





| | | HW 0908 | HW 0924 | HW 1020 | HW 1029 | HW 1124 | HWa 1211 | HWb 1211 | So Far | Totals | |
|-----------|---|------------|------------|------------|------------|------------|-------------|-------------|-----------|--------|---|
| 1 | Appreciate and express the art and science of interaction design, including its theories, principles, methodologies, and role in software design and development. | | | | | | | | | + | 3 |
| 1a | Understand and express how interaction design relates to mental models. | | + | | | | | | + | | 3 |
| 1b | Understand and describe core interaction design concepts: usability metrics; interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings. | | | | | | | | | / | 1 |
| 2 | Understand and report on how humans behave and interact with the user interfaces of real-world systems and software. | | | | | | | | | - | 0 |
| 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. | | | | | | | | | O | 0 |
| 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, especially the model-view-controller (MVC) paradigm. | | | | | | | | | | |
| 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. | + | | | | | | | + | | |
| 4e | Use version control effectively. | + | / | / | | | | | | | |
| 4f | Meet all designated deadlines. | + | + | + | | | | | + | | |