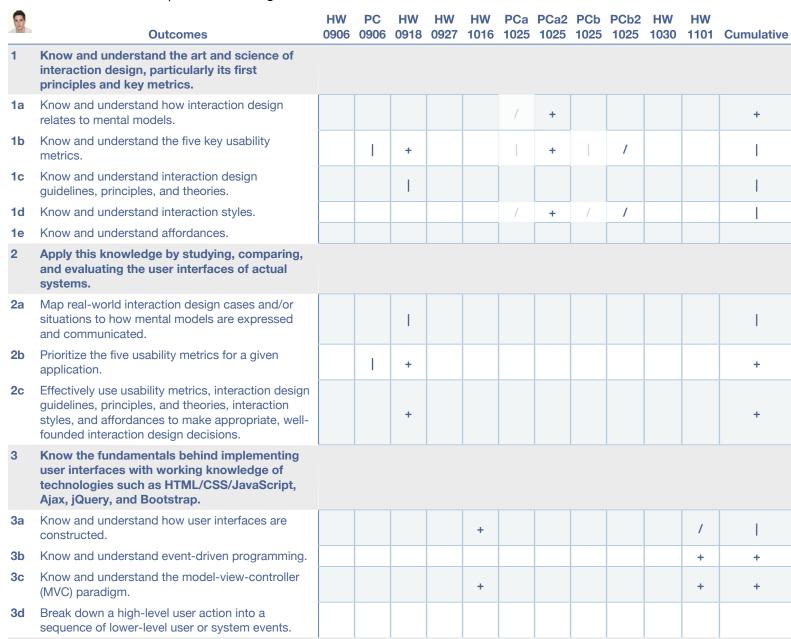| Outcomes	HW 0906	PC 0906	HW 0918	HW 0927	HW 1016	PCa 1025	PCa2 1025	PCb 1025	PCb2 1025	HW 1030	HW 1101	Cumulative
1 Know and understand the art and science of interaction design, particularly its first principles and key metrics.												
1a Know and understand how interaction design relates to mental models.						/	+					+
1b Know and understand the five key usability metrics.		|	+			|	+	|	/			|
1c Know and understand interaction design guidelines, principles, and theories.			|									|
1d Know and understand interaction styles.						/	+	/	/			|
1e Know and understand affordances.												
2 Apply this knowledge by studying, comparing, and evaluating the user interfaces of actual systems.												
2a Map real-world interaction design cases and/or situations to how mental models are expressed and communicated.				|								|
2b Prioritize the five usability metrics for a given application.		|	+									+
2c Effectively use usability metrics, interaction design guidelines, principles, and theories, interaction styles, and affordances to make appropriate, well-founded interaction design decisions.			+									+
3 Know the fundamentals behind implementing user interfaces with working knowledge of technologies such as HTML/CSS/JavaScript, Ajax, jQuery, and Bootstrap.												
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.												

Totals

+	9
|	7
/	0
−	0
O	0

Outcomes	HW 0906	PC 0906	HW 0918	HW 0927	HW 1016	PCa 1025	PCa2 1025	PCb 1025	PCb2 1025	HW 1030	HW 1101	Cumulative
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.	+		+	+	+						+	+