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COMMON ASSESSMENT TASK

Level 2 Digital Technologies and Hangarau Matihiko 2020

91899 Present a summary of developing a digital outcome

Credits: Three

Achievement Criteria		
Achievement	Achievement with Merit	Achievement with Excellence
Present a summary of developing a digital outcome.	Present an in-depth summary of developing a digital outcome.	Present a comprehensive summary of developing a digital outcome.

Type your School Code and 9-digit National Student Number (NSN) into the header at the top of this page. (If your NSN has 10 digits, omit the leading zero.)

Answer all parts of the assessment task in this document.

Your answer should be presented in 12pt Arial font, within the expanding text boxes, and may only include information you produce during this examination session.

You should aim to write between **800–1500 words** in total.

Save your finished work as a PDF file with the file name used in the header at the top of this page ("SchoolCode-YourNSN-91898.pdf").

By saving your work at the end of the examination, you are declaring that this work is your own. NZQA may sample your work to ensure that this is the case.

You may only access the digital outcome and Common Assessment Task. Internet access is not permitted.

Excellence

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INSTRUCTIONS

Read all parts of the assessment task before you begin.

Choose any digital outcome that you developed during the year.

Type your chosen digital outcome in the space below:

Website.

(Online games vending platform)

Begin your answers on page 3.



ASSESSMENT TASK

- (a) (i) Describe your chosen digital outcome.

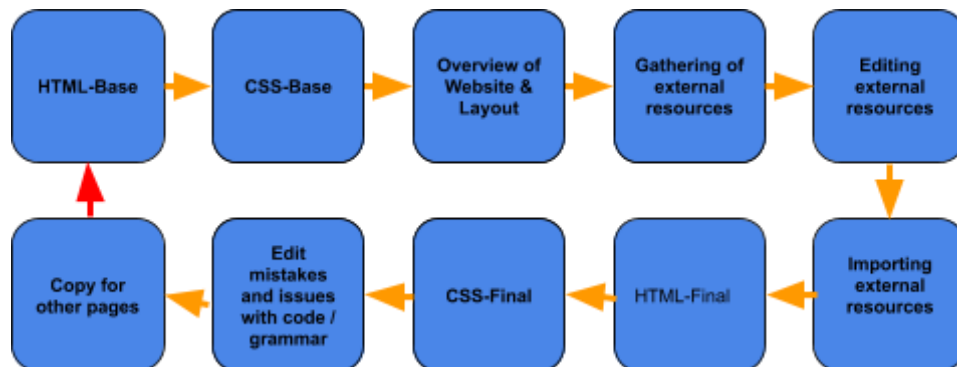
I have created an online digital outcome in the form of a website, this website is aimed at providing a games vending platform to users around the web. This is specifically targeted at young gamers as they are the ones who would benefit from this alternative service compared to larger corporate platforms such as steam or epic games.

This outcome was coded in with HTML and CSS while using websites such as stack overflow and github as they can be used for research techniques. Free stock images from pexels to maintain a neat aesthetic around the website. The images were edited with photoshop to best fit the website.

(ii) Explain the reasons for some of the decisions that you made during the development process for your chosen digital outcome, with regards to:

- the sequencing of key tasks in the development of the digital components
- the selected methods chosen to address requirements.

Listed below is a simple diagram of my development process and how my thought process was during the development of the website. Specific tasks have been highlighted. during this process it was important that the development was as efficient as possible.



Because of this I decided that the skeleton for the HTML and CSS documents were created for the website. Before the primary features were added. This allowed me to focus on specific areas of the website as it was being developed.

By taking time to focus on external resources such as images and difficult coding techniques it greatly improved the quality of my outcome as I planned to give myself dedicated time to research both of these. without the dedicated research time I may not have found the websites such as pexels, or stack overflow. allowed me to meet my criteria much more effectively as I could design the layout and colour scheme in line with these advanced HTML techniques and images.

In the future I would change the way the HTML and CSS were worked on, by setting up the initial base it allowed for flexibility in the design when researching external resources, however due to my focus only being drawn into one part of the HTML code such as the navigation bar or other areas it led to my focus only being applied there which delayed other areas of the website leading to some rushed work towards the end.

- (b) (i) Identify at least two of the requirements of your chosen digital outcome and discuss how you addressed them.

Two requirements out of the four I set out for myself when developing this outcome were. Visibility appealing and a simple layout.

A visually appealing website was a priority as an unattractive website pushes people away instead of using the service the website provides. Because of this it was important that my outcome was created with its aesthetics in mind. To make sure the website was appealing during my research and development leading up to the creation of the website many students were asked on a large variety of colours and designs that they would like the most, from this I was able to base my websites design and colours off of it. Following this online colour picking websites were also used to help determine any other supporting colours for the website if they were needed.

The simple layout of the website was also important as it also ties into the heuristics of accessibility which was important to the aim of my website, if the website was not functional then people would again be pushed away from the website and would not want to use the service it provides. To avoid this a similar method to the previous requirement was used, this meant that the most desirable layout in terms of accessibility or style could be selected, the most popular for all of these factors was a centerline based website. coding in the main portion was only basic HTML which meant it was simple to get the desired look. This layout provides adequate view of the navigation bar images and games without obstructing or making it feel cluttered.


- (ii) Discuss how your chosen digital outcome addressed TWO of the following relevant implications:

- legal
- accessibility
- intellectual property
- health and safety.

Legal

It is important to address the legal implications as breaching this could result in severe penalties for me as a developer and to the owners of the website. One way this might be breached is through images, if random images that were selected off of the internet are taken then the curators and owners of those images can take legal action against my website. To avoid this free stock images from pexels were used as they do not require attribution unless explicitly asked by the curator and are free to use publicly under their copyright rules. This meant that my website doesn't have to worry about copyright breaches for its images as long as the guidelines for the images are followed.

The Accessibility of the website is also important, this is due to the users themselves, if this were not addressed then the website wouldn't be as functional to normally skilled users and especially difficult for less abled people. to make sure that my website was accessible to the largest audience possible all aspects were looked over in where people could struggle. To make sure my outcome could be used by colour blind users the website's colour layout was checked how compatible it was for people with this issue. To also make sure the elderly and the dyslexic could use the website all text was kept



in a simple font with large enough letters to easily read that were clear and concise to what they meant. Because of this the digital outcome should be simple to use for most people using the internet as It meets simple design requirements in mind of those with disabilities or other issues.

(c) You followed a development process to achieve your chosen digital outcome.

(i) Evaluate the decisions you made in the development process for your chosen digital outcome.

During the development process it was important that I made key decisions in order to maintain an efficient development of the website.


When designing and developing the web outcome it was important that I had an efficient way to code and work with HTML5. To do this I researched for roughly an hour on online forums. This led me to find and use Atom.io as my IDE as it not only has a fully customizable layout and styling making it comfortable to work with but also uses colour coding for tags and gives prompts for text making the coding process simpler to develop the outcome.

The layout of the website was important as it needed to be useable for all users of the website, this meant that throughout the development process how the layout would affect users was taken into consideration, out of the three proposals the feedback from the stakeholders leant towards a more centralised layout rather than a standardised holy grail or right hand layout. Because of this it was then applied to the website.

During the development process stock images were used throughout the website, this is mainly due to copyright laws and useability. As these stock images were hosted on pexels they were free to use and to be changed at will with minor attribution needing to be paid to the photographer. this was most desirable as it meant use of these images would result in breach.

Photoshop was used as an image editor for the stock images, this is mostly due to photoshop being a readily available tool that comes freely installed on school devices which allows for quick and simple editing of the image without having to download a similar tool from the web.

An issue when developing the website was the location of the source file of the outcome as the website was being worked on. This was an issue as one version was stored on the desktop while the other was stored on a USB, both were intended to be used as a failsafe in case anything happened to either source files. This issue became more prominent as at times I did not know which was the most up to date variant which decreased efficiency. Next time it would be wise to use a cloud based service as the back up such as google drive or the schools r/drive.

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- (ii) Discuss what you could have done differently for the digital components to improve your chosen digital outcome.

Throughout the design and development process there were many implications that could have been done differently in order to maximise efficiency and productivity.

Using other software while developing would have given a different result, by using Atom.io as my IDE I gave myself a much simpler time at coding as it colour codes tags and fills in code for you. This is much nicer to use than other IDE's such as notepad++ which does not help the user when working, and dreamweaver which isn't as flexible as Atom.

For picture editing adobe photoshop was used, this is not because photoshop is one of the best commercial editors around but rather convenience. All school computers come with photoshop downloaded and thus makes it optimal for quick edits to stock images in order best suit my website. Because of this it negated having to download tools like paint.net or gimp which do the same job but are not pre installed on the workspace.

When testing the website on a web browser it was important to use different browsers to see how much the code changed on them, for this I use Mozilla as my web browser. This was due to the use of HTML5 and CSS in Mozilla as it is different to Microsoft Edge and chrome and shows flaws in code when certain items don't materialise. Any other web browser could have been chosen such as Chrome or Edge to achieve similar results.

One area in which I would change for the future is the use of HTML and CSS in iterations, due to the gaps in knowledge of HTML and CSS using websites like stack overflow and github were very useful to create a more complex website. however by creating one part of the website at a time (in an iteration) it left overlapping lines of code that caused many issues towards the end. In the future it may be wise to further research HTML techniques on these websites before adding them in.

Excellence Exemplar 2020

Subject	Digital Technologies	Standard	91899	Total score	08
	Grade score	Annotation			
	E8	<p>The candidate presented a comprehensive summary of the development of the digital outcome and evaluated decisions made in great detail, not only explaining what was done, but also including the reasoning behind choices made and how the outcome could be improved.</p> <p>Overall, the response met the requirements of all aspects of the standard.</p>			