



| Outcomes  |   | HW<br>0906 | PC<br>0906 | HW<br>0918 | HW<br>0927 | HW<br>1016 | PCa<br>1025 | PCa2<br>1025 | PCb<br>1025 | PCb3<br>1025 | HW<br>1030 | HW<br>1101 | HW<br>1120 | HW<br>1129 | HW<br>1204 | Cumulative |
|-----------|---|------------|------------|------------|------------|------------|-------------|--------------|-------------|--------------|------------|------------|------------|------------|------------|------------|
| <b>1</b>  | <b>Know and understand the art and science of interaction design, particularly its first principles and key metrics.</b>  |            |            |            |            |            |             |              |             |              |            |            |            |            |            |            |
| <b>1a</b> | Know and understand how interaction design relates to mental models.  |            |            |            |            |            | /           | +            |             |              |            |            |            | +          |            | +          |
| <b>1b</b> | Know and understand the five key usability metrics.   |            |            | +          |            |            |             | +            |             | +            |            |            |            |            |            | +          |
| <b>1c</b> | Know and understand interaction design guidelines, principles, and theories.  |            |            |            |            |            |             |              |             |              |            |            |            | +          |            | +          |
| <b>1d</b> | Know and understand interaction styles.   |            |            |            |            |            | /           | +            | /           |              |            |            |            |            |            | +          |
| <b>1e</b> | Know and understand affordances.  |            |            |            |            |            |             |              |             |              |            |            | /          |            | +          |            |
| <b>2</b>  | <b>Apply this knowledge by studying, comparing, and evaluating the user interfaces of actual systems.</b>   |            |            |            |            |            |             |              |             |              |            |            |            |            |            |            |
| <b>2a</b> | Map real-world interaction design cases and/or situations to how mental models are expressed and communicated.  |            |            |            |            |            |             |              |             |              | +          |            |            |            |            | +          |
| <b>2b</b> | Prioritize the five usability metrics for a given application.  |            |            | +          |            |            |             |              |             |              |            |            |            |            |            | +          |
| <b>2c</b> | Effectively use usability metrics, interaction design guidelines, principles, and theories, interaction styles, and affordances to make appropriate, well-founded interaction design decisions. |            |            | +          |            |            |             |              |             |              | +          |            |            |            |            | +          |
| <b>3</b>  | <b>Know the fundamentals behind implementing user interfaces with working knowledge of technologies such as HTML/CSS/JavaScript, Ajax, jQuery, and Bootstrap.</b>                               |            |            |            |            |            |             |              |             |              |            |            |            |            |            |            |

|               |    |
|---------------|----|
| <b>Totals</b> |    |
| +             | 13 |
|               | 5  |
| /             | 0  |
| -             | 0  |
| O             | 0  |
| <b>A</b>      |    |

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|-----------|---|------------|------------|------------|------------|------------|-------------|--------------|-------------|--------------|------------|------------|------------|------------|------------|------------|
| <b>3a</b> | Know and understand how user interfaces are constructed.                                  |            |            |            |            | +          |             |              |             |              |            | /          | +          |            |            |            |
| <b>3b</b> | Know and understand event-driven programming.   |            |            |            |            |            |             |              |             |              |            | +          | +          |            | +          | +          |
| <b>3c</b> | Know and understand the model-view-controller (MVC) paradigm.                             |            |            |            |            | +          |             |              |             |              |            | +          | +          |            |            | +          |
| <b>3d</b> | Break down a high-level user action into a sequence of lower-level user or system events. |            |            |            |            |            |             |              |             |              |            |            |            |            |            |            |
| <b>4</b>  | <b>Follow academic and technical best practices throughout the course.</b>                |            |            |            |            |            |             |              |             |              |            |            |            |            |            |            |
| <b>4a</b> | Write syntactically correct, functional code.   |            |            |            |            |            |             |              |             |              |            |            |            |            | +          |            |
| <b>4b</b> | Demonstrate proper separation of concerns, especially MVC.                                |            |            |            |            |            |             |              |             |              |            | +          | +          |            |            | +          |
| <b>4c</b> | Write code that is easily understood by programmers other than yourself.                  |            |            |            |            |            |             |              |             |              |            |            |            |            |            |            |
| <b>4d</b> | Use available resources and documentation to find required information.                   | +          |            | +          | +          | +          |             |              |             |              | +          | +          | +          |            | +          | +          |
| <b>4e</b> | Use version control effectively.  | +          |            | +          | +          | +          |             |              |             |              | +          | +          | +          |            | +          | +          |
| <b>4f</b> | Meet all designated deadlines.  | +          |            | +          | +          | +          |             |              |             |              |            | +          | +          |            | +          | +          |