

# *Standards and Assessment Guide*

## **Mobile Applications Development**

# Introduction

Welcome to the Standards and Assessment Guide (SAG), a comprehensive resource designed to support excellence in assessment practices for all skills competitions hosted at the WorldSkills Competition. A key component of the SAG is the commitment to continuous improvement through ongoing review, ensuring that these guides consistently reflect the latest industry innovations and high standards of assessment in an open and transparent manner.

## Purpose

The primary purpose of this guide is to provide a structured framework for the consistent and fair assessment of each skill competition. It aims to ensure that all assessments are conducted with a high degree of accuracy, reliability, and validity, and reflect global industry standards. By adhering to these guidelines, assessors can maintain the integrity of the competition and uphold the high standards associated with WorldSkills.

Note: this guide is not a replacement for the Marking Scheme and should only be used as a reference when required during the assessment process. Competitors are not allowed to have a copy of this SAG in the workshop in either digital or paper form.

## Scope

This document covers general assessment practices applicable to a diverse range of industry sectors including:

- Manufacturing and Engineering Technology
- Information and Communication Technology
- Construction and Building Technology
- Transportation and Logistics
- Social and Personal Services
- Creative Arts and Fashion

Each skill competition has its unique requirements and benchmarks, which are detailed within sections of this guide. The consistency of assessment across each skill is the overarching principle, ensuring a unified approach to evaluating Competitor performance to the highest standards.

# Key Components

The guide is structured into several key components, each addressing critical aspects of the assessment process:

## 1. Assessment Principles and Objectives

- Emphasis on fairness, transparency, and objectivity in assessments.
- Alignment with global industry standards and best practices.

## 2. Assessment Methods and Tools

- Description of various assessment methods in Measurement and Judgement
- Guidance on the application of appropriate assessment tools and equipment (if applicable).

## 3. Criteria and Benchmarks

- Examples of assessment criteria and aspects for each skill, outlining the expected competencies and performance standards.
- Benchmarks for different levels of proficiency i.e. Judgement award range 0, 1, 2, 3 or Yes / No criteria alongside clear measurable descriptors.

## 4. Expert assessment requirements

- Completion of the Access Programme
- Approved Curriculum Vitae (CV)
- Reaching 100% Expert preparedness
- Full participation of online and in-person Mandatory Assessment Training (MAT)
- Completion of practical assessment testing at the Competition

## 5. Quality Assurance and Improvement

- Mechanisms for monitoring and evaluating the assessment process.
- Strategies for continuous improvement and feedback incorporation.
- Ongoing periodic review of the assessment process

## Implementation

For effective implementation, this guide should be used for guidance purposes only and in parallel with the Technical Description for each skill. Experts are encouraged to familiarize themselves thoroughly with both the general guidelines and the particular requirements of their respective skill areas. Collaborative efforts between the Skill Management Team, Experts, and Competitors are vital for achieving the ultimate goal of global skills development.

## Conclusion

The Standards and Assessment Guide embodies the commitment of the WorldSkills movement to nurturing talent and promoting the highest standards of vocational education and training worldwide. By providing clear and comprehensive guidance, we aim to empower Experts to conduct marking and assessment practices that are not only rigorous and equitable but also inspiring and transformative for all participants.

Thank you for your dedication to upholding these standards and contributing to the success of the WorldSkills Competition. Together, we can continue to champion skills excellence and celebrate the achievements of talented individuals from around the globe.

## Skill 08 – Mobile Applications Development

### Measurement

Measurement is used to assess accuracy, precision, and other performance that can be measured objectively. It is used where ambiguity must be avoided. The total marks allocated to measurement marking may vary from competition to competition depending on the Test Project.

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- The total marks over the 4 modules are 85.
- Measurement marking in TOTAL is 85% of the overall score.

Aspect	WSOS section as per TD	Question	Descriptor	Points/marks
The size, shape, colour and other styles of the login button are consistent with the wireframe.	05	The competitor is provided with a wireframe that he/she needs to follow. According to the description of the Test Project, the competitor needs to make the login button the same as the wireframe.	Deduct 0.5 for each difference 0.5	2
Click the filter icon, corresponding product information is shown accordingly.	05	The competitor is provided with the product data, and each product corresponds to a category. Click the filter icon, only the corresponding product information should be shown.	Need to be completely correct.	2
Correct use of the App entry icon	05	The competitor is provided with the icon in a specific format as the development material, which the competitor needs to apply the material to the App as its entry icon.	The use of icon in the App is consistent with the Test Project.	2

## Judgement

Judgement is used to assess the quality of performance about which there may be small differences of view when applying the external benchmarks.

The Resources section in the table below is for all kind of resources: a link to a YouTube video or a website, a picture, a reference to a book, etc. It needs to be as detailed as possible.


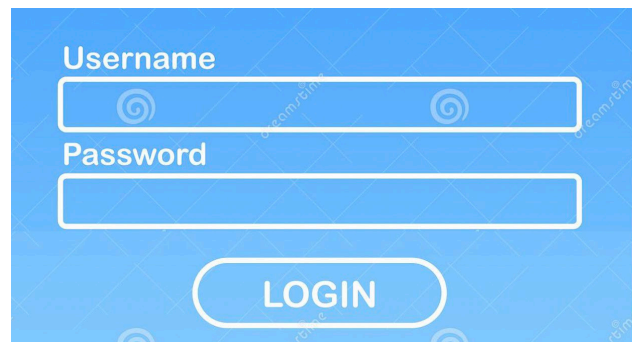
### Generic rules:

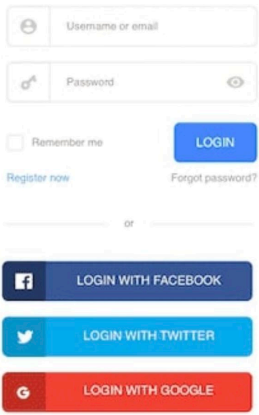
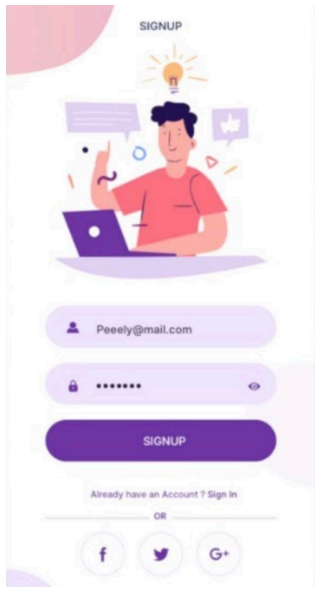
The assessment group comprise three Expert + 1 Expert. It is forbidden for Experts to assess their own compatriot Competitor.

The deviation of the three Experts may not exceed ONE mark: As long as the three Experts judge within 1 mark, the result can be determined for entering into CIS. If Experts have a larger deviation than 1, there must be brief discussion referenced to the descriptors, and a new vote.

- The total marks over the 4 modules are 15.
- Judgemental marking in TOTAL is 15% of the overall marks.

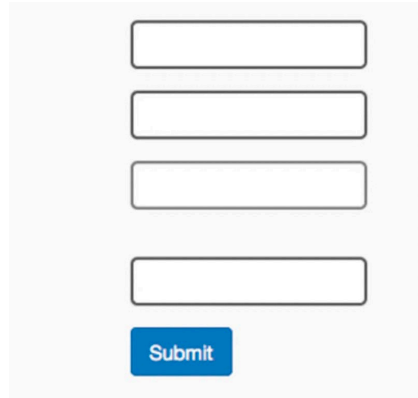
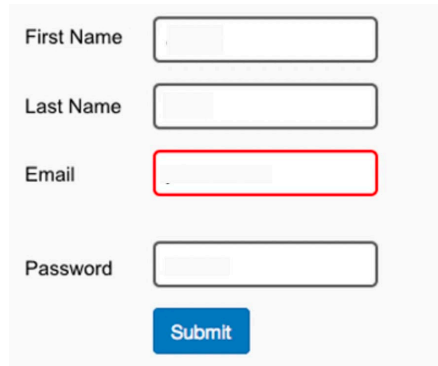
## Aspect Login and Registration Page Design

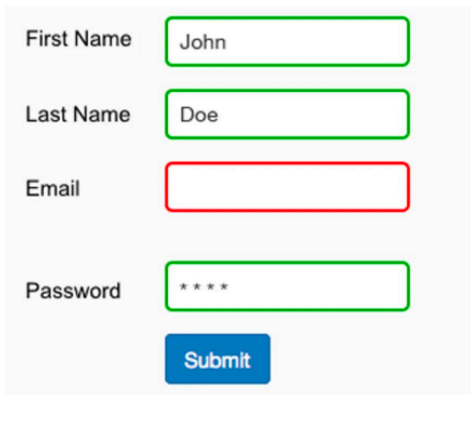

WSOS section as per TD	Points	Descriptor	Resource
03	0	It looks like it is not designed, and some necessary elements are missing. For example: no login button on the login page; the registration page is lack of required interface elements.	
	1	The basic elements of the login & registration page meet the fundamental requirements of the Test Project. For example: the login page has ID, password, login button elements; the registration page has ID, password, repeat password, button elements	

2	<p>Meet the objective requirements of the login &amp; registration page and adds some thoughts on convenient operations. For example: Facebook login is added to the login page, and practical elements such as the check box to remember the password are added.</p>	 <p>A login page design featuring a white background. At the top, there are two input fields: 'Username or email' and 'Password'. Below the 'Password' field is a 'Remember me' checkbox and a 'LOGIN' button. There are links for 'Register now' and 'Forgot password?'. Below these, there is a section for social media login with buttons for 'LOGIN WITH FACEBOOK', 'LOGIN WITH TWITTER', and 'LOGIN WITH GOOGLE'.</p>
3	<p>The login &amp; registration page is of delicate quality and unique style. For example: the page effect is amazing</p>	 <p>A signup page design featuring a white background. At the top, there is a 'SIGNUP' title. Below it is an illustration of a person sitting at a laptop with a lightbulb above their head. There are two input fields: one for email (containing 'Peeely@mail.com') and one for password (containing '*****'). Below these is a 'SIGNUP' button. At the bottom, there is a link 'Already have an Account ? Sign In' and social media icons for Facebook, Twitter, and Google+.</p>



## Aspect App—App Usability

WSOS section as per TD	Points	Descriptor	Resource
03	0	Registration function is not usable	
	1	Registration function is barely usable	

	2	Registration function is complete	 <p>First Name <input type="text" value="John"/></p> <p>Last Name <input type="text" value="Doe"/></p> <p>Email <input type="text"/></p> <p>Password <input type="password" value="****"/></p> <p><input type="button" value="Submit"/></p>
	3	Registration function is completed, and the user experience is very good	 <p>First Name <input type="text" value="John"/> ✓</p> <p>Last Name <input type="text" value="Doe"/> ✓</p> <p>Email <input type="text" value="john@email"/> ✗ please enter a valid email</p> <p>Password <input type="password" value="****"/> ✓</p> <p><input type="button" value="Submit"/></p>