



		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
2	Understand and report on how humans behave and interact with the user interfaces of real-world systems and software.									- 0
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.		+						+	O 0
2b	Effectively use: usability metrics; interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings to make appropriate, well-founded interaction design decisions.					+	+			A-
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.	+	+	+	+	+			+	