



JOHN EDMONDSON HIGH SCHOOL

Assessment Notification

Faculty: Industrial Arts Course: Enterprise Computing Year: 11

Assessment Task: Task 1 - Interactive media and the user experience (UX)

Assessment Weighting: 25% Due: Term 1 Week 9 Date: 26/03/24 (In SOLE room at 8.10 am)

Task Type: Hand in Task In Class Task Practical Task

Outcomes assessed (NESA)

- describes how data is used in enterprise computing systems EC-11-04
- selects and uses tools and resources to design and develop an enterprise computing system EC-11-08
- documents the management and evaluates the development of an enterprise solution EC-11-09
- communicates an enterprise computing solution to an intended audience EC-11-11

Task Description/Overview

Type of task: Develop an interactive media and user experience (UX) digital product with documentation.

The aim of this project is create an interactive media and UX digital product that incorporates data journalism for end users about an issue in the local community.

Students in a group of 3-4 design and develop a digital solution using curated or created assets for a system of information delivery. Delegation of each part to the appropriate team members, along with strict time management, will be vital!

Create a digital solution for an issue in your local community. You are encouraged to be creative and use local contacts to develop your own ideas.

Examples of digital solutions could include, but are not limited to:

- *an environmental issue in your local community or school*
- *a school information kiosk and interactive map*
- *a project to raise awareness of First Nations peoples and their cultures in your local area*
- *teaching people about the local community groups including diversity or sport or event promotion*
- *develop a recycling initiative for your school or community group. The digital solution has many options including:*
- *a website or app*
- *media components such as film, animation and music*

- a podcast or vodcast
- an augmented reality (AR) or virtual reality (VR) presence
- a social media presence.

Submission details

There are two sections for submission of this task:

- Link to the system of Information Delivery for their project.
- Digital Documents (submitted on USB) related to proposed interactive media and UX system that has been used to communicate information to an audience. (Please refer to Table 1)
 - Identifying and defining
 - Researching and planning
 - Producing and implementing
 - Testing and evaluating

Table 1

Steps	What I need to do
<p>Identifying and defining</p> <p>Investigate how your proposed interactive media and UX system is used to communicate information to an audience.</p>	<ul style="list-style-type: none"> • Define your audience. • Describe the information you wish to communicate to your audience. • Describe how your project will demonstrate safe and ethical use of online tools. • Explain how your product will engage, capture and hold the attention of the audience and collect user feedback.
<p>Researching and planning</p> <p>Explain how your proposed interactive media and UX digital product will be created on a platform and investigate consumer behaviour unique to that platform.</p>	<ul style="list-style-type: none"> • Outline your research into contemporary and innovative software. • Identify your digital product and explain what platform or media you will use for your solution. • Check with your teacher the suitability of the platform or software you are researching and using for the project. • Investigate how digital marketing techniques influence consumer behaviour.
<p>Producing and implementing</p> <p>Develop your interactive media and UX digital product considering design principles, user interaction and data journalism.</p>	<ul style="list-style-type: none"> • Apply design thinking to develop a front-end, web-based interactive media system incorporating UX and user interface (UI) principles. • Apply features of user interaction and UX within web-based systems. • Develop and publish an interactive work of data journalism.

Testing and evaluating

Review and improve your interactive media and UX digital product.

- Evaluate the performance requirements of hardware for specific interactive media products.
- Self and peer assess the success of the product.

Marking guidelines

Mark
Range

Table 2– assessment marking guidelines

Grade	Marking guideline descriptors	Mark Range
A	<p>The student demonstrates extensive knowledge of content and understanding of course concepts and applies highly developed skills and processes in a wide variety of contexts.</p> <p>In addition, the student demonstrates creative and critical thinking skills using perceptive analysis and evaluation. The student effectively communicates complex ideas and information.</p>	50-60
B	<p>The student demonstrates thorough knowledge of content and understanding of course concepts and applies well-developed skills and processes in a variety of contexts.</p> <p>In addition, the student demonstrates creative and critical thinking skills using analysis and evaluation. The student clearly communicates complex ideas and information.</p>	40-49
C	<p>The student demonstrates sound knowledge of content and understanding of course concepts and applies skills and processes in a range of familiar contexts.</p> <p>In addition, the student demonstrates skills in selecting and integrating information and communicates relevant ideas in an appropriate manner.</p>	30-39
D	<p>The student demonstrates a basic knowledge of content and understanding of course concepts and applies skills and processes in some familiar contexts.</p> <p>In addition, the student demonstrates skills in selecting and using information and communicates ideas in a descriptive manner.</p>	16-29
E	<p>The student demonstrates an elementary knowledge of content and understanding of course concepts and applies some skills and processes</p>	0-15

Remember:

Delegation of each part to the appropriate team members, along with strict time management, will be vital!

Satisfactory completion of courses

A course has been satisfactorily completed, when the student has:

- Followed the course developed/endorsed by the NSW Educational Standards Authority (NESA)
- Applied himself/herself with diligence and sustained effort to the set tasks and experiences provided in the course.
- Achieved some or all of the course outcomes

