

Project Assessment : Product (1 of 1)

Criteria

Unit code, name and release number

CUADIG402 - Design user interfaces (1)

Qualification/Course code, name and release number

CUA40715 Certificate IV in Design (Release 2)

Student details

Student number

Student name

Assessment Declaration

- This assessment is my original work and no part of it has been copied from any other source except where due acknowledgement is made.
- No part of this assessment has been written for me by any other person except where such collaboration has been authorised by the assessor concerned.
- I understand that plagiarism is the presentation of the work, idea or creation of another person as though it is your own. Plagiarism occurs when the origin of the material used is not appropriately cited. No part of this assessment is plagiarised.

Student signature and Date

Version: 1.1
Date created: 2 August 2018
Date modified: 30/04/2020

For queries, please contact:

SkillsPoint: Creative and Design Ideation

Location: Parramatta

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RTO Provider Number 90003 | CRICOS Provider Code: 00591E

This assessment can be found in the: [Learning Bank](#)

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Assessment instructions

Table 1 Assessment instructions

Assessment details	Instructions
Assessment overview	<p>The objective of this assessment is to assess your knowledge and performance of the unit. You will be required to maintain an online blog, produce creative work according to a brief and document this through a project plan to create a prototype, test the design, and create an App design prototype. Topics include design briefs, project specifications, review of design, and characteristics of user interface design, functionality and documentation techniques.</p>
Assessment Event number	<p>1 of 1</p>
Instructions for this assessment	<p>This is a project based assessment and will be assessing you on your knowledge and performance of the unit.</p> <p>Blog entries can be posted either on Moodle or on an external blog site. <i>(Teaching staff to advice on platform. Using a Moodle forum activity/resource is recommended)</i></p> <p>This assessment is in five parts:</p> <ol style="list-style-type: none"> 1. Identify project requirements 2. Design specifications 3. Develop Prototype 4. Testing and finalising design 5. Assessment feedback

Assessment details	Instructions
Submission instructions	<p>On completion of this assessment, you are required to upload it or hand it to your assessor for marking.</p> <p>Ensure you have written your name at the bottom of each page of this assessment.</p> <p>Please refer to individual parts for submission details.</p> <p>If you are submitting files as a digital format, please use the following naming convention: CUADIG402_AE01_P01_family name_initial.pdf</p> <p>Example: CUADIG402_AE01_P01_Doe_J.pdf</p> <p>It is important that you keep a copy of all electronic and hardcopy assessments submitted to TAFE and complete the assessment declaration when submitting the assessment.</p>
What do I need to do to achieve a satisfactory result?	<p>To achieve competency in this unit you must satisfactory complete all parts listed under the assessment instructions. This assessment is a project based assessment.</p>
What do I need to provide?	<p>Stationery and writing materials, drawing materials, phone cover, paper, sticky notes, notebook, cardboard, markers, scissors, cutters, paper correction fluid/tape</p>
What the assessor will provide?	<p>Access to studio, computers, appropriate software, access to internet, paper, sticky notes, notebook, printed template, cardboard, markers, scissors, cutters, UI stencil, paper correction fluid/tape, transparency sheet, assessment brief, assets relating to the project brief requirements and sample users.</p>
Due date and time allowed	<p><i>Refer to UAG</i></p> <p>Schedule to be determined – final submission 18/06/20</p> <p><i>Estimated time allowed:</i></p> <p><i>Part 1 – 1 hours during class</i></p> <p><i>Part 2 – 2-3 hours during class</i></p> <p><i>Part 3 – 5-6 hours during class & own time</i></p> <p><i>Part 4 – 2-3 hours during class</i></p>
Assessment feedback, review or appeals	<p>Appeals are addressed in accordance with Every Students Guide to Assessment.</p>

Specific task instructions

The instructions and the criteria in the tasks and activities below will be used by the assessor to determine whether the tasks and activities have been satisfactorily completed. Use these instructions and criteria to ensure you demonstrate the required knowledge.

This project will utilise art boards in appropriate software such as Adobe Photoshop or Adobe XD, your trainer/assessor will advise on this, to produce a five page non-functioning prototype for mobile App design. There are several phases that you are required to complete in order to address the design brief. You can find details of these phases in the sections below.

Refer to scenario information for brief requirements as well as the purpose and aims of the project.

Design Brief:

Mobile app designers at Appmakerz Studios have contracted you as a freelance user interface (UI) designer to develop and produce a UI prototype. The design will then be used by the studio to build a food delivery app. The app is targeted at working professionals and families. The mobile app will be compatible with both Apple and Android mobile users. The client will supply you with a sample group of users for usability testing purposes.

Trainer/assessor is to provide a pool of people to act as a sample group of users for testing. This role can be filled by anyone except for the student conducting the test. A minimum of 3 people can be placed in the sample group.

The following has been provided:

Client provided details

Company name: Food.Stuff

Company purpose: To provide a fast and reliable food delivery service that can be tracked via mobile device.

Target audience: Age 16 – 65

Page dimension: 1242 x 2208 @ 72ppi per art board, as per iPhone 6 Plus



iPhone 6 layout to fit page dimensions. App design example by [Webflippy](#) under [CC0 1.0](#)

Brief requirements

Create the following:

- Five page non-functioning mobile app prototype (One landing screen plus four other appropriate pages)
- Sample company logo
- Company colours, fonts, look and feel of app
- Layout and additional design specifications as required
- Design specification document
- Paper prototype of all pages
- Completed UI testing results (Based on sample group)
- Finalised user interface digital prototype

SAMPLE IMAGES PROVIDED

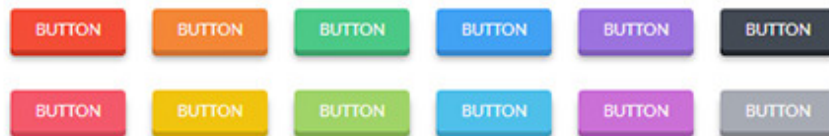


Copied under s113P [Freelogodesign](#) accessed 2020

3D BUTTONS

Small buttons

BASIC



ROUNDED



SIMPLE



CIRCLE



SQUARE



3D buttons pack by Trissia Labs on ccsearch under CC BY-NC 4.0



Navigation menu icons – iphone app by Matías Pitterson on ccsearch under CC BY-NC-ND 4.0



Food by Anthony Acosta D.Sc on ccsearch under CC BY-NC-SA 2.0



Ray's Hell-Burger by KentonNgo on ccsearch under CC BY-NC-ND 2.0

Part 1: Identify project requirements

To complete this part of the assessment, you will be required to read and clarify the design brief, confirm parameters, specifications and submit it to your Assessor for marking.

Instructions

The assessment part consist of two tasks. The first task is a verbal conversation with a stakeholder to clarify the design brief. Your trainer/assessor will inform you of who the client/stakeholder is. This could be a peer or someone acting in the role. This will be observed by your assessor and an observation checklist will be used. You should refer to the list of criteria in the Observation Checklist to understand what you need to demonstrate in this section of the assessment. The second task are short answer questions.

You are required to conduct some research prior to the verbal conversation in order to complete some of the task requirements so please prepare prior.

You should organise the verbal conversation with your client/stakeholder. The conversation should be no longer than 15 minutes.

Stakeholder instructions

Personnel acting in the role of the client/stakeholder should respond to the student’s questions utilising information found in the design brief. Check with the trainer/assessor on additional information that you may need for the verbal conversation.

T1. Clarify design brief

Observation Checklist

The following Observation Checklist will be used by your assessor to mark your performance in this assessment task. Use this Checklist to understand what skills you need to demonstrate in the discussion. The Checklist lists the assessment criteria used to determine whether you have successfully completed this assessment event. All the criteria must be met. Your demonstration will be used as part of the overall evidence requirements of the unit. The assessor may ask questions while the demonstration is taking place or if appropriate directly after the task/activity has been completed.

Part 1	Task/Activity Performed	S	U/S	Assessor Comments
T1.1	Student to verbally clarify and discuss the design brief’s purpose and aims.			

Part 1	Task/Activity Performed	S	U/S	Assessor Comments
T1.2	Student to verbally clarify the intended delivery platform of the work based on the design brief.			
T1.3	Student states the target audience and identify three (3) characteristics of the intended user.			
T1.4	Student to confirm the final deliverables of the project according to the project brief.			
T1.5	Student to describe the technical specification of the practical work including resolution and graphical elements.			

T2. Short answer questions

Source information from online or from provided resources. Read each question and answer carefully.

1. Answer the following questions:
 - a) Define and describe what information architecture is.
 - b) Explain how information architecture affects interface design in relation to the design brief specifications.

Answers should be a minimum of 40 words but no longer than 80 in total

- c) List at least two (2) typical formats and techniques for documenting UI designs.

Answers should be a minimum of 10 words but no longer than 30

To be completed as part of the assessment:

- Verbally confirm the requirements of the brief
- Complete short answer questions

Physical evidence required:

These document/s are to be submitted to your Assessor for marking and any feedback actioned by you.

- **Completed Short answers** as a PDF with the following naming convention:
CUADIG402_AE01_Part01_Familyname_Initial.pdf
- **Required components in assessment**

Part 2: Design specifications

To complete this part of the assessment, you will be required to produce a design specification document, review and modify your design, as well as present design specifications.

T1: Design specification document

Produce a design specification document that responds to the brief and meets technical and creative parameters. On completion, you will be required to save your document as a PDF with the following naming convention: **CUADIG402_AE01_Part02_Familyname_Initial.pdf**

You may copy and paste the following template provided below into your document.

Your document should include:

1. Source and insert three different example images of layout for interface design.

Insert image 1

Insert image 2

Insert image 3

2. Explain how these examples affect your work in relation to the content architecture and audience characteristics.

Answers should be a minimum of 40 words but no longer than 80

3. Produce a series of at least five preliminary sketches in the form of thumbnail sketches based on your concept.

Insert thumbnails

Insert thumbnails

Insert thumbnails

Insert thumbnails

Insert thumbnails

4. Using visual design principles, produce at least two sketches of screen layout based on the specifications of the project brief that show the main spatial zones and insert them into the

space below. Specify the functional areas in your sketches and any interface metaphors to get a good look and feel for your UI design.

Insert image 1

Insert image 2

Specify and list functional areas for image 1

Specify metaphors for image 1

Specify and list functional areas for image 2

Specify metaphors for image 2

5. Identify and describe two user characteristics considered in the designing and development of interfaces.

Answers should be a minimum of 40 words but no longer than 80

- 1)
2)

6. Explain why spatial and functional areas are crucial to interface design.

Answers should be a minimum of 40 words but no longer than 80

7. Complete the development on the remaining pages, taking the project brief specifications into consideration, including visual design principles, target audience characteristics, content

architecture specifications and all ideas generated. You should have at least five sketches of one landing screen and four other appropriate pages.

Insert UI layout sketches

T2: UI design review

Review your completed sketches with your trainer/assessor and modify your design to meet the requirements of the brief. Your trainer/assessor will organise a review session with you.

You will also be required to produce and present to the class the UI specifications and instructions for development teams. You can create your presentation in Powerpoint or an alternative piece of software to be exported and submitted as a PDF. This will be observed by your assessor and an observation checklist will be used.

The review and presentation session will be conducted in class and will run for approximately 15 minutes. You should refer to the list of criteria in the Observation Checklist to understand what you need to demonstrate in this section of the assessment.

Your peers and trainer/assessor will assume the role of your client/stakeholder/audience. All participating parties are expected to ask questions and contribute to any discussions that may arise from the presentation. When presenting to your classmates, try and deliver your information in a clear manner.

Your presentation should include:

1. Design specifications according to the brief
2. Completed sketches of the UI design
3. Instructions on design style, do's and don'ts, colour specifications, button styles and logo usage
4. Interactive and functional areas and how they would operate. E.g. drop down menus, scrollable sliders, zoom in and out capabilities, etc...
5. Text – Type of fonts, colours and sizes
6. Information architecture and user navigation flow

Observation Checklist

The following Observation Checklist will be used by your assessor to mark your performance in this assessment task. Use this Checklist to understand what skills you need to demonstrate in the discussion. The Checklist lists the assessment criteria used to determine whether you have successfully completed this assessment event. All the criteria must be met. Your demonstration will be used as part of the overall evidence requirements of the unit. The assessor may ask questions while the demonstration is taking place or if appropriate directly after the task/activity has been completed.

Part 2	Task/Activity Performed	S	U/S	Assessor Comments
T2.1	The student has used appropriate communication practices to present their design concept/s to the trainer/assessor and the class.			

Part 2	Task/Activity Performed	S	U/S	Assessor Comments
T2.2	<p>Student has discussed and reviewed their UI designs with the trainer/assessor. Student has come to an agreement to finalise the design of the UI.</p> <p>If required, the student should modify the design according to the agreement/s made in the verbal discussion with the trainer/assessor.</p>			
T2.3	<p>Student has applied safe ergonomic practices when using desktop equipment for extended periods of time.</p>			

T3: Safe ergonomic practices

Utilise the table below and create a checklist for adopting safe ergonomic practices. Add any additional items to the list as required. Include the checklist template within your Design specification document. Identify the health and safety requirements and as you engage with and complete each item on the list, make notes in the comments box.

Item/s	Health, safety and safe ergonomic practices (Identify standard procedures, practices and requirements)	Comments (Notes on addressing the listed items)
Monitor		Completed: Y/N <Additional notes>
Keyboard		Completed: Y/N <Additional notes>
Chair		Completed: Y/N <Additional notes>
Desk or Table		Completed: Y/N <Additional notes>
Work practices		Completed: Y/N <Additional notes>

Environment		Completed: Y/N <Additional notes>
<add relevant items>		Completed: Y/N <Additional notes>

All tasks of Part 2 should be completed prior to starting on the development of the prototype UI.

To be completed as part of the assessment:

- Create a multipage design specification document
- Visualise concepts and produce thumbnails based on the brief requirements
- Visualise and identify main spatial zones
- Specify functional areas within screen layout
- Specify the look and feel of the UI
- Develop final detailed sketches
- Present UI design specifications and instructions for development team usage
- Have a verbal discussion to review and modify design
- Complete the safe ergonomic practices checklist

Physical evidence required:

These document/s are to be submitted to your Assessor for marking and any feedback actioned by you.

- **Completed Design specification document** as a PDF with the following naming convention: **CUADIG402_AE01_Part02_Familyname_Initial.pdf**
- **Completed UI design review presentation** as a PDF

Part 3: Develop Prototype

To complete this part of the assessment, you will be required produce a paper prototype as a mock-up and visualisation of your UI design. You will then translate the paper mock-up into a digital prototype using appropriate software. Check with your trainer/assessor on what software you will be using.

Once completed, submit your prototypes to your assessor for marking.

T1: Paper prototype

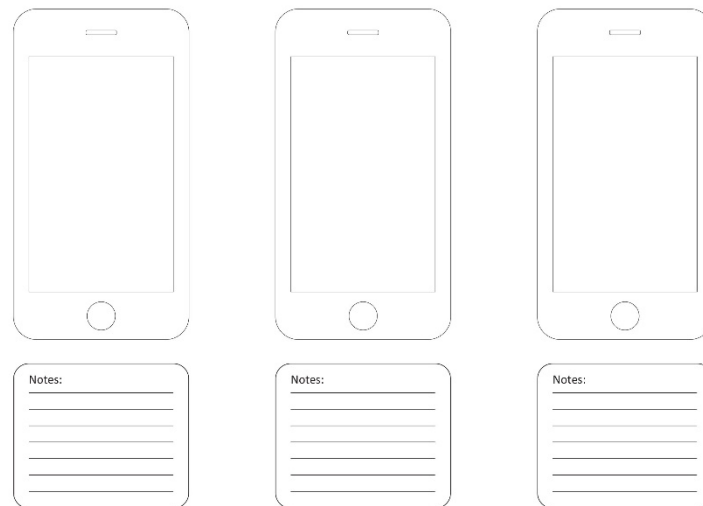
You must produce a minimum of five pages but are encouraged to have more to facilitate testing and improve upon the information architecture and user experience.

Stationery that you may need to complete the paper prototype: *(Please check with your trainer on the availability of materials.)*

- Paper
- Sticky notes
- Notebook
- Printed template
- Cardboard
- Markers
- Scissors
- Cutters
- UI Stencil
- Paper correction fluid/tape
- Transparency sheet

You are required to complete the following steps as part of building your paper prototype:

- Paper template that resembles with the correct dimensions
- Block out the main interface on the paper template. Designs must be based off sketches created in the project plan.
- Include representative UI elements such as dropdown boxes, overlays, banners, etc... Use these to indicate areas of interactivity and user navigation.
- Create a cardboard or paper phone cover to test the layout and UI design.



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Example 01. Paper template



Example 02. App design example by [FirmBee](#) under [CC0 1.0](#)

T2: Digital prototype

Produce a minimum of five pages of a mobile app using appropriate software. Please check with your trainer/assessor what software you will be using. Include 1 landing screen and 4 other appropriate pages of your choosing.

You are required to complete the following steps as part of building your digital prototype:

- Utilise the paper prototype to create wireframes for your digital prototype.
- Interface elements must have a focus on functionality, user interaction and navigation.
- Colour palette applied must be supported by design specifications.
- Include icons and illustrations.
- Include interactive elements that are indicated in paper prototype. (E.g. drop down boxes, hotspots, etc...)

To be completed as part of the Assessment:

- Produce paper prototype
- Produce digital prototype

Physical evidence required:

These document/s are to be submitted to your Assessor for marking and any feedback actioned by you.

- **Completed paper prototype of UI design** as a PDF with the following naming convention:
CUADIG402_AE01_Part03_Familyname_Initial.pdf

Part 4: Testing and finalising design

To complete this part of the assessment, you will be required to plan and implement testing of your design with sample users. You will be observed implementing the test and your performance will be marked accordingly. You will evaluate the results of your testing and make necessary adjustments to the information architecture. Finally, you will complete work on your design and obtain the final agreement and signoff from your trainer/assessor.

You should refer to the list of criteria in the Observation Checklist to understand what you need to demonstrate in this section of the assessment.

T1: Testing the design

Create a plan for testing your interface design which will be conducted with a sample test group. The sample test group will be provided to you by your trainer/assessor and the test will be conducted face to face.

Trainer/assessor is to provide a pool of people to act as a sample group of users for testing. This role can be filled by anyone except for the student conducting the test. A minimum of 3 people can be placed in the sample group.

You can conduct the design test with all members of the group at the same time. Test group members should refrain from interacting from one another until the entire test is completed in order to obtain accurate test results.

You should organise and conduct the design test in class. The duration should be between 15 – 25 minutes.

Test group participants will be observed by the student. You will be required to provide verbal feedback of the digital prototype at the end of the test.

- a) Explain the various steps in testing your UI design prototype. Include the purpose of the step and what you hope to achieve.

Answers should be a minimum of 100 words but no longer than 200

- b) Use the following template to help you plan your test:

Test Scenarios
<i>(A list of possible scenarios a user may find themselves in when using the app)</i>
<i>List at least two (2)</i>

Categories (List the main topics or pages and number them)	Connections (List how each page is connected. Include the number allocated in the categories column)	Interaction (List all intractable elements that users are expected to use for navigation)
<i>List all pages and number them, starting with your landing page.</i>	<i>List all connections using -> to indicate how your pages connect to one another.</i>	<i>List all interactive elements.</i>

Observation Checklist

The following Observation Checklist will be used by your assessor to mark your performance in this assessment task. Use this Checklist to understand what skills you need to demonstrate in the discussion. The Checklist lists the assessment criteria used to determine whether you have successfully completed this assessment event. All the criteria must be met. Your demonstration will be used as part of the overall evidence requirements of the unit. The assessor may ask questions while the demonstration is taking place or if appropriate directly after the task/activity has been completed.

Part 4	Task/Activity Performed	S	U/S	Assessor Comments
T1.1	Explain the test and how it will be conducted			
T1.2	Conduct the testing of the interface utilising the plan created prior			

Part 4	Task/Activity Performed	S	U/S	Assessor Comments
T1.3	Uses careful listening and questioning techniques to clarify issues that the sample user may be having and to obtain accurate feedback from the test			

c) Record the feedback received from the test. Use the following template to record your feedback:

Scenario Path (Indicate the scenario and the path taken by the subject using the numbering used in your plan)	Comments (Indicate if the subject was satisfied with the pathway. Include any notes especially if the subject was not satisfied)
<i>State the scenario and list the numeric pathway taken by the subject, including the interaction in brackets ()</i>	Satisfied: Y/N <Additional notes>
<i>Add rows as required.</i>	
Additional Feedback	
<i>List additional feedback here.</i>	

T2: Evaluate test results

Use the results of the testing process as well as the feedback that you recorded. Evaluate the information and summarise the key points. Include what adjustments and modifications need to be made in order to respond to the feedback.

Answers should be a minimum of 80 words but no longer than 200

T3: Finalise the design

Make the necessary adjustments and modification to your digital prototype.

Verbally confirm and obtain the final agreement on your finished designs from your trainer/assessor. Have your trainer/assessor sign and date in the section below, as an approval process.

Name and signature of person approving this stage of design process	Date of approval

Once completed, submit your work to your assessor for marking.

To be completed as part of the Assessment:

- Create plan for testing of interface design with sample users
- Conduct interface testing
- Record feedback received
- Evaluate test results
- Finalise design and obtain signoff

Physical evidence required:

These document/s are to be submitted to your Assessor for marking and any feedback actioned by you.

- **Finalised digital prototype** as a PDF with the following naming convention:
CUADIG402_AE01_Part04_Familyname_initial.pdf
- **Required components in assessment**

Part 5: Assessment Feedback

NOTE: This section must have the assessor signature and student signature to complete the feedback.

Assessment outcome

- Satisfactory
- Unsatisfactory

Assessor Feedback

- Was the assessment event successfully completed?
- If no, was the resubmission/re-assessment successfully completed?
- Was reasonable adjustment in place for this assessment event?

If yes, ensure it is detailed on the assessment document.

Comments:

Assessor name, signature and date:

Student acknowledgement of assessment outcome

Would you like to make any comments about this assessment?

Student name, signature and date

NOTE: Make sure you have written your name at the bottom of each page of your submission before attaching the cover sheet and submitting to your assessor for marking.