





|   | HW<br>0908 | HW<br>0924 | HW<br>1020 | HW<br>1029 | HW<br>1124 | HWa<br>1211 | HWb<br>1211 | So<br>Far | Totals |   |
|---|------------|------------|------------|------------|------------|-------------|-------------|-----------|--------|---|
| <b>1 Appreciate and express the art and science of interaction design, including its theories, principles, methodologies, and role in software design and development.</b>  |            |            |            |            |            |             |             |           | +      | 3 |
| <b>1a</b> Understand and express how interaction design relates to mental models.   |            | +          | +          |            |            |             |             | +         |        | 7 |
| <b>1b</b> Understand and describe core interaction design concepts: usability metrics; interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings.   |            |            | +          |            |            |             |             |           | /      | 2 |
| <b>2 Understand and report on how humans behave and interact with the user interfaces of real-world systems and software.</b>   |            |            |            |            |            |             |             |           | -      | 0 |
| <b>2a</b> 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 |
| <b>2b</b> Effectively use: usability metrics; interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings to make appropriate, well-founded interaction design decisions.   |            |            |            |            |            | +           | /           |           |        |   |
| <b>3 Demonstrate the fundamentals behind designing and implementing user interfaces.</b>  |            |            |            |            |            |             |             |           |        |   |
| <b>3a</b> Know and understand how user interfaces are constructed, especially the model-view-controller (MVC) paradigm.   |            |            |            |            |            | +           |             |           |        |   |
| <b>3b</b> Know and understand event-driven programming.   |            |            |            |            |            | +           |             |           |        |   |
| <b>4 Follow academic and technical best practices throughout the course.</b>  |            |            |            |            |            |             |             |           |        |   |
| <b>4a</b> Write syntactically correct, functional code.   |            |            |            |            |            | +           |             |           |        |   |
| <b>4b</b> Demonstrate proper separation of concerns, especially MVC.  |            |            |            | //         |            |             | /           | /         |        |   |
| <b>4c</b> Write code that is easily understood by programmers other than yourself.  |            |            |            |            |            | /           | /           | /         |        |   |
| <b>4d</b> Use available resources and documentation to find required information.   | +          |            | +          | +          |            | +           |             | +         |        |   |
| <b>4e</b> Use version control effectively.  | +          | /          |            | /+         | +          |             | +           |           |        |   |
| <b>4f</b> Meet all designated deadlines.  | +          | +          | +          | +          | +          | /           |             | +         |        |   |