AbdulZaid

		HW 0903	HW 0926	HW 1017	HW 1024	HW 1105	HW 1114	HW 1126	So Far
1	**Appreciate and express the art and science of interaction design, including its theories, principles, methodologies, and role in software design and development.**								
1a	Understand and express how interaction design relates to mental models.		|			/			|
1b	Understand and state the five key usability metrics and how to record or capture them.		|			/			|
1c	Understand and describe: interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings.		–			/			/
2	**Understand and report on how humans behave and interact with the user interfaces of real-world systems and software.**								
2a	Conduct and document a real-world study of how a cohort of users 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.		/			/			/
2b	Effectively use: usability metrics; interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings to make appropriate, well-founded interaction design decisions.		/			/		/	/
3	**Demonstrate the fundamentals behind designing and implementing user interfaces.**								
3a	Know and understand how user interfaces are constructed.			|	/		|	/	|
3b	Know and understand event-driven programming.				/		/	|	/
3c	Know and understand the model-view-controller (MVC) paradigm.			+	+		+	|	+
3d	Break down a high-level user action into a sequence of lower-level user or system events.						|	|	|
4	**Follow academic and technical best practices throughout the course.**								
4a	Write syntactically correct, functional code.			/	/		/	/	/
4b	Demonstrate proper separation of concerns, especially MVC.			|	|		/	/	|
4c	Write code that is easily understood by programmers other than yourself.			/	/		–	/	/
4d	Use available resources and documentation to find required information.	+	|	+	+	/	|	|	|
4e	Use version control effectively.	+	|	+	+	|	|	|	|
4f	Meet all designated deadlines.	+	|	+	+	/	+	+	+

Totals

+	2
|	7
/	6
–	0
o	0