



TonyMenji

| HW<br>0903 | HW<br>0926 | HW<br>1017 | HW<br>1024 | HW<br>1105 | HW<br>1108 | So<br>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>  |   |   |   |   |   |   | + | 0 |
| <b>1a</b> | Understand and express how interaction design relates to mental models.   |   | - |   |   | O |   |   | 3 |
| <b>1b</b> | Understand and state the five key usability metrics and how to record or capture them.  |   | - |   |   | O |   | / | 5 |
| <b>1c</b> | Understand and describe: interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings.   |   | - |   |   | O |   | - | 0 |
|           |   |   |   |   |   |   |   | O | 7 |
| <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>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. |   | - |   |   | O |   |   |   |
| <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.   |   | - |   |   | O |   |   |   |
| <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.   | + | / | / | - | O |   | O |   |
| <b>4e</b> | Use version control effectively.  | + |   | / | / | O | - | O |   |
| <b>4f</b> | Meet all designated deadlines.  | + |   |   | - | - | + |   |   |