

| | Outcomes | 0906 | 906 | 0918 | 0927 | 1016 | 1025 | 1025 | 1030 | 1101 | Cumulative | | |
|------------|---|------|-----|------|------|------|------|------|------|------|------------|--------|-------------|
| 1 | Know and understand the art and science of interaction design, particularly its first principles and key metrics. | | | | | | | | | | | To | tals |
| 1a | Know and understand how interaction design relates to mental models. | | | | | | 0 | | + | | + | Ī | 5 |
| 1b | Know and understand the five key usability metrics. | | + | + | | | 0 | 0 | | | + | / | 2 |
| 1c | Know and understand interaction design guidelines, principles, and theories. | | | / | | | | | | | / | - 0 | 0 2 |
| 1d | Know and understand interaction styles. | | | | | | 0 | 0 | | | 0 | U | |
| 1e | Know and understand affordances. | | | | | | | | | | | | |
| 2 | Apply this knowledge by studying, comparing, and evaluating the user interfaces of actual systems. | | | | | | | | | | | | |
| 2 a | Map real-world interaction design cases and/or situations to how mental models are expressed and communicated. | | | ı | | | | | + | | + | | |
| 2 b | Prioritize the five usability metrics for a given application. | | I | I | | | | | | | I | | |
| 2c | Effectively use usability metrics, interaction design guidelines, principles, and theories, interaction styles, and affordances to make appropriate, well-founded interaction design decisions. | | | / | | | | | I | | / | | |
| 3 | Know the fundamentals behind implementing user interfaces with working knowledge of technologies such as HTML/CSS/JavaScript, Ajax, jQuery, and Bootstrap. | | | | | | | | | | | | |
| 3a | Know and understand how user interfaces are constructed. | | | | | | | | | 0 | I | | |
| 3b | Know and understand event-driven programming. | | | | | | | | | 0 | 0 | | |
| 3c | Know and understand the model-view-controller (MVC) paradigm. | | | | | + | | | | 0 | + | | |
| 3d | Break down a high-level user action into a sequence of lower-level user or system events. | | | | | | | | | | | | |
| 4 | Follow academic and technical best practices throughout the course. | | | | | | | | | | | | |
| 4a | Write syntactically correct, functional code. | | | | | | | | | 0 | | | |
| 4b | Demonstrate proper separation of concerns, especially MVC. | | | | | + | | | | 0 | + | | |
| 4c | Write code that is easily understood by programmers other than yourself. | | | | | 1 | | | | 0 | I | | |
| 4d | Use available resources and documentation to find required information. | + | | I | + | + | | | I | 0 | + | | |
| 4e | Use version control effectively. | + | | - | + | + | | | / | 0 | + | | |

HW PC HW HW HW PCa PCb HW HW

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| 4f | Meet all designated deadlines. | | | | + | + | | | + | _ | | |