

Interactive Design (ID2)

CUFDIG506A – Design Interaction
ICAWEB501A – Build a Dynamic Website

Assessment Matrix



VICTORIA UNIVERSITY
MELBOURNE AUSTRALIA

Assessment Tasks

CUFDIG506A > Design Interaction
Brief 1 - Design Mobile Interfaces - Health App
Brief 2 - Design Responsive Interfaces - Video App
ICAWEB501A > Build a Dynamic Website
Brief 3 - Introduction to Dynamic Websites (understanding code & site architecture)
Brief 4 - Interactive Dynamic Portfolio (Wordpress Customisation)

CUFDIG506A > Design Interaction		Brief 1	Brief 2
Element	Performance Criteria		
1. Identify project requirements	1. Discuss concepts with relevant personnel to ensure that design briefs are fully understood	√	•
	2. Discuss with relevant personnel the purpose of the interactive media product	√	•

	3. Identify technical parameters of appropriate interactive media products, including format and delivery platform	•	√
	4. Identify target audience and user characteristics	√	•
2. Generate ideas for interaction	5. Research the delivery platform and analyse its potential for human-computer interaction	√	•
	6. Generate a range of ideas to broaden and deepen the range of user experiences	√	•
	7. Continuously evaluate new ideas and incorporate them as appropriate	•	√
	8. Consult relevant personnel to ensure that all possible options are considered	•	√
	9. Select a systematic approach that will meet creative, production and technical requirements specified in briefs	•	√
3. Draft interaction design specifications	10. Draft interaction design specifications for all interactive sequences	√	•
	11. Select sequences as prototypes and demonstrate prototype interactions using a wire frame	•	√
	12. Conduct usability test using appropriate testing techniques	•	√
	13. Use prototype to identify logical inconsistencies in design and to measure levels of user engagement	√	•
	14. Document all feedback and incorporate into design specifications	√	•
4. Finalise interaction designs	15. Re-evaluate interactions on the basis of prototype feedback	•	√
	16. Discuss and confirm additional requirements or modifications to the interaction design with relevant personnel	•	√
	17. Write final interaction design specifications to reflect all additional requirements or modifications	√	•
Critical Aspects of Evidence	Evidence of the following is essential: <ul style="list-style-type: none"> clearly documented and user-tested interaction design specifications for an interactive media product 	√	√

	<ul style="list-style-type: none"> ability to work effectively as a member of a design team well-developed understanding of the principles of interactivity from a user perspective. 		
Required Skills	<p>Communication, teamwork and literacy skills sufficient to:</p> <ul style="list-style-type: none"> interpret and clarify written proposals and creative briefs work collaboratively in a team environment present interactivity designs for discussion and feedback from team members and clients document clearly and concisely the interaction design for an interactive media product <p>Initiative, creativity and flexibility in the context of:</p> <ul style="list-style-type: none"> generating a range of ideas for deepening and broadening user experiences and interactions finding solutions to interactivity challenges finding ways to minimise the effect of technical constraints ensuring that interaction is intuitive and logical <p>Technical skills sufficient to:</p> <ul style="list-style-type: none"> create complex designs using storyboards, maps and other diagrams to specify the architecture and navigation of interactive media products construct wire frames <p>Self-management skills sufficient to:</p> <ul style="list-style-type: none"> meet deadlines provide appropriate and timely documentation 	√	√
Required Knowledge	<p>Industry knowledge, including:</p> <ul style="list-style-type: none"> roles and responsibilities of project team members, e.g. designers, content creators, information architects, programmers and coders sound understanding of the relationship between technical and creative aspects and requirements of interactive media projects issues and challenges that arise in designing 	√	√

	<p>interaction</p> <ul style="list-style-type: none"> technical parameters of various platforms and how these impact on the potential of interactivity <p>OHS standards as they apply to computers and environments in which testing may be conducted</p> <p>Sound understanding of the dynamics of human-computer interactions</p> <p>Typical formats and techniques for documenting interactivity designs</p>		
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ICAWEB501A > Build a Dynamic Website		Brief 3	Brief 4
Element	Performance Criteria		
1. Define and analyse technical requirements	1.1 Identify business requirements and appropriate standards	√	●
	1.2 Determine and document the purpose, expectations and functionality of the website	●	√
	1.3 Analyse the user-interface design requirements, including user needs, design principles and operating systems	●	√
2. Produce software design specifications	2.1 Produce a hierarchy of the website showing navigation	√	●
	2.2 Ensure content is logical and accessible to user	●	√
	2.3 Produce prototype of the user interface	●	√
	2.4 Determine and document the architectural requirements	√	●
	2.5 Design data storage requirements	√	●
3. Develop website	3.1 Create software components of the website	●	√

to the specified design	3.2 Test components of the website	•	√
	3.3 Integrate components to produce the web application	•	√
4. Test web application	4.1 Test website against the requirements	•	√
	4.2 Complete and document the design structure	•	√
	4.3 Obtain client feedback and adjust web applications as appropriate	•	√
Critical Aspects of Evidence	<p>Evidence of the ability to:</p> <ul style="list-style-type: none"> • analyse, design, implement and test a website to meet technical requirements • create efficient and effective code to meet technical requirements. 	√	√
Required Skills	<ul style="list-style-type: none"> • analytical skills to: <ul style="list-style-type: none"> ○ determine functional requirements ○ identify dynamic client and server-side requirements • communication skills to liaise with the client • initiative and enterprise skills to provide feedback and recommend the most appropriate technology solutions • literacy skills to: <ul style="list-style-type: none"> ○ follow documented instruction from a supplied guide ○ interpret workplace instructions and other technical documents ○ keep up-to-date with latest industry guidelines • planning and organisational skills to plan and organise the most appropriate solution • problem-solving skills to: <ul style="list-style-type: none"> ○ identify and rectify website functional problems ○ identify and resolve bugs in the code created ○ select the most efficient and effective algorithms • research skills to: <ul style="list-style-type: none"> ○ find solutions to encountered problems 	√	√

	<ul style="list-style-type: none"> ○ keep up-to-date with industry trends • technical skills to: <ul style="list-style-type: none"> ○ apply web programming concepts ○ create HTML and XHTML pages ○ create software in a variety of languages, including client and server-side languages • create aesthetically pleasing web pages • understand hypertext transfer protocol (HTTP). 		
Required Knowledge	<ul style="list-style-type: none"> • features of Internet technology • principles of analysis and design • programming control structures and object-oriented programming • web programming concepts, including: <ul style="list-style-type: none"> ○ authentication and web security ○ HTTP ○ session management ○ stateless programming. 	√	√