Totals

0

Α



HW HW HW HW HWa HWb So

		0908	0924	1020	1029	1124	1211	1211	Far
1	Appreciate and express the art and science of interaction design, inclured in software design and development.	uding i	ts thec	ories, p	rincipl	les, me	thodo	logies,	and
1a	Understand and express how interaction design relates to mental models.		+	+		+			+
1b	Understand and describe core interaction design concepts: usability metrics; interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings.		/	+		I			I
2	Understand and report on how humans behave and interact with the user interfaces of real-world systems and software								
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					+
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	+		+	+	+	+
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.	+	+	+	+	+	+	+	+