





	HW 0908	HW 0924	HW 1020	HW 1029	HW 1124	HWa 1211	HWb 1211	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.									+	4
1a Understand and express how interaction design relates to mental models.		+	+					+		7
1b Understand and describe core interaction design concepts: usability metrics; interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings.			+					+	/	1
2 Understand and report on how humans behave and interact with the user interfaces of real-world systems and software.									-	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.									O	0
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.	+	+	+	+				+		

Pending: Re-review of HW 1029.