mvazque

#	Standard	HW 0903	HW 0926	HW 1017	HW 1024	So Far
1	**Appreciate and express the art and science of interaction design, including its theories, principles, methodologies, and role in software design and development.**					
1a	Understand and express how interaction design relates to mental models.		|			|
1b	Understand and state the five key usability metrics and how to record or capture them.		|			|
1c	Understand and describe: interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings.		/			/
2	**Understand and report on how humans behave and interact with the user interfaces of real-world systems and software.**					
2a	Conduct and document a real-world study of how a cohort of users responds to a particular user interface, including but not limited to capturing and prioritizing usability metrics and correlating results to mental models and interaction design theories.		|			|
2b	Effectively use: usability metrics; interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings to make appropriate, well-founded interaction design decisions.		/			/
3	**Demonstrate the fundamentals behind designing and implementing user interfaces.**					
3a	Know and understand how user interfaces are constructed.			/	/	/
3b	Know and understand event-driven programming.				|	|
3c	Know and understand the model-view-controller (MVC) paradigm.			+	+	+
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.			|	/	|
4b	Demonstrate proper separation of concerns, especially MVC.			+	|	+
4c	Write code that is easily understood by programmers other than yourself.			/	/	/
4d	Use available resources and documentation to find required information.	+	+	|	/	|
4e	Use version control effectively.	+	|	+	|	+
4f	Meet all designated deadlines.	+	+	+	+	+

Totals

+	4
|	6
/	4
−	0
O	0