



Phase two (2) you will design and develop an interactive UX design using CSS, HTML and JavaScript for a healthcare centre.

AA2.4	<p>Illustrate a UX interactive design for a specific audience and requirements. 7 Marks</p> <p>Research for appropriate visuals to create an information kiosk for a healthcare facility so that patients and visitors can navigate the complex using a user-friendly interface.</p> <ul style="list-style-type: none">a) Search and illustrate at least five (5) essential medical information data to be included in a healthcare kiosk.b) Search and illustrate at least five (5) non-medical services that can be found in a large healthcare centre 3 Marks <input type="checkbox"/>c) Illustrate the information in an infographic format with appropriate information. 4 Marks <input type="checkbox"/>
AA3.2	<p>Illustrate the workflow setup and the selected application/s for design and development. 7 Marks</p> <p>Produce a workflow setup that demonstrates an interactive navigational structure applying the information searched in section AA3 and adapted for the healthcare visitor's needs.</p> <ul style="list-style-type: none">a) Use a UX design application to create an interactive workflow including colour scheme, Iconography and font properties searched in section SE1 3 Mark <input type="checkbox"/>b) Produce a healthcare kiosk interactive workflow setup interface. 4 Marks <input type="checkbox"/>



SE3.3	<p>Produce a UX design with specific requirements for specific audience. 5 Marks</p> <p>Create an infographic design with the requirements listed in section (AA3), including the following:</p> <ul style="list-style-type: none"> a) Appropriate colour scheme (research colour scheme for healthcare centres). 1 Mark <input type="checkbox"/> b) Icons that are appropriate for a healthcare centre. 1 Mark <input type="checkbox"/> c) Fonts features for a proper legibility. 1 Mark <input type="checkbox"/> d) Responsive layout to be published across different devices (first approach touch screen kiosk layout) 2 Marks <input type="checkbox"/> 						
AA1.3	<p>Demonstrate different ways how to style, animate and interact with HTML CSS and a client-side scripting language. 7 Marks</p> <p>Create an integrative and functional prototype including voice commands for the information healthcare center kiosk using a UX application such as ADOBE XD or any other UX/UI application. Use all the visuals that were researched and presented in criteria AA4 and SE1.</p> <ul style="list-style-type: none"> a) Design three (3) distinct layouts, one each for websites, mobile devices, and tablets, to illustrate the responsiveness of the User Interface design when utilizing a variety of different digital devices. b) Demonstrate the use of JavaScript for interactivity and or other purposes. <p>Example where when and how you will apply event listeners and functions for interactive display.</p> <table border="1" data-bbox="360 1639 1370 1823"> <tr> <td>Discrete Layouts design and Java implementation for interaction</td><td>2 Marks <input type="checkbox"/></td></tr> <tr> <td>Good Layouts design and Java implementation for interaction</td><td>4 Marks <input type="checkbox"/></td></tr> <tr> <td>Excellent Layouts design and Java implementation for interaction</td><td>7 Marks <input type="checkbox"/></td></tr> </table>	Discrete Layouts design and Java implementation for interaction	2 Marks <input type="checkbox"/>	Good Layouts design and Java implementation for interaction	4 Marks <input type="checkbox"/>	Excellent Layouts design and Java implementation for interaction	7 Marks <input type="checkbox"/>
Discrete Layouts design and Java implementation for interaction	2 Marks <input type="checkbox"/>						
Good Layouts design and Java implementation for interaction	4 Marks <input type="checkbox"/>						
Excellent Layouts design and Java implementation for interaction	7 Marks <input type="checkbox"/>						



AA1.4

Develop an interactive UX design with HTML, CSS and a client-side scripting language for specific audience and requirements. 7 Marks

Develop a fully functional interactive prototype based on the prototype designed in AA1.3, using HTML, CSS and JS. The prototype must include the following:

- a) A **responsive layout** design suitable for a kiosk and other devices such as mobile phones and tablets. A **Sign in Form**, that once signed in takes you in a page providing two (2) options, **Medical and Non-Medical** information.
3 Marks □

- b) Design profile **animated card style** for information display. Make sure that consistency through Fonts and colour scheme are properly implemented as researched in previous sections.

Interactivity. On **hovering or clicking** on the data card medical and non-medical information will be displayed.
3 Marks □

- c) When clicking on more information a detailed information including **directions and appropriate images** will be displayed.
1 Marks □

See image below for visual example:





KU3.1	<p>Outline the techniques to be used for project development. 5 Marks</p> <p>a) Describe the use of at least one (1) syntax of CSS in relation to responsiveness and the reason why you have applied that particular method. 2 Marks <input type="checkbox"/></p> <p>b) Describe the use of at least two (2) JS event listeners and one (1) function and the reason why you have applied that particular function and event. 3 Marks <input type="checkbox"/></p>
SE 4.2	<p>Appraise critically the presented project. 5 Marks</p> <p>Provide a documentation explain the UX design and functionalities including the following information:</p> <p>a) What is the main reason of designing such a navigational structure? 1 Mark <input type="checkbox"/></p> <p>b) Why you decided to use such fonts? 1 Mark <input type="checkbox"/></p> <p>c) What is the reason of choosing such Icons? 1 Mark <input type="checkbox"/></p> <p>d) What is the main reason of the animation functionality selected for this prototype? 2 Mark <input type="checkbox"/></p>
Total Marks 43	