**Totals** 

0

0

## JR Computer Science



 HW
 HW
 HW
 HW
 HWa
 HWb
 So

 0902
 0925
 1021
 1030
 1127
 1204
 1204
 Far

		0902	0925	1021	1030	1127	1204	1204	Far
1	Appreciate and express the art and science of interaction design, inclurole in software design and development.	uding i	ts thec	ries, p	rincipl	es, me	thodo	logies,	and
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.		I	+		+			+
2	Understand and report on how humans behave and interact with the u	ser int	erface	s of re	al-wor	ld syst	ems a	nd sof	tware.
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.		ı	+		+	+	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.				+		/+	+	+
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.	+	+	+	+	+	+	+	+