





		HW 0908	HW 0924	HW 1020	HW 1029	HW 1124	HWa 1211	HWb 1211	So Far	Totals	
1	Appreciate and express the art and science of interaction design, including its theories, principles, methodologies, and role in software design and development.									+	6
1a	Understand and express how interaction design relates to mental models.		+	+		+			+		6
1b	Understand and describe core interaction design concepts: usability metrics; interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings.			+						/	0
										-	0
										O	0
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.	+		+	+	+			+		

Pending: Re-review of HW 1020, 1029.