

BTEC Assignment Brief

Qualification	Pearson BTEC Level 1/Level 2 Tech Award in Digital Information Technology
Component number and title	1: Exploring User Interface Design Principles and Project Planning Techniques
Learning aim	C: Develop and review a user interface
Assignment title	Football Stadium Information System User Interface
Assessor	D. Smith
Issue date	28/11/2019
Hand in deadline	23/4/2019

Vocational Scenario or Context	<p>It's now time to follow your plan and develop the information system at Football Stadium.</p> <p>The user interface should allow:</p> <ul style="list-style-type: none"> the public to obtain information about the stadium's facilities, including refreshments, the shop and public conveniences. <p>The user interface should focus purely on the overall look and feel and the user navigation methods.</p>
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Task 1 – Part A	<p>Develop the user interface</p> <p>Follow your plan and create the user interface.</p> <p>The user interface should show how the user interface is appropriate for the intended device and the impact this will have on the user and show:</p> <ul style="list-style-type: none"> all features, including the overall look and feel how the user inputs data how the interface responds and will output to the user how the user navigates around the user interface. <p>All user interactions should match user expectations and the user interface should purely focus on the overall look/feel and the user navigation methods.</p>
Checklist of evidence required	<ul style="list-style-type: none"> A comprehensive document with annotated screen prints that clearly demonstrate all features, how the user can input data and navigates and how the user interface will respond with outputs.
Task 1 – Part B	Now that you have developed the user interface:

	<ul style="list-style-type: none"> • obtain feedback from potential users • use the feedback to refine the user interface. <p>Document the changes made through each iteration to show how the changes made clearly improve the effectiveness and efficiency of the user interface.</p>
Checklist of evidence required	<ul style="list-style-type: none"> • Record of user feedback. • Annotated screen prints of changes made through each iteration and how you have refined the user interface to improve the effectiveness and efficiency of the user interface.
Task 1 – Part C	<p>Final assessment</p> <p>It's now time to assess the success of the user interface and the use of your chosen project planning techniques justifying decisions made.</p> <p>1 User interface</p> <p>The strengths and weaknesses of the user interface:</p> <ul style="list-style-type: none"> • how well the user requirements have been met • how the user interface is easy to use and suitability for audience and purpose • how effectively the design principles have been met. <p>2 Project planning techniques</p> <p>The strengths and weaknesses of the project planning techniques:</p> <ul style="list-style-type: none"> • how well the chosen project planning and methodologies met the needs of the task • project constraints and how they were overcome • lessons learned. <p>3 Improvements</p> <p>The areas that could be developed to better meet audience needs/design principles.</p>
Checklist of evidence required	<ul style="list-style-type: none"> • A written document detailing their strengths and weaknesses of the user interface and project planning techniques justifying decisions made.
Criteria covered by this task:	
Criteria reference	To achieve the criteria, you must show that you are able to:
C.2D3	Use their plan to develop and refine an effective user interface that shows all features and assess the strengths and weaknesses of their user interface and project plan, justifying decisions made.

C.2M2	Use their plan to develop and refine an effective user interface that shows most features and analyse the strengths and weaknesses of their user interface and project plan, discussing decisions made.
C.2P5	Use their plan to develop and refine an appropriate user interface using feedback to make some changes.
C.2P6	Explain the strengths and weakness of both their user interface and project plan, summarising decisions made.
C.1M5	Use their plan to develop and refine a user interface that shows limited features using feedback to make limited changes.
C.1M6	Describe strengths and weakness of both their user interface and project plan with some examples of each.
C.1P5	Use their plan to develop a user interface that shows limited features and does not take into account user feedback.
C.1P6	Identify one strength and one weakness of both their user interface and project plan.
Sources of information to support you with this Assignment	<p>These websites provide guidance regarding the development of effective user interfaces:</p> <p>http://web.cs.wpi.edu/~matt/courses/cs563/talks/smartin/int_design.html</p> <p>https://www.usability.gov/what-and-why/user-interface-design.html</p>
Other assessment materials attached to this Assignment Brief	<i>None</i>