

## Internal Assessment Resource

**Achievement standard:** 91891

**Standard title:** 91891 Apply conventions to develop a design for a digital technologies outcome

**Credits:** 3

**Resource title:** Close encounters

**Resource reference:** Digital Technologies & Hangarau Matihiko  
2.2A Version 1

### Student/Ākonga instructions

#### Introduction/Kupu Arataki

This assessment activity requires you to apply conventions to design a website or app.

You will be assessed on how effectively you design your outcome.

**Teacher note: June 4th**

#### Task/Hei Mahi

Design a website or app which has a specific purpose and audience and uses relevant conventions.

Below are some potential purpose/audience ideas.

Purpose	Target Audience
Website to share conservation message with the community	Bream Bay Community
App to push school notices to students' devices	BBC students
Team Page – site which includes information on a given school team/club.	Students who are involved might want to be involved in the given team

1. Select an appropriate context for your website or app, describe the purpose and requirements of the end users.
2. Research websites/apps and design ideas, investigate and explain relevant conventions to inform the development of your site/app. Relevant conventions may include:
  - how privacy, ethical and/or intellectual property issues have been addressed
  - how your design ensures that the resulting outcome will be fully functional and easy to use
  - how your chosen aesthetic elements are appropriate for your end users.

3. Generate and model a range of design ideas using conventions. Select a design and explain the appropriateness of the design. Use feedback gained from modelling to improve the design.
4. Justify how your chosen design addresses implications, end-user considerations and uses appropriate conventions. You might wish to consider:
  - how privacy, ethical and/or intellectual property issues have been addressed
  - how your design ensures that the resulting outcome will be fully functional and easy to use
  - how your chosen aesthetic elements are appropriate for your end users.

Document (through providing screenshots/a screencast) the iterative improvement of the design of your outcome. Document what has been tested, the ongoing iterative improvements/edits you have made to the design. Include annotations of why you made edits/improvements.

### **Submit:**

Your completed website and the following documentation:

- **Design ideas, modelling, user feedback, final design and justification.** This would generally include a series of wire frames and mock ups showing a range of potential layouts, colours, fonts etc. This section should also include feedback from modelling, evidence of refining the design and justifications related to how the design is suitable for the target audience.
- **Testing.** Screenshots/a screencast showing that the design has been tested and would work as expected. Document changes to your design based on usability testing. Provide before and after screenshots to show how the design has been improved.

Testing can be done by making a brief screencast showing the outcome being comprehensively tested. You can take screenshots of your testing and annotate them. Alternatively, you can submit a screencast and talk through your testing procedures as you work through the design of your outcome.

- That implications have been explained and addressed. This could include a explanation on why your outcome needs to :
  - be socially/culturally acceptable
  - honour legal, ethical and intellectual property obligations
  - be accessible, usable and functional
  - be sustainable and future proof
  - effectively use design conventions.

You should show how your design addresses these implications.

