

Internal Assessment Resource

Achievement Standard:	91897
Standard title:	Use advanced processes to develop a digital technologies outcome
Credits:	6
Resource title:	Digital Media Processes
Resource reference:	Digital Technologies & Hangarau Matihiko 2.8B

Student/Akonga instructions

Introduction/Kupu Arataki

This assessment activity requires you to apply advanced processes to plan and develop a digital media outcome.

You are going to be assessed on how well you use a development process to plan, trial and test the development of your outcome. You will not be assessed on the specific tools and techniques used to develop outcome (this forms parts of other assessments). However, you will be assessed on how well you have applied your chosen tools and techniques (based on testing and trialling) to develop a high-quality outcome.

You may work with others to help generate and develop ideas. However, you will be expected to show your own thinking and evidence of how you discussed and combined ideas together to develop your own outcome.

To develop your outcome, you will need access to project management tools.

Due Date: September 23rd

Task/Hei Mahi

Step 1 - Discover and Plan (Inquiry & Design Assessment Tasks)

Begin by making a decision regarding the purpose of your outcome and the type of outcome you plan to design and develop. For example, you could develop:

- a school magazine cover and double-page spread
- a website
- an infographic or poster series
- an app.

You must also decide upon implications that are relevant to your outcome so that you can address them in the development of your outcome. Some examples are provided in Appendix A.

Some methods to assist you to make your decisions may include: research, mind maps, brainstorming, pros and cons lists (PMI), class or group discussions.

Write a brief explanation of why you have chosen your specific purpose and the outcome you plan to develop.

Write a brief explanation of relevant implications that you plan to address in your outcome.

- a) Once you have made your initial decisions, you will need to develop a plan that will support the ongoing development of your final outcome.

Decide on an appropriate planning methodology to plan the development of your outcome. Use an appropriate project management tool to assist you to implement your plan to set up your key actions and tasks that you will need in order to develop your outcome.

Within this, you need to break down or decompose your outcome into smaller components and plan the trialling of these components. For example, you may be looking at font combinations, colour combinations and layout options for text and images. You will need to trial each one of these components and then test how they all fit together in your layout.

Share your planning with your teacher so they can ensure you are meeting your deadlines. During the development of your outcome, you will need to adjust key actions and tasks based on results from trialling and testing. You will need to show evidence that you are using your planning and project management tools to guide your development process in an ongoing way (not just at the initial planning stage).

- b) Once the planning phase is completed and signed off by your teacher go on to design, develop and test task.

Step 2 - Design, Develop and Test (Design & Outcome Assessment Tasks)

Using a variety of design tools, develop your outcome that incorporates all the required specifications.

Following your plan, you will approach the smaller chunks of work (components) and trial and test them as your outcome develops.

These questions should help you to ensure you have explained and addressed relevant implications as well as produce an outcome that is of high quality. For example:

1. Why does it need to adhere to design principles?
2. Why must it be appropriate for purpose and end users?
3. Why is being readable and legible important?
4. Why do the images need to be of suitable quality and enhance the design?

You need to show how you have addressed the relevant implications.

Through this stage, it would be beneficial to check with others as you trial and test components of the outcome. Collect that information and analyse it e.g. proofreading, placement of images, titles, fonts, colours, and quality of the images used. It is important that you consider who you will get to give you feedback, and why they were relevant. Alternatively, you could use an online collaboration tool to assist you to collect, manage and analyse feedback.

To record your development, you should take screenshots, kept in a simple table showing dates and images and brief annotations as to decisions that were made and why. You must also use version control methods to show the development of your files (both layout, code and image files). Version control documents may be printed

off, with annotations/comments to highlight changes and/or adaptations. Alternatively, you may use annotated PDF's to show changes.

Step 3 - Deploy

Publish the final outcome.

Create a final reflection on how the information from planning, testing and trialling of components assisted in the development of a final high-quality outcome.

Hand-In

Submit evidence of the use of an advanced process to plan and develop a high-quality digital outcome. The evidence could be in the form of a document/presentation that includes screenshots showing the development of the outcome including evidence of designing, developing and testing. This could also take the form of a narrated or subtitled video or screen captures.

You must hand in your version control documents.

You must show evidence of your project management process.

You must show evidence of your testing and trialling procedures.

Appendix A

Components, Testing Ideas, Relevant Implications

As you develop your outcome, select relevant components and techniques to trial, test and refine. The following are examples only and others can be added where and as appropriate:

- design elements
- legibility elements - text hierarchy, fonts
- composition - Gutenberg, Z pattern
- paper - grade
- size - standard paper sizes
- software tools and techniques
- colour management
- layout - columns, text wrap

Use a variety of different testing methods in the design and development of your project. Testing procedures could include:

- stakeholder feedback (check legibility and readability, aesthetics)
- creating models (scrapbooking, wireframes)
- proofs - B&W and colour
- resolution - test sheets
- image contact sheets
- font trials
- layout
- usability (segment proofs)

Examples of relevant implications used in this resource could include:

- social (appropriateness - reflect the character of the school)
- cultural (i.e. use of Māori macrons etc.), legal (copyright)
- ethical (original work)
- intellectual property (logos, images, owned by school)
- privacy (signed model release forms)
- accessibility and usability (print vs digitally displayed)
- functionality (for colour or visually impaired or dyslexic viewers)
- sustainability (paper, inks) and future proofing (backups and file format for updating)
- end-user considerations (audience who, what, where, how?)