T Level Technical Qualification in Digital Production, Design and Development (Level 3)

Specimen Assessment Material for first teaching September 2020

Time 15 hours

Paper reference	**XXXXX/XX**

Occupational Specialism: Digital Production, Design and Development
TASK 3 PART A: Gathering feedback to inform future development

You do not need any other materials.

Information

- The total mark for this task is 24.
- This booklet contains material for the completion of the set task under supervised conditions.
- This booklet is specific to each series and this material must only be issued to Students who have been entered to undertake the task in the relevant series.
- This booklet should be kept securely until the start of the two-week supervised assessment period.

Turn over ▶

Pearson

Instructions for Students

You must complete ALL activities within the assessment.

This task is to be completed during the Task 3a window of 2 weeks set by Pearson.

The window for Task 3a is [Day Month YYYY] to [Day Month YYYY]

During this task, your centre will schedule 15 hours of scheduled supervised assessment so that you have sufficient access to others who you can provide feedback to you on your solution.

In addition to the supervised time, you are also permitted to produce evidence for this task during unsupervised time. You should use this time to gather feedback from sources outside of those in your class or outside your centre.

You are allowed access to the internet during both the supervised and unsupervised elements of this task.

Throughout both the supervised and unsupervised parts of this task you are allowed access to copies of:

•   your design

•   the prototype digital solution you have produced.

You are not allowed to make changes to evidence produced in previous tasks during this task.

Your teacher is not permitted to provide guidance or feedback during this task.

Set Task Brief

Your manager has asked you to gather feedback on your prototype that you can use in evaluating the effectiveness of the prototype in order to be able to identify and plan the next steps for future iteration.

Activities

Produce materials to support the gathering of feedback and use it to gain feedback from technical and non-technical audiences.

You need to:

- use appropriate tools, methods and techniques to prepare demonstrations of the prototypes' functionality that are intended to be used to show the functionality of the prototype to:

  - a technical audience, (e.g. programming professionals)

  - a non-technical audience, (e.g. the client, the users)

- produce a plan for how you intend to gather feedback

- use the materials you produce to gather feedback

- record the feedback received in a format(s) suitable for analysis.

(24)

Outcomes for submission

Feedback materials

Save the materials you have created, and the feedback received using any suitable file type in your folder for submission.

Use this naming convention:

- Task3_Part A_[document name]_[Registration number #]_[surname]_[first letter of first name]

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1.1 Version control

Version number	Summary of changes
1.1	Formatting/branding/wording consistency updates.