Student Name: _____

Assessment Schedule: AS 91893 (Digital Technology 2.4) Version 1, 4 credits   **Grade Awarded:** N   A   M   E

2.4 Use advanced techniques to develop a digital media outcome (Internal)   **Context:** 3D webVR

Assessment Judgements:	Student Evidence:	A	M	E
The student uses appropriate tools, techniques and design elements for the purpose and end users of the outcome	Could include: ● Appropriate webVR code/ 3D design tools have been used (Aframe / Frame / CoSpaces modelling apps: TinkerCAD / MagicaVoxel / Blender image editing apps: pixlr.com/e or PhotoShop) ● Design elements - sketch / 2D plan / colour theory / typography ● Level 2 techniques in HTML and CSS have been used, may include: ○ Use of primitive composite shapes ○ Use of Photoshpere 360 degree Equirectangular image ○ Import of 3D shapes (.OBJ, .glTF or .GLB), if not your own please reference license (public domain / creative commons). ○ Use of audio ○ Use of lighting ○ Use of animation ○ Use of Interactivity ● Little to no refinement of the website through testing	A		
The Student describes implications that are relevant to the outcome	Could include: ● At least 3 implications have been described in relation to their website (givbe examples) ● Feedback has been gained from peers, to confirm their own perceptions	A		

The student addresses relevant implications in the outcome	Could include:
	● Feedback has been gained from community members, to confirm their own perception. And used feedback to improve upon their ideas
	   ○ Refined: graphics, audio, shapes' position / scales / rotation / size / colour
	   ○ Refined 3D models no. of polygons, compressed images
	● At least 3 implications have been addressed in relation to their website, e.g.
	   ○ All images/ media have been credited / referenced correctly. Intellectual property has not been breached.
	   ○ Content is suitable for the purpose / target audience
	   ○ Images and models are quick to download
			M	

The student applies appropriate data integrity and testing procedures in the development.	Could Include: ● Text is proofread and displays correctly on the webpage ● All the links work ● Graphics display correctly ● Website displays correctly on two different computers, desktop & mobile, e.g. desktop Firefox and mobile Firefox	**A**		
The student uses information from testing procedures to improve the quality of the outcome	Could include: ● Trailing of objects' colour combinations , position, rotation, scale ● Readability and legibility of text has been tested ● Website has been tested in a range of internet browsers, such as desktop webVR and on mobile with Google Cardboard.		**M**	
The Student shows iterative improvement throughout the design, development and testing process	Could include: ● Iteratively improving planned aspects of their website, after testing with users and testing across different devices			**E**

	- Code has been validated, with any changes needed made - Code is appropriately commented - A comprehensive record of the development of the site is kept. - Animation and/or Interactivity t			
The student has applied design elements effectively	Could include: - Designing their outcome with careful consideration of design elements - Refers to design elements during iterative development - Efficient use of Visual Inspector tool - Efficient use of the Inspect Element debugger			E

Teacher Comment: