



Task 3 Part A – Gathering Feedback to inform Future Development



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Indicative Content - Points to include Effective Feedback Materials

Screencasts

- Demonstrate prototype (technical and non-technical)
- Collect feedback during/after watching (questionnaire, interview notes)

Questionnaires

- Open and closed questions for diverse feedback
- Different sections for different audiences
- Relevant questions for targeted feedback

Observation Records

- Users' product interaction
- Identify 'pain points'
- Types of observation (structured, unstructured, participant)

Paired Coding Review Records

- Technical review by an experienced coder
- Identify non-testing issues (efficiency, commenting, code structures, alternatives)

Indicative Content - Points to include Different Audiences

Diverse Audiences for Feedback

- Ages and abilities range
- Programming professionals
- Potential users

Additional guidance – judgments should be made based on the quality of the materials and not just the quality of the feedback e.g. is the feedback good because the materials ensured it would be of high quality and not because the test user knew how to give good feedback.

Indicative Content - Points to include

Effective Feedback Tools

Meaningful Feedback

- Graphs and quantitative data

Measurable Feedback

- Specific metrics for re-testing (e.g., rating out of 10)
- Clear and specific improvements (e.g., 'Add a dark mode')

Complete Feedback

- Focus on specific aspects as required
- Covers all relevant aspects
- Systematic coverage of the solution

Consistent Feedback

- Consistent data collection approach (e.g., guidance/form)
- Follow-up questions/interviews to ensure response validity

Assessment Focus	Band 1 (1-3 Marks)	Band 2 (4-6 Marks)	Band 3 (7-8 Marks)	Band 3 (9-12 Marks)
Effectiveness of materials to support the feedback process	The materials would allow for the gathering of limited quality feedback for different aspects of the developed prototype	The materials would allow for the gathering of adequate quality feedback for different aspects of the developed prototype	The materials would allow for the gathering of good -quality feedback for different aspects of the developed prototype	The materials would allow for the gathering of high -quality feedback for different aspects of the developed prototype.

	Band 1 (1-2 Marks)	Band 1 (3-4 Marks)	Band 3 (5-6 Marks)	N/A
Use of appropriate feedback tools to support the gathering of effective feedback	The use of the tools has resulted in feedback that provides some opportunity for evidence-informed further iteration	The use of the tools has resulted in feedback that mostly provides the opportunity for evidence-informed further iteration.	The use of the tools has resulted in feedback that consistently provides the opportunity for evidence-informed further iteration.	N/A
Effectiveness of communication	Quality of communication is only sometimes effective for both technical and non-technical audiences as a result of limited use of appropriate techniques, methods and formats Limited use of technical language that is appropriate for the intended audience	The quality of communication is mostly effective for both technical and non-technical audiences as a result of the use of mostly appropriate techniques, methods and format The use of technical language that is mostly appropriate for the intended audience	The quality of communication is fully effective for both technical and non-technical audiences as a result of the consistent use of appropriate techniques, methods and formats The use of technical language that is consistently appropriate for the intended audience	N/A

Detailed Indicative Content



