- **Course Title:** Interface Design

- **Course code:** VA 325
- **Course Type:** CE2
- **Level of Course:** 1
- **Year of Study:** 3/4
- **Semester:** F
- **ECTS Credits:** 6
- **SU Credits:** 3
- **Name of Lecturer:** Murat Germen

- **Objective of the Course:** The course is an introduction to the study and design of interfaces in general. Interfaces represent how people interact and are crucial to the success of any project as they link the projected audience to the material to be conveyed. The aim in this course is to enable students to apply the basic principles of Human Computer Interaction (HCI) to the study / design of useful, usable, and effective user interfaces. Programming skills are **NOT** required, focus is rather on the design of an interaction type to be proposed by the student. This course is **NOT** suitable for a game interface design task as coding will **NOT** be taught. Students will be expected to submit a unique design project during which they will be able to test themselves in developing a set of user scenarios, a user interaction model, a navigational / flow diagram and a prototype for an interactive application. This course is designed to serve as a vision / innovative ideas class where students are expected to think about issues and envision resolutions they have possibly never tried pondering over. The ideal aim is to make the student end up with a prototype project proposal to be potentially shared online in crowdfunding portals like Indiegogo for possible financial support for realization. A somehow working prototype is ideally expected but not compulsory. Team work is possible, by ensuring equal contribution of all teammates in the presentation of collaborative projects. **PLEASE DO NOT ASK FOR CAPACITY INCREASES AS THE CLASS REACHED ITS ULTIMATE CAPACITY. IF YOU CANNOT GET A SEAT DURING THE REGISTRATION WEEK, PLEASE TRY TO REGISTER DURING THE ADD-DROP PERIOD.**

- **Prerequisites:** No prerequisites. **(time conflict requests will NOT be accepted, PLEASE do NOT send requests)**

- **Course Contents:** Contents include study of existing interactive systems and interface designs, a small history of Graphical User Interfaces (GUI), in addition to psychological, perceptual (visual and auditory), metaphorical and cognitive aspects of human-computer interaction. The course will also discuss on how each culture affects the way that someone would use an interface. Seeking answers to crucial questions like; "What is a good user interface and why do we need one? What are the components of interface design? What is the right navigational model for a particular interface?" is an important component of the content. Interface technologies (e.g., input / output devices, interaction methods, and common interface archetypes), interface design and evaluation methods (evaluation and critique of existing systems, as well as proposing new human interfaces), virtual communities (how people interact with each other over the Internet) will be other areas on interest. Hardware / software interfaces, data visualizations, interaction / information design, product design and industrial design are among some areas this course will touch upon. **PLEASE DO NOT ASK FOR CAPACITY INCREASES AS THE CLASS REACHED ITS ULTIMATE CAPACITY. IF YOU CANNOT GET A SEAT DURING THE REGISTRATION WEEK, PLEASE TRY TO REGISTER DURING THE ADD-DROP PERIOD.**

  Learning Outcomes: Upon completion of this course, students will be able to:
- find solutions to problems students face themselves
- learn how to be proactive and participatory in finding possible solutions to global crises

- identify what an interface is and what criteria are important in interface design
- criticize some existing interfaces and propose alternatives instead
- compare old and new interaction practices, outline advantages and disadvantages
- demonstrate the ability of sketching manually during the concept generation process
- integrate daily life experience into their design philosophy
- construct innovative ideas independent of physical, cultural, official constraints
- comprehend that interface design is one of the most important design areas and helps improving our daily lives
- learn how to behave in team work environments
- get used to give feedback about problems they face in daily life and feel responsible for possible solutions

- **Recommended Readings:**
  - Donald A. Norman: "The Design of Everyday Things"
  - Alan Cooper, Andrew Singer: "About Face: The Essentials of User Interface Design"
  - Ben Schneiderman: "Designing the User Interface"
  - Steven Johnson: "Interface Culture: How New Technology Transforms the Way we Create and Communicate"
  - Stuart K. Card, Thomas P. Moran, Allen Newell: "The Psychology of Human-Computer Interaction"
  - Jeff Raskin: "The Humane Interface: New Directions for Designing Interactive Systems"
  - Jennifer Preece, Yvonne Rogers, Helen Sharp: "Interaction Design"
  - Kevin Mullet, Darrell Sano: "Designing Visual Interfaces: Communication Oriented Techniques"

- **Teaching Methods:** L, ST
- **Assessment Methods:** Participation to discussion 10 %, Class attendance 30 %, Final work: 60 %
- **Language of Instruction: E**