

Instruction Sheet for the Candidate

Qualification	Graphic Designer (Mobile App, Web & Game Development)
Competency Standard	<ol style="list-style-type: none"> 1. Explore Graphic Designing Tools 2. Install Graphic Designing Tools 3. Design Mock-ups for Webpages 4. Design Mock-ups for Mobile Applications 5. Design Mock-ups for Game Applications 6. Perform Image Slicing 7. Carry Out Branding Campaign
Purpose of Assessment	Summative Assessment
Candidate Details	Name _____ Registration/Roll Number _____
Guidance for Candidate	<p>To meet this standard, you are required to complete the following within 05 Hrs. Time frame (for practical demonstration & assessment):</p> <p>Design interactive mockups for a (restaurant, hotel, school, E-commerce store etc.) 3-page website using available designing applications. Convert the mockups into CMS website and troubleshoot problem (if any)</p>
Time: 05 Hrs.	During a practical assessment, under observation by an assessor, you are required to

Minimum Evidence Required	<p>Design interactive mockups for a (restaurant, hotel, school, E-commerce store etc.) 3-page website using available designing applications. Convert the mockups into CMS website and troubleshoot problem (if any)</p> <ol style="list-style-type: none"> 1. Design a Wireframe for webpages and Mobile Application 2. Arrange Visual Hierarchy (Layout) 3. Select an Attractive Color Scheme 4. Place Typography in Design 5. Prepare Final Mock-up 6. Divide the image into smaller images 7. Customize/Deploy theme 8. Add Plugins to Website 9. Integrate mockups with CMS website 10. Perform troubleshooting
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Self-Assessment Checklist

Candidate Name	
Registration No.	
Qualification	Graphic Designer (Mobile App, Web & Game Development)
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Purpose of Assessment	Summative Assessment
Assessment Task	Design interactive mockups for a (restaurant, hotel, school, E-commerce store etc.) 3-page website using available designing applications. Convert the mockups into CMS website and troubleshoot problem (if any)

I can.....

Performance Criteria	Yes	No
1. Design a Wireframe for webpages and Mobile Application	<input type="checkbox"/>	<input type="checkbox"/>
2. Arrange Visual Hierarchy (Layout)	<input type="checkbox"/>	<input type="checkbox"/>
3. Select an Attractive Color Scheme	<input type="checkbox"/>	<input type="checkbox"/>
4. Place Typography in Design	<input type="checkbox"/>	<input type="checkbox"/>
5. Prepare Final Mock-up	<input type="checkbox"/>	<input type="checkbox"/>
6. Divide the image into smaller images	<input type="checkbox"/>	<input type="checkbox"/>
7. Customize/Deploy theme	<input type="checkbox"/>	<input type="checkbox"/>
8. Add Plugins to Website	<input type="checkbox"/>	<input type="checkbox"/>
9. Integrate mockups with CMS website	<input type="checkbox"/>	<input type="checkbox"/>

10. Perform troubleshooting	<input type="checkbox"/>	<input type="checkbox"/>
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Candidate's Signature _____ Assessor's Signature _____

Date: _____

Assessors Judgment Guide

Qualification	Graphic Designer (Mobile App, Web & Game Development)
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Purpose of Assessment	Summative Assessment
Candidate Details	Name: _____ Registration/Roll Number: _____ Signature: _____
Assessment Outcome	COMPETENT <input type="checkbox"/> NOT YETCOMPETENT <input type="checkbox"/> Name of the Assessor _____ Assessor's code: _____ Signature: _____

Assessment Summary (to be filled by the assessor)							
Activity	Method					Result	
	Written	Oral	Observation	Portfolio	Role Play	Competent	Not Yet Competent
Nature of Activity							
Practical Skill Demonstration	✓		✓				
Knowledge Assessment	✓	✓					
Other Requirement							

Observation Checklist

Assessment Task	Design interactive mockups for a (restaurant, hotel, school, E-commerce store etc.) 3-page website using available designing application. Convert the mockups into CMS website and troubleshoot any problem if occur.			
During the practical assessment, candidate demonstrated the following:		Yes	No	Remarks
1.	Design a Wireframe for webpages and Mobile Application			
2.	Arrange Visual Hierarchy (Layout)			
3.	Select an Attractive Color Scheme			
4.	Place Typography in Design			
5.	Prepare Final Mock-up			
6.	Divide the image into smaller images			
7.	Customize/Deploy theme			
8.	Add Plugins to Website			
9.	Integrate mockups with CMS website			
10.	Perform troubleshooting			
Competent <input type="checkbox"/>		Not Yet Competent <input type="checkbox"/>		

Knowledge Assessment

Qualification	Graphic Designer (Mobile App, Web & Game Development)
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Purpose of Assessment	Summative Assessment
Candidate Details	Name: _____ Registration/Roll Number: _____ Candidate Signature: _____
Assessment Outcome	COMPETENT <input type="checkbox"/> NOT YETCOMPETENT <input type="checkbox"/> Name of the Assessor: _____ Assessor's code: _____ Signature of the Assessor: _____

Candidate's response is not required to be identical, but similar concepts and/or keywords must be used. Oral questioning may be used to clarify candidate understanding of topic and its application.

	Questions (Candidate confidently answered questions correctly and demonstrated understanding of the topics and their application)	Satisfactory	Not Satisfactory
1.	What are three advantages of wireframe? 		
2.	What is Bootstrap? 		

3.	What is an external stylesheet?		
4.	What does the term “responsive” means in relation to a website?		
5.	Mention two ways to enhance User Experience in website.		

Feedback to the Candidate

Candidate's Signature _____ Assessor's Signature _____