9		HW 0908	HW 0924	HW 1020	HW 1029	HW 1124	HWa 1211	HWb 1211	So Far	To	
1	Appreciate and express the art and science of interaction design, inclured in software design and development.	ıding i	ts thec	ries, p	rincipl	es, me	ethodo	logies,	and	+	
1a	Understand and express how interaction design relates to mental models.		+	+					+	1	
1b	Understand and describe core interaction design concepts: usability metrics; interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings.		/	I					1	-	
2	Understand and report on how humans behave and interact with the u	ser int	erface	s of re	al-wor	ld sys	tems a	nd sof	tware.	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.		/	I					ı		
2b	Effectively use: usability metrics; interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings to make appropriate, well-founded interaction design decisions.		I	I					1		
3	Demonstrate the fundamentals behind designing and implementing us	er inte	erfaces	-							
3a	Know and understand how user interfaces are constructed, especially the model-view-controller (MVC) paradigm.				ı				ı		
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.	+	+	+	+				+		

Pending: Re-review of HW 1020, 1029.