

BTEC Assignment Brief

Qualification	Pearson BTEC Level 1/Level 2 Tech Award in Digital Information Technology
Component number and title	1: Exploring User Interface Design Principles and Project Planning Techniques
Learning aim	B: Use project planning techniques to plan and design a user interface
Assignment title	The Project Plan
Assessor	
Issue date	
Hand in deadline	

Vocational Scenario or Context	<p>Young Digital Designer of the Year Award Project Plan and user interface</p> <p>You have passed the first test and it is now time to create a project plan and design specification that shows an initial design of the user interface that meets both user requirements and design principles.</p> <p>You have been asked to design a 'touch screen information system at Neoteric Stadium'. The system will be located in busy areas of the stadium in order to take the pressure from the main enquiry desk. The public will be able to obtain information about the stadium's facilities, including refreshments and public conveniences.</p> <p>The user interface should have:</p> <ul style="list-style-type: none"> • a 'dashboard' (the first screen the user sees) • information about the stadium's facilities • where to buy refreshments • location of public conveniences • a series of annotated maps of the Neoteric Stadium. <p>The touch screen interface should be:</p> <ul style="list-style-type: none"> • easy and quick to use • increased user attention /confidence/familiarity. <p>You have four weeks to complete the project and Neoteric Stadium have asked you to develop a project plan as the managers are concerned about the timings, cost and security issues of the touch screen information system.</p> <p>The project plan should contain:</p> <ul style="list-style-type: none"> • project planning methodology and tools to be used
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	<ul style="list-style-type: none"> • SMART aims/objectives • user requirements • accessibility needs • design specification.
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Task 1 – Part A	<p>The project plan</p> <p>Create a project plan making full and effective use of project planning techniques.</p> <p>Your project plan should include detailed:</p> <ol style="list-style-type: none"> 1. Project requirements: <ul style="list-style-type: none"> ○ the purpose of the user interface ○ the audience requirements and user accessibility requirements. 2. Task list. 3. PERT chart or critical path diagram. 4. Gantt chart <ul style="list-style-type: none"> ○ timescales for task and sub-tasks with key milestones including review points with users and when resources will be needed. 5. Mood boards/mindmaps. 6. Project constraints and potential risks that could affect the project. 7. A contingency plan. 8. The methodology you are going to use and a justification of why it is the most appropriate. <p>Make sure you include SMART aims/objectives in your project plan.</p>
Checklist of evidence required	<p>Project plan including detailed:</p> <ul style="list-style-type: none"> • task list • PERT chart or critical path diagram • Gantt chart • mood boards/mindmaps • project requirements • project constraints and potential risks • contingency plan • justification of the methodology used.
Task 1 – Part B	<p>User interface initial design</p> <p>Create a comprehensive initial design of the user interface.</p> <p>Your design specification will include:</p> <ul style="list-style-type: none"> • user requirements, audience, accessibility and purpose

	<ul style="list-style-type: none"> • input and output requirements • hardware and software requirements to create the interface • storyboards for at least four different screens • effective test plan outlining how you will test the user interface.
Checklist of evidence required	<p>Design specification that includes the following:</p> <ul style="list-style-type: none"> • user requirements • input and output requirements • comprehensive annotated storyboards of the user interface • hardware and software requirements • test plan.
Criteria covered by this task:	
Criteria reference	To achieve the criteria, you must show that you are able to:
B.2D2	Create an appropriate project plan for the design of a user interface which makes full and effective use of project planning techniques and create a comprehensive initial design that shows how it meets all user requirements.
B.2M2	Create an appropriate project plan for the design of a user interface which makes effective use of project planning techniques and create a detailed and considered initial design that shows how it meets most user requirements.
B.2P3	Create an appropriate project plan for the design of a user interface which makes relevant use of project planning techniques.
B.2P4	Create a detailed initial design that shows how it meets most user requirements.
B.1M3	Create a project plan for the design of a user interface which makes some relevant use of project planning techniques.
B.1M4	Create an initial design that meets some user requirements.
B.1P3	Create a project plan for the design of a user interface which makes limited use of some project planning techniques.
B.1P4	Create an initial design that meets some user requirements but is limited in most aspects.
Sources of information to support you with this Assignment	<p>The website provides information about project planning techniques relating to user interface design; http://www.blog.designn.org/udara/designing-user-interface-5-steps/</p> <p>This website provides an overview of the constraints and risks as applied to project planning;</p>

	http://www.dummies.com/web-design-development/site-development/what-are-the-constraints-of-web-page-design/
Other assessment materials attached to this Assignment Brief	n/a

Notes to the assessor (to be removed before distribution to learners):

<p>Approach to teaching and learning to support learners to 'get it right first time'</p>	<p>Pearson expects that before the assignment brief is distributed to learners they should have already:</p> <ul style="list-style-type: none"> • attempted formative assessment tasks that replicate important elements of the activities to be carried out in this assignment • received feedback on how they performed including what they did well and how they can further improve including both the quality of their work and the way they went about their work. <p>It would be most beneficial for learners to explore the individual elements of the assignment task before attempting to put them all together in a mock assessment.</p> <p>This will help learners to do their best first time and reduce the likelihood of learners needing to do a resubmission.</p>
<p>The scenario</p>	<p>The 'scenario' can be adapted to any situation that would allow the learner to carry learners to select and use a variety of project planning tools to plan out the different parts of their project. The learner will then put together a design specification that shows an initial design of a user interface that meets both user requirements and design principles.</p> <p>It's important that the initial design should show the designs for at least four different screens in their user interface. The scenario should allow the learner to design, create and refine a different user interface to meet a different set of user requirements.</p> <p>The teaching content focus on the project planning techniques, the creation of a project plan using appropriate software and an initial design.</p> <p>The assignment should provide a realistic vocational context for the learning aim. It would not be good practice to artificially force this assignment into a 'vocational role' that is either:</p> <ol style="list-style-type: none"> a) not realistic to the level of the learner/qualification b) not directly relevant to the qualification. <p>In this instance, the learner should have full access to suitable project planning software and interface design tools so that they have the opportunity to access Learning Aim B requirements.</p>
<p>The task</p>	<p>The task set is holistic and allows the learner to be assessed against what is a continuum of effectiveness. Therefore, learners should not be asked to complete separate tasks for each criterion.</p>

	<p>Evidence submitted must be produced by the individual learner, and not as a contribution as part of a team. This means the learner must carry out research into different planning tools and design methodologies that can be used to plan, monitor and execute projects. Select suitable project planning techniques to develop a project plan for the development of a user interface for the given brief and create an initial design using the design principles listed in section A3. For Learning aim C the learner will Develop and review a user interface.</p> <p>For this assignment, learners must have access to:</p> <ul style="list-style-type: none"> • a range of planning techniques and suitable project planning software. <p>Centres are encouraged to adapt the task providing the requirements of the assessments is maintained and are encouraged to use the Assignment Checking Service available to centres if they do so.</p>
<p>Evidence checklist</p>	<p>For this instance, a detailed project plan would allow the opportunity for the learner to make full and effective use of project planning techniques and SMART aims/objectives in the project plan.</p> <p>The design specification should show the initial design of a user interface and how it meets both user requirements and design principles.</p> <p>It is important that the evidence provided can be independently authenticated by both an Internal Verifier (IV) and a Standards Verifier (SV). It is, therefore, required that there is evidence of the investigation taking place.</p> <p>In this instance, there is no requirement for the learner to submit a Record of Activity (e.g. observation record or witness statement).</p>
<p>Sources of information to support you with this Assignment</p>	<p>Sources of information should directly support the learner to complete the assignment. Sources of information are not intended to form additional teaching and learning. Centres should ensure that all teaching and learning has been completed before distributing the assignment to learners.</p> <p>It is advisable that a mixture of theoretical sources and sources directly contextualised to planning, pitching and running an enterprise will give learners the best opportunity to achieve their best.</p>
<p>Other materials</p>	<p>This Authorised Assignment Brief does not include any materials to support learners.</p> <p>It is expected that learners produce their own evidence.</p> <p>Therefore, the provision of templates is not appropriate in this instance.</p>
<p>Your assessment decision</p>	<p>You will notice that the assessment criteria form a 'continuum of effectiveness'.</p> <p>Therefore, when assessing the learners work rather than assessing the achievement of each criterion separately you should start at the distinction criteria and work backwards to find the point at which the learner meets the targeted criteria.</p>