



Outcomes		HW 0906	PC 0906	HW 0918	HW 0927	HW 1016	HW2 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.	Work to complete: Homework 1030, 1101.													
1a	Know and understand how interaction design relates to mental models.							+		O			O		O
1b	Know and understand the five key usability metrics.		+	+				+	+						O
1c	Know and understand interaction design guidelines, principles, and theories.			/									O		O
1d	Know and understand interaction styles.							+	+				O		O
1e	Know and understand affordances.											O	O	O	O
2	Apply this knowledge by studying, comparing, and evaluating the user interfaces of actual systems.	IOU feedback on HW 1120, 1129, 1204.													
2a	Map real-world interaction design cases and/or situations to how mental models are expressed and communicated.									O			O		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			O		O
3	Know the fundamentals behind implementing user interfaces with working knowledge of technologies such as HTML/CSS/JavaScript, Ajax, jQuery, and Bootstrap.														

Totals

+	1
	0
/	1
-	0
O	16
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3a	Know and understand how user interfaces are constructed.					+					O	/		O	O
3b	Know and understand event-driven programming.										O	/		O	O
3c	Know and understand the model-view-controller (MVC) paradigm.						+				O	+		O	O
3d	Break down a high-level user action into a sequence of lower-level user or system events.											/		O	O
4	Follow academic and technical best practices throughout the course.														
4a	Write syntactically correct, functional code.										O			O	O
4b	Demonstrate proper separation of concerns, especially MVC.					+					O	+		O	O
4c	Write code that is easily understood by programmers other than yourself.						+				O	/		O	O
4d	Use available resources and documentation to find required information.	/			+		+			O	O		O	O	O
4e	Use version control effectively.	/		-	+	+				O	O	/	O	O	O
4f	Meet all designated deadlines.			/	+	/				-	-	/	-	-	/