-style-type: none"> <li>• Technology and development</li> <li>• Human Computer Interaction / Overview</li> </ul>	4	4
3	<ul style="list-style-type: none"> <li>• <b>Human Computer Interaction / Psychological Dimension</b></li> </ul>	2	2
4/5	<ul style="list-style-type: none"> <li>• <b>Human Computer Interaction / Cognitive Dimension</b></li> <li>• Usability</li> </ul>	4	4
6/7	<ul style="list-style-type: none"> <li>• <b>The effect of computer on organizations</b></li> <li>• <b>Human Computer Interaction / Human in Health</b></li> </ul>	4	4
8	Projects, presentations	2	2
9/10	<ul style="list-style-type: none"> <li>• <b>User Based Tests</b></li> <li>• Projects, presentations</li> </ul>	4	4
11/12	<ul style="list-style-type: none"> <li>• <b>Human Computer Interaction / Reflections on the Space and Future Assessments</b></li> <li>• <b>Human Computer Interaction / new communication environments</b></li> </ul>	4	4
13/14	<ul style="list-style-type: none"> <li>• <b>Human Computer Interaction / Disabled</b></li> <li>• Yearly Assessment</li> </ul>	4	4
15	<ul style="list-style-type: none"> <li>• Final exam</li> </ul>		

**LITERATURE:**

1. Human-Computer Interaction and Usability Engineering / prof.Dr. Kürşat Çağiltay / Seçkin publication 2016
  2. Human Computer Interaction and Its Effects on Health / Doç.Dr. Hafize Keser / Nobel Publications / 2005
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1. Mr. Ergin Kala - my own notes

**NOTICE:**

In general, the course will be run with Power Point and other resources.  
In addition, the lecturer will provide additional resources (scientific studies, reports, national and international published articles) other than the main sources.

**Notice for the student:**

- Students are not allowed to enter the class in a timely and prepared manner.
- 80% attendance is required during the semester.
- In the course, discussion, question, feedback, subject, and presentation - to take an active role in the applications.
- Voice recorder, telephone etc. during the lesson. The use of such devices is prohibited.