COURSE SYLLABUS						
Course Title	**Course Code**	**Semester**	**Course Hour/Week**		**Credit**	**ECTS**
Mobile Application Design	**GAME313**	VII	**Theory** 2	**Practice** 2	3	5
Course Type	Compulsory Course	Department Elective	Faculty Elective	University Elective	CoHE (YÖK) Elective	Other
	-	Yes	-	-	-	-
Level of Course	Associate Degree (Short Cycle)		Undergraduate (First Cycle)		Graduate/ Doctoral (Second /Third Cycle)	
	-		Yes		-	

Language of Instruction	English

Course Instructor(s)	Assist. Prof. Dr. Mehdi Nourani	E-mail: mehdi.nourani@arucad.edu.tr Titan Building -TI OFF 18

Course Objectives	Nowadays we use multiple types of interfaces on a daily basis. This illustrates a humongous developing field and its importance in the field of media and communication. Thus, this course focuses on the design and mechanical aspects of an interface and the user experience connected to it. Student will learn the fundamentals of prototyping user experience and understand mapping of interfaces.		
Course Learning Outcomes	**Students will able to:**	**Teaching Methods**	**Evalutation Methods**
	Explain the fundamental principles of mobile user interface (UI) and user experience (UX) design, including usability, accessibility, and interaction design. *(Understand)*	Lecturing	Midterm Project
	Analyze user needs, behaviors, and interaction patterns to define user-	Project-based learning	Midterm Project

	centered design requirements for mobile applications. *(Analyze)*		
	Apply design thinking methods, wireframing techniques, and interface design principles to develop mobile application concepts. *(Apply)*	Case Study Analysis	Midterm + Final Project
	Develop interactive mobile application prototypes using industry-standard prototyping tools such as Adobe XD or equivalent software. *(Create)*	Design Thinking	Midterm + Final Project
	Evaluate mobile application interfaces through usability testing, heuristic evaluation, and user feedback to improve design quality and user experience. *(Evaluate)*	Project-based learning	Final Project
	Design a complete mobile application interface that integrates visual hierarchy, navigation, interaction flow, typography, color, and user experience principles into a functional prototype. *(Create)*	Project-based learning	Final Project
Course Content	This course Provides an introduction to User interfaces and user experience. Teaching the mechanics behind interfaces with case studies of Websites, games, application, etc. as case studies. The student will learn a prototyping application Called Adobe XD which allows them to create the design version of an application and test certain aspects of the interface before any programming and development is needed.		

COURSE OUTLINE/SCHEDULE			
Week	**Topic**	**Implementation (theory/practice)**	**Required Reading, Preliminary preparation**
1	Syllabus review: course requirements, assignment and assessment policies, and reading list	T	
2	**Empathise** Introduction to User Interface Design	T/P	• Neil, T. (2014). ***Mobile Design Pattern Gallery: UI Patterns for Smartphone Apps***, Second Edition, O'Reilly Media publication. (ISBN: 9781449363635). • Malewicz, M., Malewicz, D. (2020). ***Designing User Interfaces,*** hype4 publication.

3	**Empathise** User Experience and Why It Matters. UX wireframe drawing.	T/P	• Neil, T. (2014). ***Mobile Design Pattern Gallery: UI Patterns for Smartphone Apps***, Second Edition, O'Reilly Media publication. (ISBN: 9781449363635). • Malewicz, M., Malewicz, D. (2020). ***Designing User Interfaces,*** hype4 publication.
4	**Empathise** Solutions versus Ideas UX as a process and Psychology. UX wireframe design	T/P	• Neil, T. (2014). ***Mobile Design Pattern Gallery: UI Patterns for Smartphone Apps***, Second Edition, O'Reilly Media publication. (ISBN: 9781449363635). • Malewicz, M., Malewicz, D. (2020). ***Designing User Interfaces,*** hype4 publication.
5	**Define** Emotions and motivations. Application Design	T/P	• Neil, T. (2014). ***Mobile Design Pattern Gallery: UI Patterns for Smartphone Apps***, Second Edition, O'Reilly Media publication. (ISBN: 9781449363635). • Malewicz, M., Malewicz, D. (2020). ***Designing User Interfaces,*** hype4 publication.
6	**Define** UI/UX for Application Design	T/P	• Neil, T. (2014). ***Mobile Design Pattern Gallery: UI Patterns for Smartphone Apps***, Second Edition, O'Reilly Media publication. (ISBN: 9781449363635). • Malewicz, M., Malewicz, D. (2020). ***Designing User Interfaces,*** hype4 publication.
7	**Define** Application Design. Templet design	T/P	• Neil, T. (2014). ***Mobile Design Pattern Gallery: UI Patterns for Smartphone Apps***, Second Edition, O'Reilly Media publication. (ISBN: 9781449363635). • Malewicz, M., Malewicz, D. (2020). ***Designing User Interfaces,*** hype4 publication.
8	Mid-Term Project	---	-------
9	**Ideate** Project Paper work and Production Flow. Icon, color and font	T/P	• Tidwell, J. Brewer, C. & Valencia, A. (2020). ***Designing Interfaces Patterns for Effective Interaction Design,*** Third Edition, O'Reilly Media publication. ISBN: 1492051969).
10	**Ideate** Project Paper work and Production Flow	T/P	• Tidwell, J. Brewer, C. & Valencia, A. (2020). ***Designing Interfaces Patterns for Effective Interaction Design,*** Third

			Edition, O'Reilly Media publication. ISBN: 1492051969).
11	**Prototype** Project Paper work and prototype Flow	T/P	• Tidwell, J. Brewer, C. & Valencia, A. (2020). ***Designing Interfaces Patterns for Effective Interaction Design,*** Third Edition, O'Reilly Media publication. ISBN: 1492051969).
12	**Prototype** Prototyping of A working prototype of a Phone application	T/P	• Tidwell, J. Brewer, C. & Valencia, A. (2020). ***Designing Interfaces Patterns for Effective Interaction Design,*** Third Edition, O'Reilly Media publication. ISBN: 1492051969).
13	**Test** Prototype review	T/P	• Tidwell, J. Brewer, C. & Valencia, A. (2020). ***Designing Interfaces Patterns for Effective Interaction Design,*** Third Edition, O'Reilly Media publication. ISBN: 1492051969).
14	Review of projects	T/P	• Tidwell, J. Brewer, C. & Valencia, A. (2020). ***Designing Interfaces Patterns for Effective Interaction Design,*** Third Edition, O'Reilly Media publication. ISBN: 1492051969).
15	Review of projects	---	• Tidwell, J. Brewer, C. & Valencia, A. (2020). ***Designing Interfaces Patterns for Effective Interaction Design,*** Third Edition, O'Reilly Media publication. ISBN: 1492051969).
16	Review of projects		• Tidwell, J. Brewer, C. & Valencia, A. (2020). ***Designing Interfaces Patterns for Effective Interaction Design,*** Third Edition, O'Reilly Media publication. ISBN: 1492051969).
17	Final Exam Week	T	

Required Course Material(s) / Reading(s)/ Text Book(s)	• Malewicz, M., Malewicz, D. (2020). ***Designing User Interfaces,*** hype4 publication. • Neil, T. (2014). ***Mobile Design Pattern Gallery: UI Patterns for Smartphone Apps***, Second Edition, O'Reilly Media publication. (ISBN: 9781449363635). Tidwell, J. Brewer, C. & Valencia, A. (2020). ***Designing Interfaces Patterns for Effective Interaction Design,*** Third Edition, O'Reilly Media publication. ISBN: 1492051969).

Recommended Course Material(s)/ Reading(s) /Other	Account of adobe programs Access to a Computer with the program Adobe XD Notebook and min 3 color Pen

ASSESSMENT		
Learning Activities	**NUMBER**	**WEIGHT in %**
Mid-Term	1	40
Quiz	-	-
Assignment	-	-
Project	-	-
Field Study	-	-
Presentation / Seminar	-	-
Studio Practice	-	-
Other	-	-
Contribution of Final Examination/Final Project/ Dissertation to the Final Grade	1	60
TOTAL		100

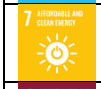
CONTRIBUTION OF COURSE LEARNING OUTCOMES TO PROGRAMME LEARNING OUTCOMES							
No	PROGRAMME LEARNING OUTCOMES	Level of Contribution (1-lowest/ 5-highest)				
		1	2	3	4	5
1	Knows the historical development of the field of communication, basic concepts, theories.		x			
2	Knows the basic concepts and terminology related to the field of game design.				x	

3	Has knowledge about the history of computer and video games and developments in this field.		x			
4	Knows game design processes and related applications.					x
5	Has the ability to utilize various disciplines such as communication, art, music, psychology, mythology, cinema, etc. in the game design process.					x
6	Has the ability to analyze analog and digital game genres.			x		
7	Has the ability to use contemporary game engines and problem solving skills.		x			
8	Has the knowledge of questioning the game designs with an analytic and critical perspective.				x	
9	Has knowledge about media literacy.			x		
10	Has the competence to prepare projects based on ethical principles in game development processes.				x	
11	Has the competence to evaluate games as an art form.			x		
12	Has the competence to use game design concepts and methods in related fields such as design, software development and media.					x
13	Has the competence to prepare projects based on ethical principles in game development processes.				x	
14	Has the competence to take part and responsibility in game development teams.				x	
15	Has the competence to collect, analyze and interpret analytical data about games and players.			x		
16	Has the competence to develop and present a digital game project by using game design practices effectively.					x

ECTS / STUDENT WORKLOAD				
ACTIVITIES	**NUMBER**	**UNIT**	**HOUR**	**TOTAL (WORKLOAD)**
Course Teaching Hour (X weeks * total course hours)	15	-	4	60
Preliminary Preparation and self- study	15	-	3	45
Mid-Term	1		10	10
Quiz	-	-	-	-
Assignment	-	-	-	-

Project	-	-	-	-
Field Study	-	-	-	-
Presentation / Seminar	-	-	-	-
Studio Practice	-	-	-	-
Final Examination/ Final Project/ Dissertation	1	-	20	20
Other	-	-	-	-
TOTAL WORKLOAD	-	-	-	135
TOTAL WORKLOAD / 25				5.4
ECTS				**5**

ETHICAL RULES WITH REGARD TO THE COURSE
Plagiarism Disclaimer Detected and undetected plagiarism is a serious offence at any time and it could have devastating effects on your degree result and future professional life. Plagiarism is easy to avoid if you make sure you thoroughly identify and recognize your sources and do not copy from visual examples, designs or notes taken directly from your sources word for word. The maximum citation limit cannot exceed 20%. Artificial intelligence citations are also considered within this scope. If proven otherwise, the student will fail the course.

	SDG 1: No Poverty	
	SDG 2: Zero Hunger	
	SDG 3: Good Health and Well-Being	
	SDG 4: Quality Education	
	SDG 5: Gender Equality	
	SDG 6: Clean Water and Sanitation	
	SDG 7: Affordable and Clean Energy	
	SDG 8: Decent Work and Economic Growth	X
	SDG 9: Industry, Innovation and Infrastructure	X

		SDG 10: Reduced Inequalities	
		SDG 11: Sustainable Cities and Communities	
		SDG 12: Responsible Consumption and Production	
		SDG 13: Climate Action	
		SDG 14: Life Below Water	
		SDG 15: Life on Land	
		SDG 16:Peace, Justice and Strong Institutions	
		SDG 17:Partnership for the Goals	

ASSESSMENT DETAILS AND EVALUATION CRITERIA:	
Final Grades will be determined according to the Course Learning Activities and Final Examination/ Project/ Dissertation Assessment Details as below, and comply with the Education and Examination Regulation set forth by the University. Throughout the course, students will learn the theoretical base of the topic and they will be able to equip themselves with the practical know-how skills of Advertisement production. Also, students are expected to design a creative advertisement piece with the knowledge they have gained in the course. During the class sessions, participation is a very important input for the learning process for the students. It is also vital to understand the effect of creativity input on the production process of advertisement. 70% attendance to courses is compulsory. Health reports belong to 30% absenteeism right.	
PREPARED BY	Assist. Prof. Dr. Mehdi Nourani
UPDATED	22.09.2023
APPROVED	