



| Outcomes | | HW 0906 | PC 0906 | HW 0918 | HW 0927 | HW 1016 | PCa 1025 | PCb 1025 | HW 1030 | HW 1101 | HW 1120 | HW 1129 | HW2 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. | | | | | | | | | | O | / | | + | + |
| 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. | | | | | | | | | | | | | | |

Totals

| | |
|-----------|----|
| + | 10 |
| | 8 |
| / | 0 |
| - | 0 |
| O | 0 |
| A- | |

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|-----------|---|------------|------------|------------|------------|------------|-------------|-------------|------------|------------|------------|------------|-------------|------------|------------|
| 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. | | | | | | | | | | | | | | |
| 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. | | | + | + | + | | | | + | + | | | + | + |