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HW HW HW HW HWa HWb So **Totals** 

8		0908	0924	1020	1029	1124	1211	1211	Far
1	Appreciate and express the art and science of interaction design, include in software design and development.	uding i	ts the	ories, p	rincipl	les, me	thodo	logies,	and
la	Understand and express how interaction design relates to mental models.		+	1		+			+
lb	Understand and describe core interaction design concepts: usability metrics; interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings.		ı	I		I			I
2	Understand and report on how humans behave and interact with the u	ıser int	terface	s of re	al-wor	dd syst	ems a	nd sof	twar
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.		/	ı					I
2b	Effectively use: usability metrics; interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings to make appropriate, well-founded interaction design decisions.		/	ı		I	+	/	I
3	Demonstrate the fundamentals behind designing and implementing user interfaces.								
3a	Know and understand how user interfaces are constructed, especially the model-view-controller (MVC) paradigm.				/		+	+	ı
3b	Know and understand event-driven programming.				/		+	- 1	- [
1	Follow academic and technical best practices throughout the course.								
la	Write syntactically correct, functional code.				/		+	- 1	
b	Demonstrate proper separation of concerns, especially MVC.							+	
c	Write code that is easily understood by programmers other than yourself.							+	- 1
ld	Use available resources and documentation to find required information.	+	+	/			+	+	- 1
le	Use version control effectively.	+	+		+	+			+
f	Meet all designated deadlines.	+	+	+	+	+	+	+	+