





		HW 0908	HW 0924	HW 1020	HW 1029	HW 1124	HWa 1211	HWb 1211	So Far	Totals	
<b>1</b>	<b>Appreciate and express the art and science of interaction design, including its theories, principles, methodologies, and role in software design and development.</b>									+	4
<b>1a</b>	Understand and express how interaction design relates to mental models.		+						+		3
<b>1b</b>	Understand and describe core interaction design concepts: usability metrics; interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings.									/	0
<b>2</b>	<b>Understand and report on how humans behave and interact with the user interfaces of real-world systems and software.</b>									-	0
<b>2a</b>	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.		+						+	O	0
<b>2b</b>	Effectively use: usability metrics; interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings to make appropriate, well-founded interaction design decisions.										
<b>3</b>	<b>Demonstrate the fundamentals behind designing and implementing user interfaces.</b>										
<b>3a</b>	Know and understand how user interfaces are constructed, especially the model-view-controller (MVC) paradigm.										
<b>3b</b>	Know and understand event-driven programming.										
<b>4</b>	<b>Follow academic and technical best practices throughout the course.</b>										
<b>4a</b>	Write syntactically correct, functional code.										
<b>4b</b>	Demonstrate proper separation of concerns, especially MVC.										
<b>4c</b>	Write code that is easily understood by programmers other than yourself.										
<b>4d</b>	Use available resources and documentation to find required information.	+	+						+		
<b>4e</b>	Use version control effectively.	+									
<b>4f</b>	Meet all designated deadlines.	+		+					+		