

Outcomes

HW PC HW HW HW PCa PCb 0906 0906 0918 0927 1016 1025 1025 Cumulative

|            | Outcomes  | 0906  | 0906 | 0918 | 0927 | 1016 | 1025 | 1025 | Cumulative |        |             |
|------------|---|---|------|------|------|------|------|------|------------|--------|-------------|
| 1          | Know and understand the art and science of interaction design, particularly its first principles and key metrics.   | a dilational distriction of interaction accign, |      |      |      |      |      |      |            |        | <b>tals</b> |
| 1a         | Know and understand how interaction design relates to mental models.  |   |      |      |      |      | +    |      | +          | i      | 3           |
| 1b         | Know and understand the five key usability metrics.   |   | +    | +    |      |      | +    | +    | +          | /      | 0           |
| 1c         | Know and understand interaction design guidelines, principles, and theories.  |   |      | +    |      |      |      |      | +          | -<br>0 | 0           |
| 1d         | Know and understand interaction styles.   |   |      |      |      |      | +    | +    | +          | O      |             |
| 1e         | Know and understand affordances.  |   |      |      |      |      |      |      |            |        |             |
| 2          | Apply this knowledge by studying, comparing, and evaluating the user interfaces of actual systems.  |   |      |      |      |      |      |      |            |        |             |
| <b>2</b> a | Map real-world interaction design cases and/or situations to how mental models are expressed and communicated.  |   |      | +    |      |      |      |      | +          |        |             |
| <b>2</b> b | Prioritize the five usability metrics for a given application.  |   | /    | +    |      |      |      |      |            |        |             |
| 2c         | Effectively use usability metrics, interaction design guidelines, principles, and theories, interaction styles, and affordances to make appropriate, well-founded interaction design decisions. |   |      | +    |      |      |      |      | +          |        |             |
| 3          | Know the fundamentals behind implementing user interfaces with working knowledge of technologies such as HTML/CSS/JavaScript, Ajax, jQuery, and Bootstrap.                                      |   |      |      |      |      |      |      |            |        |             |
| 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.  |   |      |      |      | I    |      |      | I          |        |             |
| 4d         | Use available resources and documentation to find required information.   | +   |      | +    | +    | +    |      |      | +          |        |             |
| 4e         | Use version control effectively.  | +   |      |      | +    | +    |      |      | +          |        |             |
|            |   |   |      |      |      |      |      |      |            |        |             |

|    |                                | HW   | PC   | HW   | HW   | HW   | <b>PCa</b> | <b>PCb</b> |            |  |
|----|--------------------------------|------|------|------|------|------|------------|------------|------------|--|
|    | Outcomes                       | 0906 | 0906 | 0918 | 0927 | 1016 | 1025       | 1025       | Cumulative |  |
| 4f | Meet all designated deadlines. | +    |      | +    | +    | +    |            |            | +          |  |