HUMAN COMPUTER INTERACTION

1	Course Title:	HUMAN COMPUTER INTERACTION	
2	Course Code:	BIL0007	
3	Type of Course:	Optional	
4	Level of Course:	First Cycle	
5	Year of Study:	2	
6	Semester:	3	
7	ECTS Credits Allocated:	4.00	
8	Theoretical (hour/week):	2.00	
9	Practice (hour/week):	0.00	
10	Laboratory (hour/week):	0	
11	Prerequisites:	---	
12	Language:	Turkish	
13	Mode of Delivery:	Face to face	
14	Course Coordinator:	Doç. Dr. ERHAN ŞENGEL	
15	Course Lecturers:		
16	Contact information of the Course Coordinator:	Doç. Dr. Erhan Şengel drerhansengel@gmail.com, +90 (224) 294 21 80 Eğitim Fakültesi A Blok Oda: 413	
17	Website:		
18	Objective of the Course:	It is the purpose of this course to help students learn the fundamental concepts and principles for designing, developing and evaluating software for educational contexts. Students gain skills to develop and evaluate educational multimedia. They reinforce their understanding by working on multimedia hands-on through up-to-date educational design software.	
19	Contribution of the Course to Professional Development:	The course content covers the principles of educational software and web page design and production skills. In this context, it will provide infrastructure for the projects it will develop for other courses to be taken in the department by blending it with the information obtained. In addition, it will increase the satisfaction by designing the websites that it will produce in the lessons in the professional life in a more effective, efficient and usable way.	
20	Learning Outcomes:		
		1	Explains the concept of computer-based instruction.
		2	Recognizes the authoring software common to the PC environment.
		3	Uses at least one type of authoring software to prepare educational software.
		4	Defines the process of course software preparation and plans the process according to the authoring software.
		5	Knows the purpose, the importance and the function of scenarios in software design and is able to prepare scenario.
		6	Knows and is able to perform user interaction, feedback, navigation, graphical design and arrangement in multimedia design.
		7	Is able to add images, videos, animation, and so forth based on instructional design principles.
		8	Knows the test design principles in computer-based instruction and is able to design tests.

	9	Defines the procedures and the techniques for preparing and evaluating multimedia applications.
	10	Is able to evaluate multimedia applications.

21	Course Content:

Course Content:

Week	Theoretical	Practice
1	The history and evolution of computer-based instruction (CBI)	
2	Types of CBI I – Tutorials. Types of CBI II – Hypermedia.	
3	Types of CBI III Practice-Application Software Types of CBI IV – Simulations. Getting to know the Adobe Captivate program. Getting to know the Adobe Captivate interface.	
4	Types of CBI V – Educational Games. Types of CBI VI – Open-ended Learning Environments. Software training (recording modes). Full motion recording (FMR). Image slideshows.	
5	Slides Assessment. Types of CBI VII – Web-based Instruction Pointers and highlight boxes. Working with audio.	
6	Organizing projects and interactive objects. Scenario Design.	
7	Variables, actions and widgets. Questions and question pools.	
8	Reviewing a project. Aggregator.	
12	Aggregator. Learning management systems (LMS). SCORM.	
13	SCORM (continued). Evaluating computer based instructional materials – the concept of quality software.	
14	The purpose and the methods in software evaluation.	

Activites	Number	Duration (hour)	Total Work Load (hour)
Theoretical	14	2.00	28.00
Practicals/Labs	0	0.00	0.00
Self study and preperation	9	3.00	27.00
Homeworks	1	10.00	10.00
Projects	0	0.00	0.00
Field Studies	0	0.00	0.00
Midterm exams	1	5.00	5.00
Others	0	0.00	0.00
Final Exams	1	50.00	50.00
Total Work Load			120.00
Total work load/ 30 hr			4.00
ECTS Credit of the Course			4.00

22	Textbooks, References and/or Other Materials:	Alessi, M. & Trollip, S. (2001). Multimedia for learning: Methods and development (3rd. ed). Boston: Allyn & Bacon. İpek, İ. (2001). Bilgisayarla öğretim, tasarım, geliştirme ve yöntemler. Ankara: Tıp Teknik. Şimşek, N. (1998). Bilgisayar yazılımlarının değerlendirilmesi. Ankara: Siyasal Kitabevi. Silverman, F. H. (1998). Authoring books and materials for students. Academics and Professionals. Diğer Kaynaklar Odabaşı, F. (1998). Bilgisayar destekli eğitim (Ünite 8). Hoşcan, Ş. ve diğerleri (editörler) İlköğretim öğretmenliği lisans tamamlama programı: Bilgisayar içinde. Anadolu Üniversitesi Yayınları: Eskişehir
23	Assesment	

TERM LEARNING ACTIVITIES	**NUMBER**	**WEIGHT**
Midterm Exam	1	25.00
Quiz	0	0.00
Home work-project	1	25.00
Final Exam	1	50.00
Total	3	100.00
Contribution of Term (Year) Learning Activities to Success Grade		50.00
Contribution of Final Exam to Success Grade		50.00
Total		100.00
Measurement and Evaluation Techniques Used in the Course		3 grades will be reflected in the automation: Midterm Exam (20%), Homework (20%) and Final Exam. (60%). Written exams and a project will play a role in the formation of these three grades.

24 ECTS / WORK LOAD TABLE

25 CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME QUALIFICATIONS

	PQ1	**PQ2**	**PQ3**	**PQ4**	**PQ5**	**PQ6**	**PQ7**	**PQ8**	**PQ9**	**PQ10**	**PQ11**	**PQ12**	**PQ13**	**PQ14**	**PQ15**	**PQ16**
ÖK1	5	0	0	0	0	0	0	3	1	5	5	5	5	0	0	0
ÖK2	5	0	5	5	0	3	1	0	0	5	5	5	3	0	0	0
ÖK3	5	0	5	5	0	2	1	0	0	5	5	5	3	0	0	0
ÖK4	5	5	3	0	0	0	0	0	0	5	5	5	4	3	0	0
ÖK5	3	0	0	0	0	0	0	0	0	5	5	5	4	0	0	0
ÖK6	5	5	5	0	0	0	0	0	0	5	5	5	5	5	0	0
ÖK7	5	5	5	0	0	0	0	0	0	5	5	5	5	5	0	0
ÖK8	5	0	0	0	0	0	0	0	0	5	5	5	2	0	0	0
ÖK9	5	3	0	0	0	0	0	0	1	5	5	5	2	0	0	0
ÖK10	5	3	0	0	0	0	0	0	0	5	5	5	1	0	0	0

LO: Learning Objectives PQ: Program Qualifications					
Contribution Level:	**1 very low**	**2 low**	**3 Medium**	**4 High**	**5 Very High**