PEARSON

T-LEVELS | ✲ Institute for Apprenticeships & Technical Education

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

Monday 29 April 2024 – Wednesday 8 May 2024

Time 15 hours

| Paper reference | **19540** |

Occupational Specialism
Task 3a: 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.

Continue ▶

Instructions for students

You must complete ALL activities within the assessment.

This task is to be completed under supervised conditions during a window of two weeks.

During this task your provider will schedule **15 supervised hours during the two-week window** so you have sufficient access to others who can provide feedback to you on your solution.

In addition to the supervised time, you are permitted to produce evidence for this task during unsupervised time. You should use this time to gather feedback from sources outside 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.

You are allowed access to copies of:

•   your design

•   the prototype digital solution you have produced.

You are **not** allowed to make changes to the evidence produced in previous tasks.

Your tutor 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. You will use this feedback to evaluate the effectiveness of the prototype so you can identify and plan the next steps for future iterations.

Activities

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

You need to:

- use appropriate tools, methods and techniques to prepare demonstrations of the prototype's functionality, suitable for:

    – a technical audience (e.g. programming professionals)

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

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_PartA_[Document name]_[Registration number]_[Surname]_[First letter of first name]