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| Name |  |
| Qualification | Pearson BTEC Level 3 Extended Diploma in Computing |
| Unit | Unit 15 Website Development |
| Learning Aims | C: Develop a website to meet client requirements |
| Title | Develop a website |

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| Unit/Criteria |  | Page Ref |
| 15/C.P4 | Produce a website for an intended audience and purpose |  |
| 15/C.P5 | Test the website for functionality, compatibility and usability |  |
| 15/C.P6 | Review the extent to which the website meets client requirements |  |
| 15/C.M3 | Optimise a website to meet client requirements |  |
| 15/BC.D2 | Evaluate the design and optimised website against client requirements |  |
| 14/BC.D3 | Demonstrate individual responsibility, creativity and effective self-management in the design, development and review of a computer game |  |

**15/C.P4**

**Produce a website for an intended audience and purpose**

Use appropriate software to create the website. The finished website MUST be functional and meet the identified requirements.

You must include a completed sources list of components you have sourced and used in your website. This should also show reasons for choosing the elements and implications of relevant legal and ethical issues in the selection and use of particular content.

The final evidence for this is to provide your assessor with your website link so that it can be marked.

**15/C.P5**

**Test the website for functionality, compatibility and usability**

Using the testing tables created as part of the design documentation, carry out full testing of your website. Provide as much detail of the testing process as you can in your testing tables. Tests to be carried out are:

* Functionality
* Compatibility
* Usability test

As part of the testing process, if you are met with ‘problems’ or ‘errors’ from the tests that you carry out, you should respond to those and repair them. Complete the testing tables with any additional information of errors and repairs.

You must also include evidence of ‘user testing’. Ask at least two other people to test your website and to provide you with their evidence and feedback from the user testing.

**15/C.P6**

**Review the extent to which the website meets client requirements**

You will review how the decisions you made during planning and development affected the website, explaining to what extent your website meets the initial project brief.

You must consider both positive and negative aspects of the website. You will make suggestions for possible alternative solutions that could be implemented.

**15/C.M3**

**Optimise a website to meet client requirements**

Using the results of your testing and the feedback from others, you need to provide evidence of improvements that you are going to make to your website.

You will record the changes that are made and produce subsequent versions of the website as appropriate. Show annotated screenshots of before and after the changes you have made and justify the changes.

You must optimise your website by making use of the testing you carried out and feedback throughout development to improve and refine the final solution.

You must provide a clear and balanced analysis of the success of your solution, giving accurate and reasoned suggestions as to how it could be improved. This needs to be a written detailed and balanced analysis

**15/BC.D2**

**Evaluate the design and optimised website against client requirements**

You will draw on and show synthesis of knowledge across the learning aims in evaluating how the decisions and methodologies applied throughout the design, development, maintenance, optimisation and testing stages of your website impacted on the overall outcomes.

You will consider whether your website meets the client requirements, including achieving its stated purpose and appealing to the target audience. You will justify your designs and provide a discussion on why alternative designs were not used.

You will provide a thorough evaluation of how effectively your completed website meets the client requirements, including appealing to the target audience and meetings its stated purpose, in comparison to alternative solutions. The evaluation will be supported by evidence from all stages of the project to reach conclusions and suggest developments.

**15/BC.D3**

**Demonstrate individual responsibility, creativity and effective self-management in the design, development and review of digital graphics and animation products**

Your evaluation must contain a systematic and accurate review of your skills and performance and the impact that this had on the effectiveness of the solutions.

Evaluation of behaviours must consider your use of ‘soft skills’ in relation to the vocational context of the project, such as managing and liaising with other members of the team or clients and time management. You will evaluate your own behaviours throughout the project and the impact they have on the outcomes.

You will take individual responsibility for your own work, for example identifying potential issues and resolving these, reviewing your work and making improvements, keeping your work safe and secure and showing responsible use of quoted materials.

You will show creativity, for example, through evidence of taking innovative approaches to problem solving and through the originality of your solution. You will refer to tangible evidence to support your evaluation, such as meeting notes, correspondence and time plans.