Use version control effectively.

Meet all designated deadlines.

4e

4f

UG

SR

12 3 0

Totals

| | , | | | | | | , | | | | |
|------------|---|------------|------------|-------------|------------|------------|------------|------------|------------|------------|-----------|
| 1 | frodosamoa | HW 0903 | HW 0926 | HW2 0926 | HW 1017 | HW 1026 | HW 1105 | HW 1114 | HW 1126 | HW 1206 | So Far |
| 1 | Appreciate and express the art and science of interaction design, inclusoftware design and development. | uding i | ts the | ories, p | rincip | les, me | ethodo | logies, | and r | ole in | |
| 1a | Understand and express how interaction design relates to mental models. | | - | + | | | + | | | | + |
| 1b | Understand and state the five key usability metrics and how to record or capture them. | | / | + | | | ı | | | | + |
| 1c | Understand and describe: interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings. | | - | / | | | ı | | | I | I |
| 2 | Understand and report on how humans behave and interact with the user interfaces of real-world systems and software. | | | | | | | | | | |
| 2 a | 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. | | - | I | | | ı | | + | I | I |
| 3 | Demonstrate the fundamentals behind designing and implementing us | ser inte | rfaces | S. | | | | | | | |
| 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. | | | | / | / | | + | | | - 1 |
| 4c | Write code that is easily understood by programmers other than yourself. | | | | + | + | | + | + | | + |
| 4d | Use available resources and documentation to find required information. | + | + | | + | + | + | + | + | + | + |

Pending: Reevaluation of HW 1017 and 1024.—I will still do this, but given how your proficiencies came out, note that new proficiencies here will not affect your grade.