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	**C**: Develop and review a user interface
Assignment title	**Football Stadium Information System User Interface**
Assessor	
Issue date	
Hand in deadline	

Vocational Scenario or Context	It's now time to follow your plan and develop the information system at Football Stadium. The user interface should allow: • The public to obtain information about the stadium's facilities, including refreshments, the shop and public conveniences. The user interface should focus purely on the overall look and feel, and the user navigation methods.

Task 1 – Part A	**Develop the user interface** Follow your plan and create the user interface. The user interface should show how the user interface is appropriate for the intended device and the impact this will have on the user and show: • all features, including the overall look and feel • how the user inputs data • how the interface responds and will output to the user • how the user navigates around the user interface. All user interactions should match user expectations and the user interface should purely focus on the overall look/feel and the user navigation methods.
Checklist of evidence required	A comprehensive document with annotated screen prints that clearly demonstrate all features, how the user can input data and navigates and how the user interface will respond with outputs.
Task 1 – Part B	Now that you have developed the user interface. • obtain feedback from potential users

	• use the feedback to refine the user interface Document the changes made through each iteration to show how the changes made clearly improve the effectiveness and efficiency of the user interface.
Checklist of evidence required	Record of user feedback. Annotated screen prints of changes made through each iteration and how you have refined the user interface to improve the effectiveness and efficiency of the user interface.
Task 1 – Part C	**Final assessment** It's now time to assess the success of the user interface and the use of your chosen project planning techniques justifying decisions made. **1 User interface** The strengths and weaknesses of the user interface: • how well the user requirements have been met • how the user interface is easy to use and suitability for audience and purpose • how effectively the design principles have been met **2 Project planning techniques** The strengths and weaknesses of the project planning techniques: • how well the chosen project planning and methodologies met the needs of the task • project constraints and how they were overcome • lessons learned. **3 Improvements** The areas that could be developed to better meet audience needs/design principles.
Checklist of evidence required	A written document detailing their strengths and weaknesses of the user interface and project planning techniques justifying decisions made.

Criteria covered by this task:	

Criteria reference	To achieve the criteria, you must show that you are able to:
C.2D3	Use their plan to develop and refine an effective user interface that shows all features and assess the strengths and weaknesses of their user interface and project plan, justifying decisions made.
C.2M2	Use their plan to develop and refine an effective user interface that shows most features and analyse the strengths and weaknesses of their user interface and project plan, discussing decisions made.

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C.2P5	Use their plan to develop and refine an appropriate user interface using feedback to make some changes.
C.2P6	Explain the strengths and weakness of both their user interface and project plan, summarising decisions made.
C.1M5	Use their plan to develop and refine a user interface that shows limited features using feedback to make limited changes.
C.1M6	Describe strengths and weakness of both their user interface and project plan with some examples of each.
C.1P5	Use their plan to develop a user interface that shows limited features and does not take into account user feedback.
C.1P6	Identify one strength and one weakness of both their user interface and project plan.
Sources of information to support you with this Assignment	These websites provide guidance regarding the development of effective user interfaces: http://web.cs.wpi.edu/~matt/courses/cs563/talks/smartin/int_design.html https://www.usability.gov/what-and-why/user-interface-design.html
Other assessment materials attached to this Assignment Brief	*E.g. worksheets, risk assessments, case study.*

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

Approach to teaching and learning to support learners to '*get it right first time'*	Pearson expects that before the assignment brief is distributed to learners they should have already: • 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. 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. This will help learners to do their best first time and reduce the likelihood of learners needing to do a resubmission.
The scenario	The 'scenario' can be adapted to any situation that would allow the learner to carry out research on how to develop the user interface and review the success of the user interface and the use of their chosen project planning techniques. The development of the user interfaces is critical, the user interfaces should provide sufficient coverage of Learning Aim C, Teaching content and focus on the development and refinement of the user interface should show all features and assess the strengths and weaknesses of the user interface and project plan, justifying the decisions made. The assignment provides 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: a) not realistic to the level of the learner/qualification b) not directly relevant to the qualification. In this instance, the learner should have full access to pre-defined user interfaces and the software required to develop the user interface to provide the learner with the opportunity to access Learning Aim C requirements.
The task	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. Evidence submitted must be produced by the individual learner, and not as a contribution as part of a team. This means the learners must carry out research on different types of user interfaces used by individuals and organisations, analyse the varying needs of the audience and how these affects both the type and design of the interface and how design principles provide both appropriate and effective user interaction with hardware devices. The development of the user interface should support the evidencing of the tools used and features of the user interface. The features of the user interface are listed in section C1. The refinement of the user interface as listed in C2, would also support the evidencing.

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	The review of the success of the user interface and the use of their chosen project planning techniques is listed in C3.
	For this assignment, learners must have access to:
	The software tools required to develop the user interface.
	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.
Evidence checklist	For this instance, a report with annotated print screens of the user interface and refinements would allow the opportunity for the learner to provide evidence on how they have use their plan to develop and refine an effective user interface that shows all features and assess the strengths and weaknesses of the user interface and project plan, justifying decisions made.
	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.
	In this instance, there is no requirement for the learner to submit a Record of Activity (e.g. observation record or witness statement).
Sources of information to support you with this Assignment	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.
	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.
Other materials	This Authorised Assignment Brief does not include any materials to support learners.
	It is expected that learners produce their own evidence.
	Therefore, the provision of templates **is not appropriate** in this instance.
Your assessment decision	You will notice that the assessment criteria form a 'continuum of effectiveness'.
	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.