



Outcomes		HW 0906	PC 0906	HW 0918	HW 0927	HW 1016	Cumulative	Totals	
1	Know and understand the art and science of interaction design, particularly its first principles and key metrics.								
1a	Know and understand how interaction design relates to mental models.							+	7
1b	Know and understand the five key usability metrics.			+			+		2
1c	Know and understand interaction design guidelines, principles, and theories.			/			/	/	4
1d	Know and understand interaction styles.							-	0
1e	Know and understand affordances.							O	0
2	Apply this knowledge by studying, comparing, and evaluating the user interfaces of actual systems.								
2a	Map real-world interaction design cases and/or situations to how mental models are expressed and communicated.			+			+		
2b	Prioritize the five usability metrics for a given application.			/			/		
2c	Effectively use usability metrics, interaction design guidelines, principles, and theories, interaction styles, and affordances to make appropriate, well-founded interaction design decisions.			/			/		
3	Know the fundamentals behind implementing user interfaces with working knowledge of technologies such as HTML/CSS/JavaScript, Ajax, jQuery, and Bootstrap.								
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.	+		/	+	+	+		

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4f	Meet all designated deadlines.	+		+	+	+	+