Standards Development Report Roque, Trixie		trixr4kdz					euqor00@gmail.com				
		HW 0908	HW 0924	HW 1020	HW 1029	HW 1124	HWa 1211	HWb 1211	So Far	To	tals
1	Appreciate and express the art and science of interaction design, including its theories, principles, methodologies, and role in software design and development.										9
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		ı	i		ı			ı	_	0
0	styles; and affordances & natural mappings.			6	-1	1-1				0	0
2	Understand and report on how humans behave and interact with the user interfaces of real-world systems and software.										
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		I	+					+		

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Pending: Re-review of HW 0924, 1020.

Use version control effectively.

Meet all designated deadlines.

mental models and interaction design theories.

the model-view-controller (MVC) paradigm.

Write syntactically correct, functional code.

Know and understand event-driven programming.

Demonstrate proper separation of concerns, especially MVC.

2b

3

3a

3b

4 4a

4b

4c

4d

4e 4f Effectively use: usability metrics; interaction design guidelines, principles,

Demonstrate the fundamentals behind designing and implementing user interfaces.

& theories; interaction styles; and affordances & natural mappings to make appropriate, well-founded interaction design decisions.

Know and understand how user interfaces are constructed, especially

Follow academic and technical best practices throughout the course.

Write code that is easily understood by programmers other than yourself.

Use available resources and documentation to find required information.