2a

2b

3

3a

3b

3c

3d

4

4a

4b 4c

4d

4e

4f

system events.

Conduct and document a real-world study of how a cohort of users

Effectively use: usability metrics; interaction design guidelines, principles,

Demonstrate the fundamentals behind designing and implementing user interfaces.

& theories; interaction styles; and affordances & natural mappings to make appropriate, well-founded interaction design decisions.

Know and understand how user interfaces are constructed.

Know and understand the model-view-controller (MVC) paradigm.

Demonstrate proper separation of concerns, especially MVC.

Break down a high-level user action into a sequence of lower-level user or

Follow academic and technical best practices throughout the course.

Write code that is easily understood by programmers other than yourself.

Use available resources and documentation to find required information.

Know and understand event-driven programming.

Write syntactically correct, functional code.

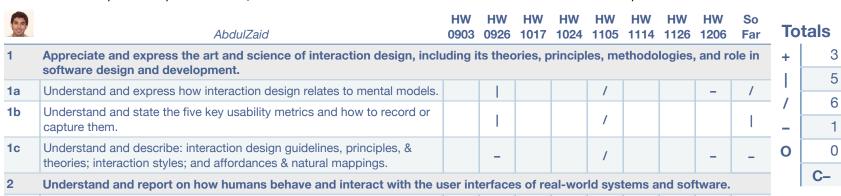
Use version control effectively.

Meet all designated deadlines.

responds to a particular user interface, including but not limited to capturing and prioritizing usability metrics and correlating results to

mental models and interaction design theories.

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