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HW HW HW HW HW HWa HWb **Totals** 0902 0925 1021 1030 1127 1204 1204 Far Appreciate and express the art and science of interaction design, including its theories, principles, methodologies, and role in software design and development. **1a** Understand and express how interaction design relates to mental models. + Understand and describe core interaction design concepts: usability 1b metrics; interaction design guidelines, principles, & theories; interaction + styles; and affordances & natural mappings. 0 2 Understand and report on how humans behave and interact with the user interfaces of real-world systems and software. Conduct and document a real-world study of how a cohort of users 2a 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. 2b Effectively use: usability metrics; interaction design guidelines, principles, & theories; interaction styles; and affordances & natural mappings to ++ make appropriate, well-founded interaction design decisions. 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. + \pm + 4b Demonstrate proper separation of concerns, especially MVC. + 4c Write code that is easily understood by programmers other than yourself. \pm 4d Use available resources and documentation to find required information. + / + Use version control effectively. 4e \pm + + + \pm \pm + Meet all designated deadlines. 4f