1		HW 0908	HW 0924	HW 1020	HW 1029	HW 1124	HWa 1211	HWb 1211	So Far	T
1	Appreciate and express the art and science of interaction design, inclurole 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.		+	+		+			+	I
lb	Understand and describe core interaction design concepts: usability metrics; interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings.		/	ı		ı			I	_
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.	C
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					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.		ı	-1		/			1	
3	Demonstrate the fundamentals behind designing and implementing us	er inte	erfaces	i.						
3a	Know and understand how user interfaces are constructed, especially the model-view-controller (MVC) paradigm.				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.				+				+	
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.	+				/				
1 e	Use version control effectively.	+	/	/	+					
4f	Meet all designated deadlines.	+	+	+	+	+			+	

Pending: Re-review of HW 1020, 1029.