Assessment Schedule – 2023

Digital Technologies: Demonstrate understanding of human computer interaction (91886)

Assessment Criteria

Achievement	Achievement with Merit	Achievement with Excellence
*Demonstrating **understanding** of human computer interaction* involves: • describing the role of a chosen user interface for a specified task • identifying and describing examples from a given human computer interface that illustrate usability heuristics.	*Demonstrating **in-depth understanding** of human computer interaction* involves: • evaluating a given human computer interface in terms of usability heuristics.	*Demonstrating **comprehensive understanding** of human computer interaction* involves: • suggesting improvements to a given human computer interface by comparing and contrasting related interfaces.

Evidence

N1	N2	A3	A4	M5	M6	E7	E8
Describes the purpose of the interface. Attempts to describe a way that a usability heuristic is shown in the interface OR gives an example without further commentary OR displays misunderstanding.	Describes the purpose of the interface. Attempts to describe ways that usability heuristics are shown in the interface OR gives examples without further commentary OR displays misunderstanding.	Describes the purpose of the chosen interface. Describes ways that usability heuristics are shown in the interface. FOUR heuristics are given. One of the descriptions or examples given may be partial or weak.	Describes the purpose of the chosen interface. Describes ways that usability heuristics are shown in the interface. FOUR heuristics are given.	Evaluates the success of the chosen interface in terms of TWO usability heuristics. Some aspects of the evaluation may be partial or weak.	Evaluates the success of the chosen interface in terms of THREE usability heuristics.	Discusses the similarities and differences of both interfaces, in terms of THREE usability heuristics. Suggests TWO ways an interface could be improved by learning lessons from another interface. Some aspects of the discussion may be partial or weak.	Discusses the similarities and differences of both interfaces, in terms of THREE usability heuristics. Suggests TWO ways an interface could be improved by learning lessons from another interface.

N0 = No response; no relevant evidence.

Cut Scores

Not Achieved	Achievement	Achievement with Merit	Achievement with Excellence
0 – 2	3 – 4	5 – 6	7 – 8