

Question 5

Identify two visual communication elements and explain how they can be manipulated to achieve a sense of balance in a user interface, considering both symmetrical and asymmetrical arrangements. [4 marks]

[illegible]

Question 6

Explain how the visual communication element of texture can be manipulated to evoke a tactile sensation and add depth and realism to a user interface. Provide a specific example of how this might enhance the user's perception of interactivity. [3 marks]

[illegible]

Marking Guide

Question	Response	Mark
5	Identifies two relevant visual communication elements (e.g., <i>Colour and Space</i>)	1
	Explains how the first identified element (e.g., colour) can be used to achieve symmetrical balance (e.g., <i>distributing colours evenly or using identical coloured elements on both sides of a central axis</i>)	1
	Explains how the second identified element (e.g., space) can be used to achieve asymmetrical balance (e.g., <i>using a smaller, visually heavy element to balance a larger, lighter area of space or text</i>)	1
	Clearly differentiates or illustrates the application for both symmetrical and asymmetrical arrangements through the chosen elements	1
6	Explains Texture <i>The visual surface quality of elements designed to evoke a tactile sensation and add depth and realism to the user interface</i>	1
	Describes how manipulating texture can achieve depth and realism (e.g., <i>by mimicking real-world materials or surface qualities to make digital elements feel more tangible</i>)	1
	Provides a specific example of how this enhances the perception of interactivity (e.g., <i>using a subtle shadow texture on buttons to make them appear tactile and clickable, suggesting a physical interaction</i>)	1