6

5

4

0

0



Outcomes 0906 0906 0918 0927 1016 1025 1025 1030 1101 Cumulative **Totals** 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. Know and understand the five key usability metrics. + Know and understand interaction design guidelines, principles, and theories. 0 Know and understand interaction styles. Know and understand affordances. 2 Apply this knowledge by studying, comparing, and evaluating the user interfaces of actual systems. Map real-world interaction design cases and/or situations to how +mental models are expressed and communicated. Prioritize the five usability metrics for a given application. + Effectively use usability metrics, interaction design guidelines, principles, and theories, interaction styles, and affordances to make appropriate, well-founded interaction design decisions. Know the fundamentals behind implementing user interfaces with working knowledge of technologies such as HTML/CSS/ JavaScript, Ajax, jQuery, and Bootstrap. Know and understand how user interfaces are constructed. 3a + Know and understand event-driven programming. 3b + Know and understand the model-view-controller (MVC) paradigm. 3c + Break down a high-level user action into a sequence of lower-level user or system events. Follow academic and technical best practices throughout the course. Write syntactically correct, functional code. Demonstrate proper separation of concerns, especially MVC. + Write code that is easily understood by programmers other than yourself. Use available resources and documentation to find required / + + information. Use version control effectively.

PC

PCa PCb HW

		HW	PC	HW	HW	HW	PCa	PCb	HW	HW		
	Outcomes	0906	0906	0918	0927	1016	1025	1025	1030	1101	Cumulative	
4f	Meet all designated deadlines.			+	+	+				+	+	