



mvazque

| HW 0903 | HW 0926 | HW 1017 | HW 1024 | HW 1105 | HW 1114 | So Far |
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Totals

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| 1 | Appreciate and express the art and science of interaction design, including its theories, principles, methodologies, and role in software design and development. | | | | | | | + | 6 |
| 1a | Understand and express how interaction design relates to mental models. | | | | | / | | | 6 |
| 1b | Understand and state the five key usability metrics and how to record or capture them. | | | | | / | | / | 3 |
| 1c | Understand and describe: interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings. | | / | | | / | / | - | 0 |
| | | | | | | | | 0 | 0 |
| 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. | + | + | + | + | / | + | + | |