

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	B: Use project planning techniques to plan and design a user interface
Assignment title	The Project Plan
Assessor	D. Smith
Issue date	8/10/2019
Hand in deadline	28/11/2019

Vocational Scenario or Context	<p>Young Digital Designer of the Year Award Project Plan and user interface</p> <p>You have passed the first test.</p> <p>It is now time to plan and design your user interface.</p> <p>Your next task is to design a prototype for a 'touch screen information system at Neoteric Stadium'. The system will be located in busy areas of the stadium in order to take the pressure from the main enquiry desk. The public will be able to obtain information about the stadium's facilities, including refreshments and public conveniences.</p> <p>The user interface should have:</p> <ul style="list-style-type: none"> • a 'front end' (the first screen the user sees) • the layout of the interface, colour, text boxes/icons, home button, etc. • a series of annotated drawings to show the users journey in order to complete their activity/task in the correct order. <p>You should design a user interface that will:</p> <ul style="list-style-type: none"> • increase user confidence/familiarity • reduce learning time of new interfaces/features • reduce time to complete tasks • increase user attention. <p>You have four weeks to create and present your project plan. The Neoteric Stadium managers are concerned about the cost of the touch screen information system and associated security issues.</p> <p>You now need to submit the project plan that contains:</p>
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	<ul style="list-style-type: none"> • a project plan containing the most appropriate combination of project planning tools • a design specification containing a combination of different design techniques.
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Task 1 – Part A	<p>The project plan</p> <p>Create a project plan making full and effective use of project planning techniques for the development of the user interface.</p> <p>Your project plan should include detailed:</p> <ol style="list-style-type: none"> 1. task list 2. PERT chart or a critical path diagram 3. Gantt chart: <ul style="list-style-type: none"> ○ timescales for task and sub-tasks with key milestones including review points with users and when resources will be needed 4. mood boards or mindmaps. 5. project requirements: <ul style="list-style-type: none"> ○ the purpose of the user interface ○ the audience requirements with user accessibility requirements ○ list of input, output and software requirements 6. project constraints and potential risks that could affect the project. 7. a comprehensive contingency plan. <p>Make sure you include SMART aims/objectives in your project plan.</p>
Checklist of evidence required	<p>Project plan including detailed:</p> <ul style="list-style-type: none"> • task list • PERT chart or a critical path diagram • Gantt chart • mood boards or mindmaps • project requirements • project constraints and potential risks • a comprehensive contingency plan.
Task 1 – Part B	<p>User interface initial design</p> <p>Create a comprehensive initial design of the user interface containing a combination of different design techniques to meet all user requirements including:</p>

	<ul style="list-style-type: none"> the user requirements, input and output user accessibility needs. <p>Your design specification will include:</p> <ul style="list-style-type: none"> storyboards (at least four) detailed hardware and software requirements effective test plan outlining how you will test the user interface. <p>How the user interface meets all user requirements.</p>
Checklist of evidence required	<p>Design specification that includes the following:</p> <ul style="list-style-type: none"> a comprehensive annotated initial design of the user interface hardware and software requirements test plan how the user interface meets user requirements.
Task 1 – Part C	<p>Methodology review</p> <ul style="list-style-type: none"> Identify the methodology used to develop the plan. Justify why it was the most appropriate methodology to use.
Checklist of evidence required	Justification of the methodology used to develop the plan.
Criteria covered by this task:	
Criteria reference	To achieve the criteria, you must show that you are able to:
B.2D2	Create an appropriate project plan for the design of a user interface which makes full and effective use of project planning techniques and create a comprehensive initial design that shows how it meets all user requirements.
B.2M2	Create an appropriate project plan for the design of a user interface which makes effective use of project planning techniques and create a detailed and considered initial design that shows how it meets most user requirements.
B.2P3	Create an appropriate project plan for the design of a user interface which makes relevant use of project planning techniques.
B.2P4	Create a detailed initial design that shows how it meets most user requirements.
B.1M3	Create a project plan for the design of a user interface which makes some relevant use of project planning techniques.
B.1M4	Create an initial design that meets some user requirements.
B.1P3	Create a project plan for the design of a user interface which makes limited use of some project planning techniques.

B.1P4	Create an initial design that meets some user requirements but is limited in most aspects.
Sources of information to support you with this Assignment	<p>The website provides information about project planning techniques relating to user interface design:</p> <p>http://www.blog.designn.org/udara/designing-user-interface-5-steps/</p> <p>This website provides an overview of the constraints and risks as applied to project planning:</p> <p>http://www.dummies.com/web-design-development/site-development/what-are-the-constraints-of-web-page-design/</p>
Other assessment materials attached to this Assignment Brief	<i>None</i>