





		HW 0902	HW 0925	HW 1021	HW 1030	HW 1127	HWa 1204	HWb 1204	So Far	Totals	
1	Appreciate and express the art and science of interaction design, including its theories, principles, methodologies, and role in software design and development.									+	7
1a	Understand and express how interaction design relates to mental models.		+	+		+			+		5
1b	Understand and describe core interaction design concepts: usability metrics; interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings.			+						/	0
										-	0
2	Understand and report on how humans behave and interact with the user interfaces of real-world systems and software.									O	0
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, especially the model-view-controller (MVC) paradigm.				+		+		+		
3b	Know and understand event-driven programming.				+		+		+		
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.	+	+		+	+	/	/			