Task 1 Activity B – The Design – The Visual/Interface Design

Indicative content and marker guidance

The design should provide details of the solution that is to be implemented by the student. The designs should be usable by third party to implement the intended solution.

- layout and white space may include:
  - clear 'zones' which allow user to focus on specific content
  - Space between lines to aid readability.
  - related information is close together but do not encroach on each other
  - sensible breaks/separation of information to avoid overload
  - details of reactive layouts to suit different screens/devices (e.g. mobile and desktop version)
- visual hierarchies may include:
  - Sensible and appropriate use of sizing if information/items to help optimize user information
  - Order of design elements (e.g. orders in navbars and menus) to signify significance or 'route' through information
- common conventions include:
  - Include details of common design features which may include (but not limited to):
    - Common/recognizable icons (e.g. house = home)
    - Placement of navigation item (top or left)
    - Use of 'hamburger' button/collapsible menus for mobile layout.

General 'good' design features to consider:
- Clear branding
- Aesthetic and minimalist design
- Help and documentation
- Feedback- give good error messages, actions need reactions- things to consider error prevention, auto detection of errors, clear error notification and possible hints solving problems
- Use of imagery and other media to aid accessibility and understanding.
- Avoiding inclusion of information which is irrelevant or rarely needed.
- Ensuring good user experience through appropriate content and design.

Contextual considerations may include:
- Dashboard for key information
- Use of text, images, maps, graphs etc to make as appropriate to make information more accessible and relevant (e.g. advice would need to be textual, but weather data could be provided in different formats)

Assessment focus	Band 0	Band 1	Band 2	Band 3
	0	1-2	3-4	5-6
Effectiveness of the design interface	No rewardable material	The proposed design interface is **adequate** as a result of **reasonably effective** use of: ● layout and white space ● visual hierarchies ● common conventions.	The proposed design interface is **good** as a result of **the effective** use of: ● layout and white space ● visual hierarchies ● common conventions.	The proposed design interface is **excellent** as a result of the **sophisticated** and **highly effective** use of: ● layout and white space ● visual hierarchies ● common conventions.