

91901 Moderator feedback

Sample D – Excellence

The purpose of the website is for help for mental health in the school. The end-users will be students in years 7-13.

- The outcome and the end user requirements are explained including the specifications (page 1).
- The user experience methodologies are investigated using research (pages 2-4).
- Three low fidelity designs for the mobile website (page 5) are presented. These go on to be developed into a model for the website (pages 6-8). User experience is considered. Explanation of the appropriateness of the design is explained (pages 8-9).
- The website has been modelled and tested with potential end-users.
- Relevant implications are explained (page 13-18). While this evidence has explained most potential implications, evidence is only required of the main implications so fewer could be explained.
- The effective use of data from modelling and user testing is used to improve the design (page 10).
- There is a comprehensive evaluation of both the user experience methodologies and the way the design meets the relevant implications (pages 11- 18).
- A clear justification of the user experience methodologies used is made (pages 19-20).
- The justification of the chosen design is embedded throughout the evidence and is summarised (pages 21-26).
- Changes that could be made to the design in the future are justified, such as adding a search function (page 27).

Sample E – Excellence

The purpose of the app is to allow students to purchase from the school tuckshop.

- The outcome and the end user requirements are explained. For a more secure grade the requirements could have been unpacked further (page 1). There is some consideration of requirements following the research of similar apps (page 5).
- The user experience methodologies are investigated using research (pages 5-6).
- Several medium fidelity designs for the App (page 10) are presented. These go on to be developed into a model for the app (pages 10-16). User experience is considered. Explanation of the appropriateness of the design is explained (pages 22-23).
- The website has been modelled and tested with potential end-users.
- Relevant implications are explained (page 7-8). While this evidence has explained most potential implications, evidence is only required of the main implications so fewer could be explained in more depth.
- The effective use of data from modelling and user testing is used to improve the design (pages 18-22)
- There is a comprehensive evaluation of both the user experience methodologies with an emphasis on sight issues (pages 19-20) and the way the design meets the relevant implications (pages 17- 18)
- There is a clear justification of the user experience methodologies used (pages 22-23).
- The justification of the chosen design is embedded throughout the evidence and is summarised (pages 22-23).
- Changes that could be made to the design in the future are justified, such as adding a time countdown and unique ordering number (page 23-24).

Sample F – Low Achieved

The purpose of the website is to inform people about the Breakers Community programmes.

- The outcome and the end user requirements are explained. For a more secure grade the requirements could have been unpacked further (page 1 and 4).
- The user experience methodologies are investigated using research (pages 2-3).
- Three medium fidelity designs for the Website (pages 5-7) are presented. These go on to be developed into a model for the Website (pages 10). User experience is considered. The appropriateness of the design is explained (pages 12).
- The website has been modelled and tested with potential end-users. These are best images that could be extracted from the evidence.
- Relevant implications are explained (page 1). These explanations are at a low level and are closer to describe than explain, further depth is required.