



jadengore

HW 0903	HW 0926	HW 1017	HW 1024	HW 1105	So Far
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Totals

1	Appreciate and express the art and science of interaction design, including its theories, principles, methodologies, and role in software design and development.							+	10
1a	Understand and express how interaction design relates to mental models.		+				+		4
1b	Understand and state the five key usability metrics and how to record or capture them.		/			+	+	/	0
1c	Understand and describe: 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.							O	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.		/			+			
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.			+	+		+		
3b	Know and understand event-driven programming.				+		+		
3c	Know and understand the model-view-controller (MVC) paradigm.								
3d	Break down a high-level user action into a sequence of lower-level user or system events.								
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.	+	+	+	+	+	+		