	Outcomes	HW 0906	PC 0906	HW 0918	HW 0927	HW 1016	HW2 1016	PCa 1025	PCb 1025	HW 1030	HW 1101	HW2 1120	HW 1129	HW 1204	Cumulative
1	**Know and understand the art and science of interaction design, particularly its first principles and key metrics.**	**Work to complete: Homework 1030, 1101; preliminary cumulative proficiencies are given to provide an idea of where things stand.**													
1a	Know and understand how interaction design relates to mental models.							+		O			|		+
1b	Know and understand the five key usability metrics.		+	+				+	+						+
1c	Know and understand interaction design guidelines, principles, and theories.			/									/		/
1d	Know and understand interaction styles.							+	+				|		+
1e	Know and understand affordances.											O	|	/	/
2	**Apply this knowledge by studying, comparing, and evaluating the user interfaces of actual systems.**														
2a	Map real-world interaction design cases and/or situations to how mental models are expressed and communicated.			|						O			/		/
2b	Prioritize the five usability metrics for a given application.		+	|											+
2c	Effectively use usability metrics, interaction design guidelines, principles, and theories, interaction styles, and affordances to make appropriate, well-founded interaction design decisions.			/						O			/		/
3	**Know the fundamentals behind implementing user interfaces with working knowledge of technologies such as HTML/ CSS/JavaScript, Ajax, jQuery, and Bootstrap.**														

Totals

+	7
|	3
/	8
–	0
O	0
	C–

(this grade is preliminary only, and may still change depending on 1030 and 1101 results)

	Outcomes	HW 0906	PC 0906	HW 0918	HW 0927	HW 1016	HW2 1016	PCa 1025	PCb 1025	HW 1030	HW 1101	HW2 1120	HW 1129	HW 1204	Cumulative
3a	Know and understand how user interfaces are constructed.					+					O	/		|	|
3b	Know and understand event-driven programming.										O	/		|	/
3c	Know and understand the model-view-controller (MVC) paradigm.					|	+				O	+		+	+
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.					|	|				O	|		|	|
4b	Demonstrate proper separation of concerns, especially MVC.					+					O	+		|	+
4c	Write code that is easily understood by programmers other than yourself.					|	+				O	|		+	+
4d	Use available resources and documentation to find required information.	/		|	+	|	+			O	O	|	/	|	|
4e	Use version control effectively.	/		–	+	+				O	O	/	|	/	/
4f	Meet all designated deadlines.	|		/	+	/				–	–	/	–	–	/