

2	Understand and report on how humans behave and interact with the u	ser int	erface	s of re	al-wor	ld svst	tems a	nd sof	ware.
1b	Understand and describe core interaction design concepts: usability metrics; interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings.		/	+		I			ı
1a	Understand and express how interaction design relates to mental models.		+	+		+			+
	role in software design and development.							,	

2	Understand and report on how humans behave and interact with the us	ser inte	ertace	s of re	al-wor	id syst	tems a	nd sot	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					+
2	b Effectively use: usability metrics; interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings to		1	+		+	+	+	+

3	Demonstrate the fundamentals behind design	ng and impl	ementing us	er inte	rfaces	
	make appropriate, well-founded interaction desig	n decisions.	· ·			

3a	Know and understand how user interfaces are constructed, especially the model-view-controller (MVC) paradigm.		+	+	+	+
3b	Know and understand event-driven programming.		+	+	+	+

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4	Follow academic and technical best practices throughout the course	

4	rollow academic and technical best practices throughout the course.
4a	Write syntactically correct, functional code.

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4b	Demonstrate	proper	separation	of concerns.	especially MVC.

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10	Write and that is apply understood by programmers other than yourse	\lf

Write code that is easily understood by programmers other than yourself. 4c Use available resources and documentation to find required information. 4d

Use version control effectively. 4e

Meet all designated deadlines. 4f

HW 1029	HW 1124			So Far	Totals		
rincipl	es, me	thodo	logies,	and	+	10	
						2	
	+			+	/	0	
	- 1			- 1	-	0	
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