# Achievement Standard

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

# Assessment Criteria

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

# Assignment Documentation Structure

The evidence for this assignment will be evidenced in 2 documents.

* Media Core Documentation
* Media Extended Documentation

The Core documentation will focus on gathering all of the evidence needed to pass the assignment and receive an Achieved grade, whereas the Extended documentation with focus on the evidence needed to meet the Merit and Excellence Grades.

# Achievement Level (Develop)

To meet the Achieved Level Criteria you are required to build a digital media outcome that meets the specifications of an agreed brief. A brief is provided for you but you are welcome to suggest an alternative project by fully completing the project proposal form and having it agreed by your teacher.

In addition you need to ensure that your solution adheres to the requirements of the standard, paying particular attention to incorporate all of the required components, some of which are listed below.

* Using appropriate tools and techniques for the purpose and end users
* Applying appropriate data integrity and testing procedures
* Describing relevant implications.

**How do I do this?**

Complete the Media Core Documentation sheet. This will get you to evidence everything that is needed to meet the Achieved Level criteria.

# Achievement with Merit Level (Develop Informed)

In addition to the achievement level requirements you are also expected to demonstrate …

* Using information from testing procedures to improve the quality of the outcome
* Addressing relevant implications.

# Achievement with Excellence Level (Develop Refined)

In addition to the merit level requirements you are also expected to demonstrate …

* Iterative improvement throughout the design, development and testing process to produce a high-quality outcome
* Applying design elements effectively.

**How do I do these?**

Complete the Media Extended documentation sheets. This will get you to evidence everything that is needed to meet the Merit and Excellence criteria levels.

# Relevant Implications

This assignment requires you to explore and/or address a number relevant implications around the solution you create. These can relate to a number of different topics but a list of examples is provided below.

|  |  |
| --- | --- |
| * Social | * Accessibility |
| * Cultural | * Usability |
| * Legal | * Functionality |
| * Ethical | * Aesthetics |
| * Intellectual Property | * Sustainability and Future-proofing |
| * Privacy | * End-user considerations |
| * Health and safety |  |

**How do I do this?**

This content is already included in the documentation sheets provided to ensure you do not miss anything, so you do not need to do anything more than get these completed.

# Design Elements

To achieve at the highest level your Digital Media Outcome needs to demonstrate the effective application of some design elements. There are many design elements that you will instinctively have included in your work, but to ensure the correct evidence is presented it is important that you can identify these in your documentation.

You will have likely already covered some of these in previous assignment and your teacher is likely to recap on them again in this assignment, but a list of examples is provided for quick reference.

**Examples of Design Elements include:**

* Contrast
* Repetition
* Alignment
* Proximity

**How do I do this?**

Opportunities to apply a range of these design elements are present in the provided brief, but due to the flexible nature of this assignment you will need to keep track of how well you are using them during your build. Submission at the provided checkpoint will help here, but if in doubt check with your teacher.

# Brief:

The Digital Technologies department at Cashmere High School is looking for a way to promote the schools current eSports teams and competitions to the wider school community to encourage other students to get involved.

The school currently has 3 eSports offerings for students to take part in but will be considering expanding this once these are effectively established. The current games offered are:

* Rocket League
* League of Legends
* Minecraft

Students who are interested in being involved get to meet at particular times to practice and rank up. This usually happens during lunch time slots but additional after school sessions are also arranged to accommodate the actual interschool competitions that take place.

Mrs Cropp is the Head of Digital Technologies and she has asked you to create a digital media product/solution that informs a prospective audience of these opportunities.

This solution will be viewed by both the students and staff at Cashmere, as well as interested parties from the wider community.

# Specifications:

The solution will need to…

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).

Note: resources of relevant text and images are provided in the S: drive. You can be selective in using the materials provided or conduct some more of your own research.