



		HW 0908	HW 0924	HW 1020	HW 1029	HW 1124	HwA 1211	Hwb 1211	So Far
<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>								
<b>1a</b>	Understand and express how interaction design relates to mental models.								
<b>1b</b>	Understand and describe core interaction design concepts: usability metrics; interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings.								
<b>2</b>	<b>Understand and report on how humans behave and interact with the user interfaces of real-world systems and software.</b>								
<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.								
<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.	+							+