



Outcomes		HW 0906	PC 0906	HW 0918	HW 0927	HW 1016	PCa 1025	PCb 1025	HW 1030	HW 1101	HW 1120	HW 1129	HW 1204	Cumulative
1	Know and understand the art and science of interaction design, particularly its first principles and key metrics.													
1a	Know and understand how interaction design relates to mental models.								+			+		+
1b	Know and understand the five key usability metrics.			+				+						+
1c	Know and understand interaction design guidelines, principles, and theories.			+								+		+
1d	Know and understand interaction styles.						/	/				+		
1e	Know and understand affordances.										/	+	+	+
2	Apply this knowledge by studying, comparing, and evaluating the user interfaces of actual systems.													
2a	Map real-world interaction design cases and/or situations to how mental models are expressed and communicated.			+					+			+		+
2b	Prioritize the five usability metrics for a given application.			+										+
2c	Effectively use usability metrics, interaction design guidelines, principles, and theories, interaction styles, and affordances to make appropriate, well-founded interaction design decisions.			+					+			+		+
3	Know the fundamentals behind implementing user interfaces with working knowledge of technologies such as HTML/CSS/JavaScript, Ajax, jQuery, and Bootstrap.	IOU feedback on direct manipulation resubmit, plus am waiting on proficiency check resubmit.												
3a	Know and understand how user interfaces are constructed.					+				+	/		+	+
3b	Know and understand event-driven programming.									+			+	+
3c	Know and understand the model-view-controller (MVC) paradigm.					+				+	+		+	+
3d	Break down a high-level user action into a sequence of lower-level user or system events.										/			/
4	Follow academic and technical best practices throughout the course.													

Totals

+	14
	3
/	1
-	0
0	0

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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.	+		+	+	+			+	+	+	+	+	+