# Achievement Standard

| **Number** | **Version** | **Title** | **Credits** | **Assessment** |
| --- | --- | --- | --- | --- |
| AS91893 | 1 | Use advanced techniques to develop a digital media outcome | 4 | Internal |

# Assessment Criteria

| **Achievement** | **Achievement with Merit** | **Achievement with Excellence** |
| --- | --- | --- |
| Use advanced techniques to develop a digital media outcome | Use **advanced techniques** to develop an **informed** digital media outcome | Use **advanced techniques** to develop a **refined** digital media outcome. |

# 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
* Explaining relevant implications.

**How do I do this?**

Complete the Media V1 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
* Using relevant conventions for the media type
* Addressing relevant implications.

**How do I do this?**

Complete the Media V1 & V2 documentation sheets. This will get you to evidence everything that is needed to meet the Merit Level criteria.

# 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
* Using efficient tools and techniques in the outcome’s production.

**How do I do this?**

Complete the Media V1, V2 & V3 documentation sheets. This will get you to evidence everything that is needed to meet the Excellence Level criteria.

# 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 Media V1 & V2 documentation sheets to ensure you do not miss anything, so you do not need to do anything more than get these completed.

# Advanced Techniques & Efficient Tools

Your Digital Media Outcome needs to include a range of advanced techniques. Depending on the Media tools you decide these can change significantly so it is worth check what you intend to use with you teacher. To give you a starting point here is a list of the advanced tools listed from the standard.

**Examples of advanced techniques include:**

**● creating or customising scripts, code or presets**

**● using a combination of steps to manipulate or enhance elements**

**● using a third-party library**

**● using composite effects.**

At the highest level of achievement you are also expected to demonstrate efficient use of tools. Again, this will depend heavily on the tools you are using, but the examples provided in the standard a listed below

**Examples of efficient tools and techniques include:**

**● management of assets**

**● using stylesheets**

**● master pages or student developed templates**

**● commenting**

**● character formatting controls**

**● reusing objects, styles and/or frames**

**● html/css validation procedures**

**● optimisation of media assets.**

**How do I do this?**

Opportunities to include a range of these techniques and efficiencies 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. Regular submission at the provided opportunities will help here, but if in doubt check with your teacher.

# Brief: (this can be used as a start to 1.1 but can be developed if required)

Each year a select group of individuals at Cashmere High School put on a school formal for the year 12 and 13 students to celebrate their achievements throughout their time at school. This is a social event which usually takes place during a weekend in Term 3.

The event usually advertised through word of mouth and via strategically placed posters around the school, but the organisers of next year’s formal would like a different type of solution to help spread the word in a more creative way.

They have approached you to create a website to advertise next year’s formal as well as providing information about what is involved. They have provided you with a sample of materials from previous events to help you get started.

You will need to create a website that meets the following specifications.

* Provides information about the upcoming event (theme, date, time, dress code etc.)
* Includes a list of the rules for attending.
* Provide a facility for students to register their interest for further details.
* Separate the information identified above into their own dedicated pages
* Provide convenient navigation between each of these individual pages.
* Includes a sample of images from previous years events to help inform the viewers.

The theme of next year’s formal has not yet been selected so you will have the opportunity to select one that you think is suitable for the purpose of this task. The theme you select will help in the decision you make around the design, layout, colour scheme, font choice etc.

Provided Material – You may select from / add to this if you wish.

* Initial website text content
* A sample of images from previous school formals