UG

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	modification gives, and role in continuing according to the						
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.		ı			/	I
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 u	ser int	erface	s of re	al-woı	'ld sys	tems
2 a	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.		I			/	I
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.						
3с	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.	+	+	+	+	/	+