Standards Development Report **Lorton, Flanders** florton freeflowingvortex@gmail.com

		HW 0908	HW 0924	HW 1020	HW 1029	HW 1124	HWa 1211	HWb 1211	So Far
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.								
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.	+							+

Totals

+	3
|	0
/	0
–	0
O	0