

# Year 7 Assessment Notification



<b>Subject:</b>	<b>Digital Technologies</b>
<b>Task:</b>	<b>App Design</b>
<b>Due Date:</b>	<b>8:45am Tue 5 November 2019 (Term 4, Week 4)</b>
<b>Weight:</b>	<b>50%</b>

## Content of the Task

You are required to demonstrate your understanding of digital systems by designing an app proposal addressing a real-world problem of your choice. This will be presented in the form of a video and poster.

## Requirements of the Task

### Task Overview

You will be working in **groups of 2 or 3** to design an app (not implement), including some in-class activities to guide you through the process. Your group is required to submit (via a Google Form):

- A short video (2-3 mins) explaining the main purpose and benefits the app
- An App Design Poster covering the design of the app

### Guidelines / Constraints

- You are required to choose a **real-world problem** that your app will help address. It must be appropriate. If you are unsure, you should consult your teacher. (Your teacher will provide a list of possible ideas if you need help deciding.)
- A problem may be framed as a way to make the most of an **opportunity or event**
- A **maximum of 3 screens** should be used for the entire app
- Your video and poster must include **appropriate content** consistent with our CGS Student Policies
- We are assessing the quality and substance of your work, not quantity or word count
- The implementation of the app (blocks) is not being assessed. We are only looking at the screen design (e.g. layout and navigation between screens).
- To present your screen prototypes in a digital format, it is recommended that you use PPT, Google Slides or Thinkable

### Deadlines

- A problem definition needs to be submitted to your teacher **before the end of Week 9**
- An app description and video outline needs to be submitted **before the end of Term 3**
- A sketch of screens displaying inputs/outputs needs to be submitted **before the end of Term 3**
- Screen prototypes and navigation needs to be submitted **before the end of Week 1 in Term 4**

### Short video (2-3mins)

Cover the following:

- The real-world problem you are addressing
- The target audience of your app
- How your app helps to address the problem
- The benefits of your app
- **Make it clear, concise and engaging**

### App Design Poster

Include the following sections:

- *Inputs*: What data will be entered or accessed by the app?
- *Outputs*: What data will be displayed or produced by the app?
- *Processing (Algorithms) and Storage*: What will the app do, what data is stored, and how is it all done?
- *User Experience*: Screen Prototypes and Navigation

There will be a template and example poster provided in class.

## Marking Criteria

**NOTE: This is a group task, and it will be marked on a group basis**

Criteria	Below Standard 0-2	At Standard 3-4	Above Standard 5-6	Marks
<b>Content (Video)</b>	Details are vague, unclear and/or incomplete, only evidencing a limited understanding.	All required information (i.e. problem, audience, benefits) is included demonstrating a broad and general understanding.	All required information (i.e. problem, audience, benefits) is included, demonstrating a comprehensive and in-depth understanding, and able to selectively emphasise the most significant content.	/ 6
<b>Communication (Video)</b>	Video is difficult to follow and understand, lacking any elements to engage viewers.	Video presents well, its message can be readily understood, and it attempts to engage viewers.	Video presents a clear and pointed message, creatively and persuasively engaging viewers.	/ 6
<b>Content (Poster)</b>	Details are vague, unclear and/or incomplete, only evidencing a limited understanding.	All required information (i.e. Inputs/Process/Outputs, User Experience) is included, demonstrating a broad and general understanding.	All required information (i.e. Inputs/Process/Outputs, User Experience) is included, comprehensively and highly detailed, clearly and concisely.	/ 6
<b>Communication (Poster)</b>	Poor use of structure, language, visual elements and grammar.  The poster lacks elements to engage readers, and is difficult follow.	Effective use of structure, language, visual elements and grammar.  The poster is presented well, and engages in a general and functional way.	Fluent use of structure, language, visual elements and grammar.  The poster is appealing and highly engaging, demonstrating creativity.	/ 6
<b>User Experience (Poster)</b>	User interface and layout is poorly designed, unappealing and/or is not easy to use.	User interface and layout design is functional, so that the app is readily usable, with some attempt to make it appealing and intuitive.	User interface and layout is very well designed, so that the app is appealing and highly intuitive, with thoughtful consideration of component location and appearance, as well as sequence of processes.	/ 6
<b>Total Marks (Out of 30)</b>				

### Student Outcomes

**ACTDIP026** Analyse and visualise data to create information

**ACTDIP027** Define and decompose real-world problems

**ACTDIP028** Design the user experience of a digital system

**ACTDIP031** Evaluate how student solutions and existing information systems meet needs

**ACTDIP032** Plan and manage projects that create and communicate ideas collaboratively online