91901 Apply UX Principles

|  |
| --- |
| Marksheet Key |
| **N** | Not Achieved / No evidence | **O** | On track | **X** | Removed from standard |
| **A** | Achievement | **I** | Incomplete / Insufficient | **V** | Void |
| **M** | Achievement with Merit | **P** | Partial evidence | **C** | Withdrawn |
| **E** | Achievement with Excellence | **Y** | Evidence seen / complete | **R** | Resubmission |

|  |  |
| --- | --- |
| **Name:** |  |
| **Email:** |  |
| AS | 91901 | Level | 3 | Credits | 3 |
| **Grade** | **Comment** |
|  |  |
| **Date:** |  | **Assessor:** |  |

|  |  |
| --- | --- |
| **Category** | **Result** |
| Work Link (Submitted Folder) |  |
| Return Feedback |  |
| Submitted |  |
| 3.2 Apply user experience methodologies to develop a design for a digital technologies outcome |  |
| Achievement |  |
| Apply user experience methodologies to develop a design for a digital technologies outcome involves: |  |
| explaining the purpose of the digital technologies outcome |  |
| explaining the requirements of the end users |  |
| investigating relevant user experience methodologies |  |
| applying user experience methodologies to generate a range of design ideas  |  |
| explaining the appropriateness of a chosen design  |  |
| modelling and testing the design idea |  |
| explaining relevant implications |  |
| Merit |  |
| Apply user experience methodologies to develop an informed design for a digital technologies outcome involves:  |  |
| effectively using data gained from modelling and user testing to improve the design |  |
| evaluating how user experience methodologies were used in developing the chosen design |  |
| evaluating how the chosen design addresses relevant implications |  |
| Excellence |  |
| Apply user experience methodologies to develop a refined design for a digital technologies outcome involves: |  |
| justifying the choice of user experience methodologies used to develop the chosen design |  |
| justifying that the chosen design is suitable for the purpose and end users |  |
| justifying how the chosen design might be further developed in the future |  |
| user experience methodologies could include: |  |
| user research |  |
| usability evaluation |  |
| information architecture |  |
| user interface design |  |
| interaction design |  |
| visual design |  |
| content strategy |  |
| accessibility. |  |
| Relevant Implications |  |
| social |  |
| cultural |  |
| legal |  |
| ethical |  |
| intellectual property |  |
| privacy |  |
| accessibility |  |
| usability |  |
| functionality |  |
| aesthetics |  |
| sustainability and future proofing |  |
| end-user considerations  |  |
| health and safety implications. |  |