This document will instruct and direct you to complete all of the evidence you will need to meet the Achieved level criteria for the following standard.

| **Number** | **Version** | **Title** | **Credits** | **Assessment** |
| --- | --- | --- | --- | --- |
| AS91880 | 1 | Develop a digital media outcome | 4 | Internal |
| **Achievement Level Statement** | | | | |
| Develop a digital media outcome. | | | | |

Please enter the requested evidence in the areas provided.

# State the issue that requires a digital media outcome to be developed.

If you have opted to create a solution for a different brief than the one provided, please complete this table and have it agreed with our teacher before you get started to ensure the project is suitable for this assignment.

|  |  |
| --- | --- |
| Who is your solution for? | *I am designing and producing a website for the CHS Digitech Department, for whom the primary contact is the designated eSports prefect, found at* [*chs\_eports@cashmere.school.nz*](mailto:chs_eports@cashmere.school.nz)*,* |
| What do they need to be solved? | A media outcome is required to share information on the CHS eSports team, providing all information that an enquiring student/parent may need to know. |
| What it is that you intend to create? | *I plan to produce a website consisting of a main page, and a page for each game offered. These pages will have information about the game, contact details and the times when each club is running.* |
| What content will there need to be and where will it come from? | Info about the game – info docs, wikipedia/google  Contact details – info doc  *Images of gameplay – google images*  *Links to each games website – game’s websites*  *Running times – info doc* |
| What are the specifications that may need to be met? | 1. Be accessible from home via a link from the school website. 2. Present the following information.  * Information about the Games Available * Images of the games * Information about What is offered at CHS * Contract information to get involved  1. Be well organised on multiple pages with suitable navigation available between each (this could be done in many different ways). 2. To incorporate the school traditional colour scheme of Maroon (R=106 G=40 B=52 or #6A2834), Gold (R=188 G=120 B=55 or #BC7837) and Black (R=0 G=0 B=0 or #000000). |
| What did your teacher say about this proposal? | Discuss this with your teacher |

# 1.2 Tools / Techniques

In the table below identify the tools / techniques you have used, why they have been used and where the evidence of their use can be found.

|  |  |  |
| --- | --- | --- |
| Tool / Technique | Why was it used | Where is it used |
| *HTML* | *To structure a web page that can hold all the necessary and useful information* | *This is found in the .html documents* |
| CSS | To style the page to make it look aesthetically pleasing and functional. | Found in the .css stylesheets in the /css/ folder. |
| JavaScript | To make the page more functional and dynamic, allowing for more dynamic aesthetic effects and more dynamic page setup, for example each navbar is set up in JS instead of HTML to make it easier to add more pages in the future | Fount in the .js files in the /js/ folder |
| Images | To show what each game looks like so thew viewer can see for themselves what each game looks like. | Found in the .jpg images in the /img/ folder |

# 1.3 Using Appropriate Design Elements.

In the table below identify the design elements that you believe you have used and briefly state why they have been applied.

|  |  |
| --- | --- |
| Design Element | How has this been applied? |
| Contrast | Contrast has been used to make the text easily visible and readable, even for people who have difficulty reading. |
| Repetition | A similar aesthetic is used across the site for consistency and to make it obvious that you have not clicked on any external/third-party link but are still on the same site. |
| Alignment | Title is centred to attract attention and appeal more as it is more aesthetically pleasing. |
| Proximity | “Breathing space” between the nav elements make the page less cramped and more aesthetically pleasing. |

# 1.4 Describe relevant implications.

Achievement at this level requires you to describe a number relevant implications around the solution you created. Please answer the questions below for relevant implications listed. You are allowed to change the implications listed if you wish and a larger list of these is available in the main assessment document.

|  |  |  |
| --- | --- | --- |
| Relevant Implication | What does this relate to?  Why is it important?  Why should you need to consider it? | What aspects of your solution could be affected by this?  What would you need to do to address it? |
| Aesthetics | Aesthetic relates to how the site looks and is organised. The page needs to be aesthetically pleasing so not to scare away the user with its ugliness and needs to be well spaced out so that the user isn’t overloaded with information. It needs to be considered to make the page fit for use, otherwise users would struggle to use the website to find the necessary information. | This most heavily affects the CSS, that defines the style and aesthetic for the page. I would need to make sure that my CSS styles the page in such a way that it all fits together in an aesthetic and clean design. |
| Functionality | The page needs to function properly, allowing the user to perform any actions they may want to do. For example, if they want to contact some email address, it should be as simple as clicking on a mailto: link. Things as simple as this should be made easy-to-perform. The page needs to cover all the information the user needs or wants to know, and this should be organised in a neat, intuitive manner. | This Affects the structuring of the design, in other words, mainly, the HTML. The HTML defines the structure and organisation of the page. This needs to be organised well to make the page easier to use. I would address this by allocating different web pages for different topics, and allowing the user to easily navigate through them. |
| Sustainability and future proofing | The site should be easy to update in the future if new games/pages want to be added. Therefore, the site needs to be flexible. Instead of forcing the developer to go through each navbar in every different site, for example, a more flexible script could be used to automate this. This is needed to make the site simple to update in the future. | This would affect the dynamics of the page, the JS. JS can be used to dynamically update a web page. For example, a single script could be applied to each page in the site to dynamically update the navbar contents, and then to update the navbar on ALL pages, only one minor change in the script file. |
| Health and safety | This relates to not dying while making the website. Electricity is very good for DYING so it is best not to have any water near computers as water is conductive of electricity. This is important as if DEAD you cannot make website. I need to consider it so I don’t DIE and become unable to make the website. | The entire website could be affected by this. To address this, I could avoid doing unsafe things around the work environment. For example, I will avoid drinking water near computers to avoid DYING. |

# 1.5 Data Integrity

Basic testing will have already been documented in your video recording, but you still need to address Data Integrity.

Data Integrity is all about showing that the content of your work is suitable (proofread, spell checked, ethical etc.) The safest way to show this is to document what you have done to ensure everything is correct. This can be achieved by simply stating what you have checked and the errors you have noticed. It is advised that this is done twice, once by you and again by someone else with a fresh pair of eyes.

Do not be afraid of listing the errors you spot. There will most likely be some and they will need to be fixed so do not pretend that you did a perfect job first time!

Complete the table below to show the errors you spotted and how you will fix them. If you did not spot any errors then there is some advice on what to do in the **Extra Help Sheet Available**

|  |  |  |
| --- | --- | --- |
| **What was being checked?** | **What was the problem?** | **How will it be fixed?** |
| Table display | Clearly table is not displayed in a readable manner | I will put this in a proper table |
| List display | Clearly list is not displayed in a clear manner. | I will put into a proper list |
| Information about specific games | Times, contacts etc. can not be found in each game’s specific page, only on the home page | Will better organise the data |
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# 1.6 Presenting Version 1 of your solution (also supports 1.5 Testing)

Record a video showing your solution in operation. Show each of the elements you have created to demonstrate that it operates as expected or identifies areas that require further development/

If your chosen technology has any form of validation service available (e.g. html validation) demonstrate this in use as well to both show how effective your use has been and to highlight anything you may need to develop further.

Be sure to take your time and give the viewer of this video and opportunity to fully see your solution in action. Save your video recording in a suitable file format (e.g. wmv or mp4 – NOT an ispring file)

|  |
| --- |
| Below tell us the name of this file and where it is stored. |
| <https://github.com/wntiv-main/assessment/blob/version-1/Showcase.wmv> |