





		HW 0902	HW 0925	HW 1021	HW 1030	HW 1127	HWa 1204	HWb 1204	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.									+
1a	Understand and express how interaction design relates to mental models.			/						
1b	Understand and describe core interaction design concepts: usability metrics; interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings.		/	//		+			/	/
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.		/							O
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.	+	+		+	+	+	/	+	

Notes:

- Resubmission of 0925 could not be accepted because it arrived more than two weeks after committed feedback