Standards Development Report **Soffa, Nicholas** SoffaKing88 zaramath88@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

+	0
|	5
/	6
–	1
o	0