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Outcomes 0906 0906 0918 0927 1016 1025 1025 1030 1101 Cumulative **Totals** 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. Know and understand the five key usability metrics. + Know and understand interaction design guidelines, principles, and theories. 0 Know and understand interaction styles. + + Know and understand affordances. 2 Apply this knowledge by studying, comparing, and evaluating the user interfaces of actual systems. Map real-world interaction design cases and/or situations to how \pm + mental models are expressed and communicated. Prioritize the five usability metrics for a given application. Effectively use usability metrics, interaction design guidelines, principles, and theories, interaction styles, and affordances to make + appropriate, well-founded interaction design decisions. Know the fundamentals behind implementing user interfaces with working knowledge of technologies such as HTML/CSS/ JavaScript, Ajax, jQuery, and Bootstrap. Know and understand how user interfaces are constructed. 3a + + Know and understand event-driven programming. 3b + Know and understand the model-view-controller (MVC) paradigm. 3c + + Break down a high-level user action into a sequence of lower-level user or system events. Follow academic and technical best practices throughout the course. Write syntactically correct, functional code. Demonstrate proper separation of concerns, especially MVC. + Write code that is easily understood by programmers other than yourself. Use available resources and documentation to find required + \pm + + information. Use version control effectively. + + +

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PCa PCb HW

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		HW	PC	HW	HW	HW	PCa	PCb	HW	HW		
	Outcomes	0906	0906	0918	0927	1016	1025	1025	1030	1101	Cumulative	
4f	Meet all designated deadlines.	+		+	+	+			+	+	+	