frodosamoa

		HW 0903	HW 0926	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 state the five key usability metrics and how to record or capture them.		/	/
1c	Understand and describe: 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.			
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.			
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

+	2
|	1
/	2
–	3
O	0