

Information & Communication Technology 2024 v1.1

B2: Project

Sample assessment instrument

This sample has been compiled by the QCAA to assist and support teachers in planning and developing assessment instruments for individual school settings.

Schools develop internal assessments for each Applied subject, based on the learning and assessment described in the syllabus.

Student name

Student number

Teacher

Issued

Due date

Overall result

Result					Comment
A	B	C	D	E	

Conditions

Technique	Project
Unit	Unit option B: App development
Response requirements	Multimodal (at least two modes delivered at the same time): up to 5 minutes, 8 A4 pages, or equivalent digital media that includes a demonstration of the functionality of the high-fidelity native app prototype
Individual/group	Individual
Other	Students can develop their responses in class time and their own time
Resources	Students have access to hardware and software as required to complete the assessment The product development process may be completed individually or in groups. Responses must be assessed individually The teacher provides students with a client brief and technical information

Context

High-fidelity prototyping is a way for designers to create detailed and interactive mock-ups of apps that look and feel like real apps. To do this, designers use specialised software (e.g. Xcode), which allows them to create functioning prototypes that can be tested on an iOS device. For beginners, visual interfaces (e.g. SwiftUI) can make the process easier to learn. High-fidelity prototypes are important for testing and refining the user experience, as well as for showing the app's features to stakeholders. It takes more time than low-fidelity prototyping but is an important step before investing in more detailed development. Low-code platforms such as SwiftUI make it possible to create high-fidelity prototypes without extensive coding knowledge.

Task

You will produce a high-fidelity native app prototype in response to a client brief and technical information.

To complete this task you must:

- produce a high-fidelity native app prototype by
 - demonstrating app development skills and processes
 - implementing industry practices and app development processes to perform the required skills
 - adapting app development processes in response to testing and feedback to meet the requirements in the client brief and technical information
- document the development of a high-fidelity native app prototype by
 - interpreting the client brief and technical information to develop ideas with sketches, notes and calculations as necessary
 - deciding on the industry practices and app development processes required to produce a high-fidelity native app prototype
 - determining the sequence in which app development processes will be implemented
 - annotating images and sketches to capture decision-making
 - reflecting on the quality of the completed high-fidelity native app prototype, industry practices and development processes used.

Stimulus

Client brief and technical information

Who is the client and what do they want?

The client is a publishing company who is looking for a high-fidelity prototype of a choose-your-own-adventure book app. The client would like the following features for the app:

- navigation between pages based on user choices resulting in different story outcomes
- easy to use
- visually appealing
- allows users to share their story outcomes with friends and family.

The target audience for the app is primarily young adult and adult readers.

Technical information

The app prototype should follow industry standards for:

- UI/UX design (Apple Human Interface Guidelines)
- Accessibility requirements for native apps, specifically Web Content Accessibility Guidelines (WCAG)
- Handover to client includes
 - presentation of the functionality and programmed features of the choose-your-own-adventure book app through video or screen recording
 - a .zip file containing all working files and the .app or for deployment.

Checkpoints

- ☐ Term 2, Week 4: Submit and present minimal viable product (MVP)
- ☐ Term 2, Week 7: Submit draft for feedback
- ☐ Term 2, Week 10: Final submission

Authentication strategies

- Your teacher will provide class time for task completion.
- You will each produce a unique response with the teacher monitoring progress in class.
- Your teacher will collect copies of the student response and monitor at key junctures.
- Your teacher will collect and annotate drafts.
- You will use plagiarism-detection software at submission of the response.
- You must acknowledge all sources in APA format including in-text references.
- You must submit a declaration of authenticity.

Scaffolding

- You will use Adobe Express to create a webpage multimodal presentation for draft and final submission. This must include:
 - a screen recording or video of your high-fidelity app prototype in action
 - documentation of selected practices, skills and processes used
 - a developer journal, e.g. notes on design decisions, problems encountered and solutions found, and other important details related to the development process
 - evaluation of processes and the app prototype, based on client expectations and the purpose of the product
 - list of notable adaptations made to processes and the prototype throughout the development cycle.

Note: Your draft submission must include all of the above to whatever standard you have at the time of the draft due date.

Instrument-specific standards (B2): Project

Demonstrate	Interpret	Select	Sequence	Evaluate	Adapt	Grade
The student response has the following characteristics:						
proficient demonstration of app development industry practices, skills and processes when developing a high-fidelity native app prototype	insightful and justified interpretation of client briefs and technical information when developing a high-fidelity native app prototype	strategic selection of app development industry practices, skills and processes when developing a high-fidelity native app prototype	strategic sequencing of app development industry practices, skills and processes when developing a high-fidelity native app prototype	insightful and justified evaluation of processes and products when developing a high-fidelity native app prototype	insightful and justified adaptation of processes and products when developing a high-fidelity native app prototype	A
efficient demonstration of app development industry practices, skills and processes when developing a high-fidelity native app prototype	detailed and supported interpretation of client briefs and technical information when developing a high-fidelity native app prototype	considered selection of app development industry practices, skills and processes when developing a high-fidelity native app prototype	considered sequencing of app development industry practices, skills and processes when developing a high-fidelity native app prototype	detailed and supported evaluation of processes and products when developing a high-fidelity native app prototype	detailed and supported adaptation of processes and products when developing a high-fidelity native app prototype	B
demonstration of app development industry practices, skills and processes when developing a high-fidelity native app prototype	interpretation of client briefs and technical information when developing a high-fidelity native app prototype	selection of app development industry practices, skills and processes when developing a high-fidelity native app prototype	sequencing of app development industry practices, skills and processes when developing a high-fidelity native app prototype	evaluation of processes and products when developing a high-fidelity native app prototype	adaptation of processes and products when developing a high-fidelity native app prototype	C

Demonstrate	Interpret	Select	Sequence	Evaluate	Adapt	Grade
inconsistent demonstration of app development industry practices, skills and processes when developing a high-fidelity native app prototype.	narrow and unsupported interpretation of client briefs and technical information when developing a high-fidelity native app prototype.	inconsistent selection of app development industry practices, skills and processes when developing a high-fidelity native app prototype.	inconsistent sequencing of app development industry practices, skills and processes when developing a high-fidelity native app prototype.	narrow and unsupported evaluation of processes and products when developing a high-fidelity native app prototype.	narrow and unsupported adaptation of processes and products when developing a high-fidelity native app prototype.	D
The student response does not match any of the descriptors above.	The student response does not match any of the descriptors above.	The student response does not match any of the descriptors above.	The student response does not match any of the descriptors above.	The student response does not match any of the descriptors above.	The student response does not match any of the descriptors above.	E

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