

## Assessment Specification IFB103: Reflective Design Activities logbook

This assessment is worth 40% of your final grade for this unit and is broken into two parts detailed below. **A second document will be released in week 9 specifying the deliverables for the week 13 submission of your Design Activities logbook.**

Submission Elements	Marks Allocated
<b>Week 8 submission – Design Activities logbook for weeks 2-3 &amp; Design Challenge 1</b>	20%
<b>Week 13 submission – Design Activities logbook for Design Challenge 2</b>	20% (40%)

### Design Activity Logbook Assessment Description

You are to maintain a scrapbook of your designs, with comments about what the design purpose was, and what design decisions were taken. Weekly assessed items will be posted and significant work will be conducted on these during workshops.

**You must make weekly entries in this scrapbook, clearly showing the date of entry.** Please include all of your efforts. These may take the form of sketches, cut-outs from magazines, sampled pictures, Photoshop outputs, storyboards, anything that inspires you, and any relevant visual design element related to each design challenge. You must also record design decisions and the reason for that decision.

**You will submit this sketchbook at the end of each design challenge. This will happen in week 8 and week 13.**

More on these items can be found in the weekly workshop activities made available on Blackboard. We will check up on your design Logbook in week 3 and you will submit your Design Activities Logbook in week 8. Marks are given for each design challenge, but **the purpose of the sampling in week 3 is to give you feedback and an opportunity to improve your reflections.**

See the Criteria Reference Assessment sheets for details about the marking scheme applied for the Design Activities Logbook.

In your entries, ensure that you show the date of entry. Show weekly entries for each of the design challenges:

- Week 2-3: Exposure to Design Techniques and research task
- Week 4-8: Design Challenge 1: Mobile App/Mobile Game Design Challenge
- Week 8-13: Design Challenge 2: Business/societal Design Challenge

### Logbook hints

In your logbook, show your interim sketches, your reactions to them and how you selected the most appropriate combination to develop further. If you have rejected a design or a design idea, note that down and state why that design element was rejected.

### Teamwork hints

If you would like more support in forming your teamwork related written submissions, some guidance is provided below.

- What could you do to become a more effective team member?
- Were you an effective time manager, delivering quality products on time?
- If not, what should you have done to achieve that outcome?

For each design challenge, setting common goals and agreed behaviour is essential. There will be creative conflicts as you discuss potential designs – these conflicts are good. There may be destructive conflicts, where some individuals seek to deflect their non-performance through aggression. Do not tolerate such behaviour and advise the learning facilitator as soon as such destructive behaviours occur. When reflecting on the team, ask questions such as:

- What the team does in terms of reconciling conflict and undertaking negotiation of roles and responsibilities?
- What issues are emerging in team or individual performance and how you and the team resolve these issues?
- How can the members of the team become more focused and committed to delivering the outcomes on time and to the expected quality?