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? | Create a list of all the specifications this project needs to meet. If you need some ideas look at the issue provided. |
| 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? |
| *e.g. Contrast* | *This can be seen in …. The screen shot shows that ….* |
|  |  |
|  |  |
|  |  |

# 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 |  |  |
| Social |  |  |
| Sustainability and future proofing |  |  |
| Health and safety |  |  |

# 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?** |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

# 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. |
|  |