Totals

5

0

1		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, inclured in software design and development.	uding i	ts thec	ries, p	rincipl	es, me	thodo	logies,	and
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.		/	П		ı			I
2	Understand and report on how humans behave and interact with the u	ser int	erface	s of re	al-wor	ld syst	tems a	nd sof	tware
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
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	П		/	ı	+	I
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.				П		ı	+	I
3b	Know and understand event-driven programming.				+			+	+
4	Follow academic and technical best practices throughout the course.								
1 a	Write syntactically correct, functional code.				+		+	+	+
łb	Demonstrate proper separation of concerns, especially MVC.				Ш		/	-	
łc	Write code that is easily understood by programmers other than yourself.				/+		+	+	+
ld	Use available resources and documentation to find required information.	+		-	- []	/		+	
le	Use version control effectively.	+	/	/	+		+	+	
lf	Meet all designated deadlines.	+	+	+	+	+	+	+	+