Standards Development Report **Seim, Edward** SirSeim sirseim@gmail.com

		HW 0908	HW 0924	HW 1020	HW 1029	HW 1124	HWa 1211	HWb 1211	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 describe core interaction design concepts: usability metrics; 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, especially the model-view-controller (MVC) paradigm.				/		+	+	|
3b	Know and understand event-driven programming.				/		+	|	|
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

+	3
|	9
/	0
–	0
o	0