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

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

Please enter the requested evidence in the areas provided.

**2.1 Using information from testing procedures to improve the quality and functionality of the outcome**

Previous Testing (your observations)

The video testing from stage 1 will have highlighted areas of the solution that could be developed further. Use the table below to identify at least 3 of these possible changes that will consider making. (you can add more rows if you think you need them).

|  |  |  |
| --- | --- | --- |
| **#** | **What change will you make?** | **Why do you think this is needed** |
| 1 | Organise information into lists and/or tables | So that it’s actually readable and better for accessibility (e.g., screen-readers) |
| 2 | Change navbar height to be shorter on mobile | This will make it less intrusive for mobile users |
| 3 | Change main article to better fit the page aesthetic | In V1 it looks really out-of-place and kind of weird |

User Feedback (other observations)

Get two people to use version 1 of your solution and ask them to list 3 changes each that they think would improve it.

|  |  |  |
| --- | --- | --- |
| **#** | **Person 1 – Name: Vincent Aydon** | **Person 2 – Name: Sam Fisher** |
| 1 | Make the images Fullscreen when you click on them | Organise the information into tables so that it’s readable |
| 2 | Add content to the “Coming soon” page | Make navbar look better on mobile |
| 3 | Make the email links clickable | Make the main content look more in-line with the page titles |

**2.2 The Changes Made**

Now that you have identified a range of changes you **could** focus on, select at least 3 that you **will** focus on and try to implement them.

Remember to copy the entire solution before making changes so that you do not delete the original versions!

Once attempted, complete the table below to indicate what you have done and how successful you believe you have been. (you can add more rows if you think you need them).

|  |  |  |
| --- | --- | --- |
| **#** | **What change did you attempt?**  **How did you do this?** | **How successful were you?**  **Why is this change better?** |
| 1 | Change navbar height to be shorter on mobile  I used a more dynamic height statement i.e.  --nav-height: calc(5vmin + 20px); | Very successful, one minor tweak-y change. This makes the navbar smaller on smaller devices, but never too small (<20px) |
| 2 | Make the images Fullscreen when you click on them  Add a class (.fullscreen) which styles the image to be big and on top of everything. Use JS to toggle this class | It looks kind wacky, but it works and makes it easier to look at the images close-up |
| 3 | Make the email links clickable. I added an anchor element and styled it to be different from the surrounding text. It is italic and an underline appears when you hover over it | This makes it easier to contact people by allowing the user to directly open a new email to them. Visual cues are used to hint to the user that there might be something there. |

# 2.3 Address relevant implications.

Achievement at this level **requires you to ADDRESS a number of relevant implications** in 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? | **HOW did you address this implication in the development of your solution?** |
| 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. | I have made many design choices intended to make each page as visually appealing as possible, without being so over-the-top as to make the page unusable. I have chosen a colour theme that is well-contrasted and suits the school colour theme, and have given plenty of padding where it is needed (*breathing space*) |
| 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. | I have made sure that the user can always do what they want, when and where they want it. For example, email addresses are mailto: links so that the user can easily contact people in their preferred email provider. Links between pages are provided when a page is mentioned, e.g. a link to the LoL page is provided in the Dates & times table for ease of access. |
| 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. | I have used dynamic scripts for things that might change often, allowing for updates to the page to be done quickly, with ease. For example, the navbar on each page is dynamically populated. Additionally, the email links always appear with the same email as the content of the link, so all links with class=email have their href dynamically set. This makes the code easier and cleaner to work with. |
| 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. | I have been cautious around potential dangers. For example, at the time of writing, I have a glass of water beside me (don’t want to dehydrate myself), but I have been careful to put it somewhere where I can’t easily knock it over. I also have my entire website backed up on GitHub so that should I lose my computer I would still have all my data. (I would be a H&S hazard if I lost all my progress) |

**2.4 Informed Testing**

You now need to test the 2nd version of your solution. This time we need to focus more on the accuracy of what you created so we will need to complete a formal test plan. Create, Predict and Apply a range of tests that show your solution works correctly. A real-world test plan will likely have 1000s of test in it, but in this instance, we only need a handful for each element you created (10-20 in total). **Extra Help Sheet Available**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test No. | Test (include test data if necessary) | Expected Result | Actual Result | Test Result |
| 1 | Click each navbar link on each page to make sure it links correctly | All links work correctly | <- | Pass |
| 2 | Click on the navbar link of the currently selected page | It should not reload the page | <- | Pass |
| 3 | Display the page in a mobile-size screen | Navbar buttons should appear to show that the navbar is scrollable | <- | Pass |
| 4 | Click the scroll buttons (navbar, title screen) | The page should scroll in the indicated direction | <- | Pass |
| 5 | Go to a page that appears later in the navbar (e.g. rocket league) in a mobile-size screen | The page should scroll the navbar to the correct place when the page loads | <- | Pass |
| 6 | Display the page in a mobile-size screen | The page should still be usable (everything is on-screen) and everything should still look aesthetically pleasing. | <- | Pass |
| 7 | Open the page in IE (old, unsupported browser) (make sure to enable JavaScript / ActiveX???) | The page should give a warning that IE is not supported (even IE11) | <-  Note the page is still somewhat useable, however there are no navbar links | Pass |
| 8 | Hovering / tabbing over a navbar element | Should slide the navbar highlight over the hovered element | <- | Pass |
| 9 | Clicking on an image in the content (found on Minecraft, LoL and RL) | Should fullscreen the image | <- | Pass |
| 10 | All email links (a.email) | Should be linked to a mailto: URI | <- | Pass |
| 11 | When loading a page, a random image should be selected for the title background | If the page represents a specific game, only images for that game should be selected | <- | Pass |
| 12 | Scrolling down the page | Should update the parallax | <- | Pass |
| 13 | Title background image | Every 10 sec the image should change by fading | <- | Pass |
| 14 | Scrolling horizontally on the navbar (require narrow screen) | The navbar highlight should be updated instantly to be in the correct place | <- | Pass |

# 2.5 Presenting Version 2 of your solution (also supports 2.4 Testing)

Create a 2nd video recording showing your solution in operation. Show the full operation of the solution as before but be sure to spend time demonstrating the changes you made.

Again, 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.

Take your time and give the viewer of this video and opportunity to fully see your database 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-2/Showcase2.wmv> |

**3.1 Using information from testing procedures to improve the quality and functionality of the outcome**

Previous Testing (your observations)

The testing from stage 2 will have highlighted areas of the solution that could be developed further. Use the table below to identify at least 3 of these possible changes that will consider making. (you can add more rows if you think you need them).

|  |  |  |
| --- | --- | --- |
| **#** | **What change will you make?** | **Why do you think this is needed** |
| 1 |  |  |
| 2 |  |  |
| 3 |  |  |

User Feedback (other observations)

Get two people to use version 2 of your solution and ask them to list 3 changes each that they think would improve it.

|  |  |  |
| --- | --- | --- |
| **#** | **Person 1 – Name :** | **Person 2 – Name :** |
| 1 |  |  |
| 2 |  |  |
| 3 |  |  |

**3.2 The Changes Made**

Now that you have identified a range of changes you **could** focus on, select at least 3 that you **will** focus on and try to implement them.

Remember to copy the entire solution before making changes so that you do not delete the original versions!

Once attempted, complete the table below to indicate what you have done and how successful you believe you have been. (you can add more rows if you think you need them).

|  |  |  |
| --- | --- | --- |
| **#** | **What change did you attempt?**  **How did you do this?** | **How successful were you?**  **Why is this change better?** |
| 1 |  |  |
| 2 |  |  |
| 3 |  |  |

# 3.3 Applying Design Elements Effectively.

In the table below identify the design elements that you believe you have used efficiently and explain why this is the case.

It is quite possible that your explanations will be large in size as an effective use likely means that a number of areas have been affected, and you will need to identify these.

|  |  |
| --- | --- |
| Design Element | How has this been applied effectively? |
| *e.g. Contrast* | *This can be seen in …. The screen shot shows that ….* |
|  |  |
|  |  |
|  |  |

**3.4 Refined Testing**

You now need to test the 3rd version of your solution. This time we need to focus more on the accuracy of what you created so we will need to complete a formal test plan. Create, Predict and Apply a range of tests that show your solution works correctly. A real-world test plan will likely have 1000s of test in it, but in this instance we only need a handful for each element you created (20-30 in total). **Extra Help Sheet Available**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test No. | Test (include test data if necessary) | Expected Result | Actual Result | Test Result |
| 1 |  |  |  |  |
| 2 |  |  |  |  |
| 3 |  |  |  |  |
| 4 |  |  |  |  |
| 5 |  |  |  |  |
| 6 |  |  |  |  |
| 7 |  |  |  |  |
| 8 |  |  |  |  |
| 9 |  |  |  |  |
| 10 |  |  |  |  |
| 11 |  |  |  |  |
| 12 |  |  |  |  |
| 13 |  |  |  |  |
| 14 |  |  |  |  |
| 15 |  |  |  |  |
| Etc. |  |  |  |  |

# 3.5 Presenting Version 3 of your solution (also supports 3.4 Testing)

Create a 3rd video recording showing your solution in operation. Show the full operation of the solution as before, but be sure to spend time demonstrating the changes you made.

Again, 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.

Take your time and give the viewer of this video and opportunity to fully see your database 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.** |
|  |