Computer Science

| 9 | | HW 0902 | HW 0925 | HW 1021 | HW 1030 | HW 1127 | HWa 1204 | HWb 1204 | So Far | To | tals |
|----|---|------------|------------|------------|------------|------------|-------------|-------------|-----------|--------|------|
| 1 | Appreciate and express the art and science of interaction design, include in software design and development. | uding i | ts thec | ories, p | orincip | es, me | ethodo | logies, | and | + | ; |
| 1a | Understand and express how interaction design relates to mental models. | | + | + | | 1 | | | + | | |
| 1b | Understand and describe core interaction design concepts: usability metrics; interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings. | | ı | + | | ı | | | I | - - | |
| 2 | Understand and report on how humans behave and interact with the u | iser int | erface | s of re | al-wor | ld sys | tems a | nd sof | tware. | U | |
| 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. | | I | 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. | | ı | + | | I | ı | | I | | |
| 3 | Demonstrate the fundamentals behind designing and implementing us | ser inte | erfaces | S. | | | | | | | |
| 3a | Know and understand how user interfaces are constructed, especially the model-view-controller (MVC) paradigm. | | | | 1 | | / | | I | | |
| 3b | Know and understand event-driven programming. | | | | / | | / | | / | | |
| 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. | + | - 1 | - 1 | 1 | + | - 1 | | | | |
| 4e | Use version control effectively. | + | / | + | + | + | + | | + | | |
| 4f | Meet all designated deadlines. | + | + | + | + | + | + | | + | | |