



AbdulZaid

HW 0903	HW 0926	HW 1017	HW 1024	HW 1105	HW 1114	HW 1126	HW 1206	So Far
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**Totals**

<b>1</b>	<b>Appreciate and express the art and science of interaction design, including its theories, principles, methodologies, and role in software design and development.</b>									<b>+</b>	<b>3</b>
<b>1a</b>	Understand and express how interaction design relates to mental models.				/			-	/		<b>5</b>
<b>1b</b>	Understand and state the five key usability metrics and how to record or capture them.				/					/	<b>6</b>
<b>1c</b>	Understand and describe: interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings.		-		/			-	-	-	<b>1</b>
										<b>0</b>	<b>0</b>
<b>2</b>	<b>Understand and report on how humans behave and interact with the user interfaces of real-world systems and software.</b>									<b>C-</b>	
<b>2a</b>	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.		/		/				/		
<b>2b</b>	Effectively use: usability metrics; interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings to make appropriate, well-founded interaction design decisions.		/		/		/	-	/		
<b>3</b>	<b>Demonstrate the fundamentals behind designing and implementing user interfaces.</b>										
<b>3a</b>	Know and understand how user interfaces are constructed.				/			/			
<b>3b</b>	Know and understand event-driven programming.				/		/			/	
<b>3c</b>	Know and understand the model-view-controller (MVC) paradigm.			+	+		+			+	
<b>3d</b>	Break down a high-level user action into a sequence of lower-level user or system events.										
<b>4</b>	<b>Follow academic and technical best practices throughout the course.</b>										
<b>4a</b>	Write syntactically correct, functional code.			/	/		/	/		/	
<b>4b</b>	Demonstrate proper separation of concerns, especially MVC.						/	/			
<b>4c</b>	Write code that is easily understood by programmers other than yourself.			/	/		-	/		/	
<b>4d</b>	Use available resources and documentation to find required information.	+		+	+	/			/		
<b>4e</b>	Use version control effectively.	+		+	+				+	+	
<b>4f</b>	Meet all designated deadlines.	+		+	+	/	+	+	+	+	

**Pending: Reevaluation of HW 0926, 1017, 1024, 1105, 1114, 1126, and 1206.**