Standards Development Report **Frolov, Victor** VicFrolov vicfrolov@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

+	8
|	3
/	1
–	0
o	0