



| Outcomes  |   | HW<br>0906 | PC2<br>0906 | HW<br>0918 | HW2<br>0918 | HW<br>0927 | HW<br>1016 | HW2<br>1016 | PCa<br>1025 | PCa2<br>1025 | PCb2<br>1025 | HW<br>1030 | HW<br>1101 | HW<br>1120 | HW2<br>1129 | HW2<br>1204 | Cumulative |
|-----------|---|------------|-------------|------------|-------------|------------|------------|-------------|-------------|--------------|--------------|------------|------------|------------|-------------|-------------|------------|
| <b>1</b>  | <b>Know and understand the art and science of interaction design, particularly its first principles and key metrics.</b>  |            |             |            |             |            |            |             |             |              |              |            |            |            |             |             |            |
| <b>1a</b> | Know and understand how interaction design relates to mental models.  |            |             |            |             |            |            |             | /           | +            |              | /          |            |            | +           |             |            |
| <b>1b</b> | Know and understand the five key usability metrics.   |            | +           | +          |             |            |            |             |             | +            |              |            |            |            |             |             | +          |
| <b>1c</b> | Know and understand interaction design guidelines, principles, and theories.  |            |             |            |             |            |            |             |             |              |              |            |            |            | /           |             | /          |
| <b>1d</b> | Know and understand interaction styles.   |            |             |            |             |            |            |             |             | +            | /            |            |            |            | +           |             |            |
| <b>1e</b> | Know and understand affordances.  |            |             |            |             |            |            |             |             |              |              |            |            | +          |             |             | +          |
| <b>2</b>  | <b>Apply this knowledge by studying, comparing, and evaluating the user interfaces of actual systems.</b>   |            |             |            |             |            |            |             |             |              |              |            |            |            |             |             |            |
| <b>2a</b> | Map real-world interaction design cases and/or situations to how mental models are expressed and communicated.  |            |             | +          |             |            |            |             |             |              |              |            |            |            | /           |             |            |
| <b>2b</b> | Prioritize the five usability metrics for a given application.  |            | +           | /          | +           |            |            |             |             |              |              |            |            |            |             |             | +          |
| <b>2c</b> | Effectively use usability metrics, interaction design guidelines, principles, and theories, interaction styles, and affordances to make appropriate, well-founded interaction design decisions. |            |             |            | +           |            |            |             |             |              |              | /          |            |            |             |             |            |
| <b>3</b>  | <b>Know the fundamentals behind implementing user interfaces with working knowledge of technologies such as HTML/CSS/JavaScript, Ajax, jQuery, and Bootstrap.</b>                               |            |             |            |             |            |            |             |             |              |              |            |            |            |             |             |            |

**Totals**

|          |    |
|----------|----|
| +        | 11 |
|          | 6  |
| /        | 1  |
| -        | 0  |
| O        | 0  |
| <b>B</b> |    |

| Outcomes  |   | HW<br>0906 | PC2<br>0906 | HW<br>0918 | HW2<br>0918 | HW<br>0927 | HW<br>1016 | HW2<br>1016 | PCa<br>1025 | PCa2<br>1025 | PCb2<br>1025 | HW<br>1030 | HW<br>1101 | HW<br>1120 | HW2<br>1129 | HW2<br>1204 | Cumulative |
|-----------|---|------------|-------------|------------|-------------|------------|------------|-------------|-------------|--------------|--------------|------------|------------|------------|-------------|-------------|------------|
| <b>3a</b> | Know and understand how user interfaces are constructed.                                  |            |             |            |             |            | +          |             |             |              |              |            |            | +          |             |             | +          |
| <b>3b</b> | Know and understand event-driven programming.   |            |             |            |             |            |            |             |             |              |              |            | +          | +          |             | +           | +          |
| <b>3c</b> | Know and understand the model-view-controller (MVC) paradigm.                             |            |             |            |             |            | /          | +           |             |              |              |            | +          | +          |             | +           | +          |
| <b>3d</b> | Break down a high-level user action into a sequence of lower-level user or system events. |            |             |            |             |            |            |             |             |              |              |            |            |            |             | +           | +          |
| <b>4</b>  | <b>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.  | +          |             | +          |             | +          | +          |             |             |              |              | +          | +          | +          | +           | +           | +          |