



Outcomes		HW 0906	PC 0906	HW 0918	HW 0927	HW 1016	PCa 1025	PCb 1025	HW 1030	HW 1101	HW 1120	HW 1129	HW 1204	Cumulative
1	Know and understand the art and science of interaction design, particularly its first principles and key metrics.													
1a	Know and understand how interaction design relates to mental models.						O		O					O
1b	Know and understand the five key usability metrics.		+	+			O	O						/
1c	Know and understand interaction design guidelines, principles, and theories.			/										/
1d	Know and understand interaction styles.						O	O						O
1e	Know and understand affordances.										O			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.	Websimile resubmits reviewed—looks like an unfinished Mac OS X System Preferences panel. Will hold off until it is completed.												
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.													

Totals

+	1
	0
/	14
-	0
O	3

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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.			/	+	/			O	O	/			/