AS 91880 Digital Technologies

Creating an infographic

1.4 Develop a digital media outcome

Credits: 4

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Homeroom: 11vv

School: Auckland Seventh-day Adventist Highschool

Date:27/05/20

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| **Achievement** | **Achievement with Merit** | **Achievement with Excellence** |
| Develop a digital media outcome | Develop an informed digital media outcome | Develop a refined digital media outcome |

**Achievement Criteria:**

|  |  |  |
| --- | --- | --- |
| **Develop a digital media outcome** | **Develop an informed digital media outcome** | **Develop a refined digital media outcome** |
| Using appropriate tools, techniques and design elements for the purpose and end users | Using information from testing procedures to improve the quality and functionality of the outcome | Iterative improvement throughout the design, development and testing process |
| Applying appropriate data integrity and testing procedures in the development of the outcome | Addressing relevant implications | Applying design elements effectively |
| Describing relevant implications |  | |

***App/website***

1. What website or app will you be choosing for your infographic?

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| --- |
| Twitch |

1. Provide at least 10 interesting pieces of information/data about your chosen website or app and their source. Is the source reliable? Add more rows for more interesting pieces of information or data.

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| --- | --- | --- |
| **Interesting piece of information or data** | **Source** | **Is it reliable?**  **Yes / No / Unsure** |
| **Twitch is a subsidiary of Amazon.** | <https://gamasutra.com/view/news/224090/Amazon_to_acquire_Twitch.php> | **Yes** |
| **Tyler Blevins/Ninja was the most popular professional gamer in 2018.** | <https://www.businessinsider.com.au/ninja-tyler-blevins-twitch-subscribers-fortnite-drake-youtube-2018-3?r=US&IR=T> |  |
| **In October Twitch attracted over 45 million unique viewers, each watching, on average, 100 minutes of video a day in 2013.** | <https://www.forbes.com/sites/davidewalt/2013/11/13/the-espn-of-video-games/#741ca2383dd7> |  |
| **The founder of the gaming, streaming site twitch was Justin Kan.** | <https://www.businessinsider.com.au/the-story-of-video-game-streaming-site-twitch-2014-10?r=US&IR=T> |  |
| **Officially, Twitch is for gamers aged 13 years and older.** | <https://www.askaboutgames.com/a-parents-guide-to-twitch/#:~:text=Officially%2C%20Twitch%20is%20for%20gamers,at%20getting%20around%20such%20restrictions.> |  |
| **that 81.5% of Twitch users are male in 2017** | <https://influencermarketinghub.com/twitch-stats/> |  |
| **This statistic is also from comScore 2017 data and may surprise people who have the erroneous belief that gaming is just for kids. Indeed, many gamers are even older, with 73% of Twitch users aged between 18 and 49.** | <https://influencermarketinghub.com/twitch-stats/> |  |
| **A person spends an average time of 95 minutes on Twitch daily.** | <https://facts.net/lifestyle/twitch-facts> |  |
| **Today, an estimated 15 million users watch content daily on the platform** | <https://facts.net/lifestyle/twitch-facts> |  |
| **Unsurprisingly, as more people stay at home for longer periods of time due to COVID-19, they are also watching more live streams** | <https://videogamesstats.com/twitch-stats-facts/> |  |

***Appropriate tools, techniques and design elements***

1. What type of charts are you using? Are the charts you are using effective?

|  |
| --- |
| Not using any |

1. What colours are you planning on using (main colour, secondary colour, etc)?

|  |
| --- |
| Purple and white |

1. What fonts will you be using for your text hierarchy (main header, section header, body text)?

Main header

|  |
| --- |
| Alfa slab one |

Section header

|  |
| --- |
| Alegreya sans black |

Body text

|  |
| --- |
| Alegreya sans black |

1. What kind of images/icons/illustrations will you be planning to use? Why did you choose these kinds of images/icons/illustrations?

|  |
| --- |
| Game images: Because twitch as an app is commonly known for streaming games. Canva.com  Gaming information: Explain why people use twitch. |

***Users***

1. Who is the infographic for? (age, gender, ethnicity, profession, etc)

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| --- |
| Any age, any gender, any culture, but a gaming profession. This is for anyone who is thinking of starting a stream. |

1. Will they be able to understand the information/data being displayed?

|  |
| --- |
| Yes, because there is no difficult language. |

***Applying appropriate data integrity* and testing procedures in the development of the outcome**

1. Where will you be getting your images/icons/illustrations? (Internet/pictures from a camera/drawings etc). If you are getting them from the Internet, what website?

|  |
| --- |
| I used pixabay.com. |

1. Are you able to edit your images/icons/illustrations if need be? If so, how will you edit them? (MS Paint/GIMP/Adobe Photoshop etc)

|  |
| --- |
| Did not edit any of images. |

***Relevant implications***

1. Describe what each implication means

|  |  |
| --- | --- |
| Social | RELATING TO SOCIETY OR ITS ORGANIZATION |
| Cultural | relating to the ideas, customs, and social behaviour of a society. |
| Legal | recognized by common or statute law, as distinct from equity |
| Ethical | relating to moral principles or the branch of knowledge dealing with these. |
| Intellectual property | intangible property that is the result of creativity, such as patents, copyrights, etc. |
| Privacy | a state in which one is not observed or disturbed by other people |
| Accessibility | the quality of being able to be reached or entered. |
| Usability | the degree to which something is able or fit to be used. |
| Functionality | the quality of being suited to serve a purpose well, practicality. |
| Aesthetics | the branch of philosophy which deals with questions of beauty and artistic taste. |
| Sustainability and future proofing | Looks at ensuring that the product does not need to be updated. |
| End-user considerations | Taking in the consideration of the end-user's ability to read the poster. |
| Health and safety implications | The health and safety for the end-user. |

1. Select all the implications that might be relevant to your infographic.

Social

Cultural

Legal

Ethical

Intellectual Property

Privacy

Accessibility

Usability

Functionality

Aesthetics

Sustainability and future proofing

End-user considerations

Health and safety implications

1. Choose 5 of the relevant implications above **and** describe how it is relevant to your infographic.

Relevant implication #1

|  |
| --- |
| Social |

Relevant implication #2

|  |
| --- |
| cultural |

Relevant implication #3

|  |
| --- |
| legal |

Relevant implication #4

|  |
| --- |
| usability |

Relevant implication #5

|  |
| --- |
| Health and safety implications |

**Images/illustrations/icons**

1. Insert the **original** images/illustrations/icons before any edits

|  |  |
| --- | --- |
| **Image/illustration/icon** | **Source** |
| **Fortnite** | **pixabay** |
| **twitch** | **pixabay** |

1. Insert the **initial** version of your infographic below and provide feedback from 3 different people about the infographic

Infographic

|  |
| --- |
|  |

Feedback #1

|  |
| --- |
| *Name: Alex Vakauta*  *What do you like about the infographic?*  *Colours and background.*  Font of the title.  *What didn’t you like about the infographic?*  *Format of poster.*  Fonts change in between  *Suggestions for modification:*  *display the words better.*  Change fonts. |

Feedback #2

|  |
| --- |
| *Name: Mr Malaitai*  *What do you like about the infographic?*   * The colour scheme matches the logo * Some of the fonts are consistent * The white on dark background makes it clear for the user   *What didn’t you like about the infographic?*   * There is a gap under the title * Some of the sources are hard to read as dark fonts are on dark background and light fonts are on light backgrounds * There are some grammar issues, e.g. “that 81.5% of Twitch users are male in 2017.” * There is an unnecessary gap underneath the sources * Some of the fonts are different e.g. “Twitch is a subsidiary of Amazon” and “Tyler Belvins/Ninja ...”   *Suggestions for modification:*   * Try to use some graphs to represent data, e.g. a chart to represent 81.5% of Twitch users * Sources should together so move the Fortnite image away * Try to space the text from the sides and create space for the images too. * Find 2 more facts to add for a total of 10 * Also, you can add your name on the bottom to show that you created it |

Feedback #3

|  |
| --- |
| *Name: Ana Kaufononga*  *What do you like about the infographic?*   * *The colours give a mysterious and enticing feel* * *Great images that match the colours used* * *Font and colour used for the title*   *What didn’t you like about the infographic?*   * *The layout of the text is a little jumbled* * *Use of space for example the unnecessary space under the title* * *Text wrapping around the image needs to be tidied up* * *Some use of colouring in the text with the background*   *Suggestions for modification:*   * *Minimize space under the title* * *Tidy up spacing within the poster* * *Make sure that the colours used for the text and background are used effectively so that the text stands out more* |

1. Insert any **updated** versions of the images that you have made and how you edited them

|  |  |
| --- | --- |
| **Image/illustration/icon** | **Edits**  **(Cropped, resized, changed contrast etc)** |
|  |  |
|  |  |

1. Insert the **updated** version of your infographic below and provide feedback from 3 different people about the infographic

Infographic

|  |
| --- |
|  |

Feedback #1

|  |
| --- |
| *Name:*  *What do you like about the infographic?*  *What didn’t you like about the infographic?*  *Suggestions for modification:* |

Feedback #2

|  |
| --- |
| *Name:*  *What do you like about the infographic?*  *What didn’t you like about the infographic?*  *Suggestions for modification:* |

Feedback #3

|  |
| --- |
| *Name:*  *What do you like about the infographic?*  *What didn’t you like about the infographic?*  *Suggestions for modification:* |

1. Insert any **final** versions of the images that you have made and how you edited them

|  |  |
| --- | --- |
| **Image/illustration/icon** | **Edits**  **(Cropped, resized, changed contrast etc)** |
|  |  |
|  |  |

1. Insert the **final** version of your infographic below and provide feedback from 3 different people about the infographic

Infographic

|  |
| --- |
|  |

Feedback #1

|  |
| --- |
| *Name:*  *What do you like about the infographic?*  *What didn’t you like about the infographic?*  *Suggestions for modification:* |

Feedback #2

|  |
| --- |
| *Name:*  *What do you like about the infographic?*  *What didn’t you like about the infographic?*  *Suggestions for modification:* |

Feedback #3

|  |
| --- |
| *Name:*  *What do you like about the infographic?*  *What didn’t you like about the infographic?*  *Suggestions for modification:* |