Totals

0

6

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HW HW HW HW HW HWa HWb So 0902 0925 1021 1030 1127 1204 1204 Far

JR

| | | 0902 | 0925 | 1021 | 1030 | 1127 | 1204 | 1204 | Far |
|------------|---|----------|---------|-----------|---------|---------|--------|---------|-------|
| 1 | Appreciate and express the art and science of interaction design, inclured in software design and development. | uding i | ts theo | ries, p | rincipl | les, me | thodo | 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. | | I | + | | I | | | I |
| 2 | Understand and report on how humans behave and interact with the u | ıser int | erface | s of re | al-wor | ld syst | tems a | nd sof | tware |
| 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 | + | | | | | + |
| 2b | Effectively use: usability metrics; interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings to make appropriate, well-founded interaction design decisions. | | I | + | | I | I | I | I |
| 3 | Demonstrate the fundamentals behind designing and implementing us | ser inte | erfaces | 5. | | | | | |
| 3a | Know and understand how user interfaces are constructed, especially the model-view-controller (MVC) paradigm. | | | | 1 | | / | I | 1 |
| 3b | Know and understand event-driven programming. | | | | / | | / | | / |
| 4 | Follow academic and technical best practices throughout the course. | | | | | | | | |
| 4a | Write syntactically correct, functional code. | | | | | | / | | - 1 |
| 4b | Demonstrate proper separation of concerns, especially MVC. | | | | / | | + | | - 1 |
| 4c | Write code that is easily understood by programmers other than yourself. | | | | | | / | / | / |
| 4d | Use available resources and documentation to find required information. | + | | + | | + | | | - 1 |
| 4e | Use version control effectively. | + | / | + | + | + | + | + | + |
| 4f | Meet all designated deadlines. | + | + | + | + | + | + | | + |