Totals

5

JR Computer Science



 HW
 HW
 HW
 HW
 HWa
 HWb
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 0902
 0925
 1021
 1030
 1127
 1204
 1204
 Far

No.		0902	0925	1021	1030	1127	1204	1204	Far
1	Appreciate and express the art and science of interaction design, include in software design and development.	uding i	ts theo	ries, p	rincipl	es, me	thodo	logies,	and
1a	Understand and express how interaction design relates to mental models.		+	+		+			+
1b	Understand and describe core interaction design concepts: usability metrics; interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings.		I	+		I			I
2	Understand and report on how humans behave and interact with the u	ıser int	erface	s of re	al-wor	ld syst	tems a	nd sof	tware.
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.		I	+					+
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	+		I	+	I	I
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.				+		+	I	+
3b	Know and understand event-driven programming.				+		+	- 1	+
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.				1			/	
4d	Use available resources and documentation to find required information.	+	+	+	+	+	+		+
4e	Use version control effectively.	+		+	+	+		/	
4f	Meet all designated deadlines.	+	+		+	+	/	/	