Government of **Western Australia**
South Metropolitan **TAFE**

ASSESSMENT COVER AND FEEDBACK SHEET

ICTICT433 – Assessment 3: Testing and Feedback

Consisting of the following units of competence:

Grouping: Gaming Development		
Consisting of the following units of competence (UoC):		
National ID	**State ID**	**Competency Title**
ICTICT433		**Build graphical user interface**

Being delivered as part of the qualifications

Training Package Title and National Code:	ICT – Information and Communications Technology		
Qualification Title:	Certificate IV in Information Technology (Gaming Development)	**Qualification State IDs:**	**AC17**
Qualification National ID:	**ICT40120**		

Students to sign this document when submitting an assessment.

Due Date:	**Week 6**		Date Submitted:	
Assessment description	GUI Prototype			
STUDENT DECLARATION				
I have read and understand the details of the assessment.				
I have been informed of the conditions of the assessment and the appeals process.				
I agree to participate in this assessment.				
I certify that the attached is my own work.				
Student ID		**Student Name**		**Student Signature**
Assessor's Name	**Colton Onderwater**	**Signature:**		**Date:**

INSTRUCTIONS

TO THE ASSESSOR

Type of Assessment	ICTICT433 – Assessment 3: Testing and Feedback
Duration of Assessment	Week 5 - Week 6
Location of Assessment	Classroom and home.
Conditions	Students are assessed individually whilst completing a digital game project, students work in production teams.
	Their game project provides context for assessment, if their individual games do not cover the performance criteria the portfolio items may be used as evidence.
	It is recommended that the game project is used as often as possible.
	Please check the plagiarism policy available in the Student Handbook
	Gather evidence to demonstrate consistent performance in conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the game development field of work, and include access to:
	● computer hardware and software ● games engines ● file storage.
Elements and Criteria	As detailed in the assessment plan.

TO THE STUDENT

Purpose of Assessment	Assessment must confirm the ability to:

- Document design outcomes according to specification and organisational procedures
- Test the GUI and confirm the overall functionality according to requirements
- Document the GUI user requirements according to specification and organisational procedures

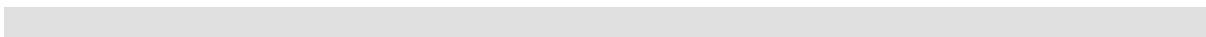**What is Assessed** As detailed in the assessment plan.

Assessment Duration Week 5 from commencement until Week 8

Allowable Materials appropriate computer hardware and software

Required Resources Access to Blackboard shell, Word processor, IDE, Game Engine and Internet

ICTICT433 – Assessment 3: Testing and Feedback

Students are to test their GUI with **at least 3** other students. Test must involve at least 2 different browsers and be able to run on PC and Mobile devices. Students are to submit a document containing the following:

- **Explanation of how the tests were performed**
- **What the user requirements were**
- **How the GUI design could be improved?**
- **Feedback from the testers**

Submit of the above in the assessment submissions area on Blackboard.

STUDENT FEEDBACK

Feedback will be given to you on Blackboard.

Comments

Assessor Name: Colton Onderwater Signature:	Satisfactorily Completed Yes No