# Assessment 1.2C - Auahatanga: showcasing your creativity

|  |  |  |  |
| --- | --- | --- | --- |
| Standard name | Develop a digital technologies outcome | | |
| Standard number | AS92005 | Credits | 5 |

|  |  |
| --- | --- |
| Assessment Source | NCEA Digital Technologies, https://ncea.education.govt.nz/technology/digital-technologies/1/2/activity-c |
| Assessment Modified | Samuel McGuire |
| Assessment verified by |  |

**Statement on authenticity and AI**

1. By submitting this work for marking you are adhering to Wainuiomata High School’s (and NZQAs) policy on authenticity
2. Generative Artificial Intelligence (commonly referred to as AI) cannot be used in the production of your outcome. For example: coding autofill, tools that generate or rephrase your documentation, and auto-designers. AI can be used to generate small examples of tools and techniques in practice for learning purposes, but need to be treated, referenced and acknowledged in the same way as traditional resources. Direct use of AI material will be treated as plagiarism.

# What to do

### Scenario

You will identify a purpose. What problem, need, or opportunity that affects other people can you address by using creative thinking to develop a digital technologies outcome? Technology is about intervention by design. That means using resources to solve problems, meet challenges, or explore new opportunities. You will have a chance to think outside the box when planning what your outcome will look like and what it will do.

Remember, you are developing this outcome for a user or users. You will need to make sure you keep them in mind at every step of your development process. Ask yourself “How will this work for my users?”

### Specifications

[*The following is specification and process. Consider well, follow and document using a GitHub repository to manage your project*]

Once you know what you want to make, and why, you will need to do the following:

* describe the purpose of your outcome. What problem, need, or opportunity is it trying to address?
* describe the **users**. Who is the audience? What do the people who will use your outcome need?
* describe the requirements and specifications. These are short, specific statements that are measurable — you should be able to tick them off. What does your digital technologies outcome need to have, be, or do in order to achieve its purpose? How does it address the problem, need, or opportunity you have described and work best for the people it is intended for?

Once you have decided on these and recorded them, you can start developing your outcome.

* Think about and choose the most appropriate **tools** or **techniques** to use to create your outcome. You must keep evidence of which ones you used.
* Ensure you follow **conventions** for the tools or techniques that are relevant to the outcome you are developing.
* Use your knowledge of the relevant tools and techniques to ensure you apply them in the best way you can.
* **Test** your outcome more than once and use that information to make improvements during the development process.
* **Trial** your outcome with other people, including potential end user(s), and use that information to make improvements. You will need to keep evidence of this.

Your outcome needs to be **fit for purpose**. That means it meets the requirements and specifications that you have described, considers the potential users and context, and performs as intended. You will need to show this in your outcome or in your additional evidence.

# How To Present your learning

You will create a GitHub repository that:

1. Contains your completed code / file containing your completed digital outcome
2. Has a Wiki with the following pages:
   1. Brief and specifications
   2. Planning
   3. Trialling and testing

Please note that GitHub allows for media to be uploaded and attached to

You will make sure the repository is shared to the teacher, and the teacher is added as a collaborator to the repository.

# Timeframe

8 weeks of class time

|  |  |
| --- | --- |
| 4 weeks | Learning the relevant tools, techniques and conventions |
| 4 weeks | Designing and developing the outcome |

# Student Resources

|  |  |  |
| --- | --- | --- |
| GitHub | [ww.github.ccom](https://www.github.ccom) | Project management, Version Control, File repository for hand in |
| CodeHS | [www.codehs.com](https://www.codehs.com) | IDE – HTML/CSS/JavaScript (web), Python (programming) |
| W3Schools | [www.w3schools.com](https://www.w3schools.com) | Tutorials and validators |
| Spline | <https://spline.design> | Web-based 3D modelling |
| Pikimov | <https://pikimov.com> | Web-based Motion design and video editor |
| Photopea | <https://www.photopea.com> | Web-based Photoshop alternative |
| Vectorpea | <https://www.vectorpea.com> | Web-based Illustrator alternative |

* All resources are web-based and allow for collaboration with your teacher and working from home. Always sign up to services using your school email address and add your teacher as a collaborator.
* Outcomes on web-based services and GitHub repositories must always be publicly accessible as external markers need to be able to access and moderate your work.
* Always name your files in a professional manner with meaningful filenames that follow standards and conventions.