

Instruction Sheet for the Candidate

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|----------------------------------|---|
| Qualification | Graphic Designer (Mobile App, Web & Game Development) |
| Competency Standard | Design Mock-ups for Game Applications |
| Purpose of Assessment | Formative Assessment |
| Candidate Details | Name_____ |
| | Registration/Roll Number_____ |
| Guidance for Candidate | <p>To meet this standard, you are required to complete the following within 03 Hrs. time frame (for practical demonstration & assessment):</p> <ul style="list-style-type: none"> • Design a Wireframe • Organize Information Architecture • Enhance User Experience • Arrange Visual Hierarchy (Layout) • Select an Attractive Color Scheme • Place Typography in Design • Arrange Images • Make Interactive and Clickable Mock-up |
| Time: 03 Hrs. | During a practical assessment, under observation by an assessor, you are required to |
| Minimum Evidence Required | <p>Design a Wireframe</p> <ul style="list-style-type: none"> • Search for the best available tools for designing a wireframe. • Download and install the tools • Design the wireframe of the product. <p>Organize Information Architecture</p> <ul style="list-style-type: none"> • Organize website content on game applications such as information for the product on which website is being designed. • Put information in logical and hierarchical manner. <p>Enhance User Experience</p> <ul style="list-style-type: none"> • Draft the information for better user interaction. |

- Place the information or content for easy navigation.

Arrange Visual Hierarchy (Layout)

- Design all elements in order on game applications.
- Put all elements (content) on game applications properly according to their sizes.
- Organize everything on game applications appropriately by positioning them and providing them well needed space.

Select an Attractive Color Scheme

- Select the color scheme to be used on game applications according to the requirement.
- Choose those colors in a style that become interactive and attention-grabbing for the viewers.
- Arrange it in a manner that will be used in the final product.

Place Typography in Design

- Collect the fonts with their types and sizes.
- Make the fonts (text) bold and un-bold accordingly.
- Adjust the text into the design to make it appealing for the viewers.
- Arrange it in a manner that will be used in the final product.

Arrange Images

- Collect and use SVG images to use in the mock-up which mirror exactly the ones to be used in final product.
- Collect and use high quality images (other than SVG) to use in the mock-up which mirror exactly the ones to be used in final product.

Make Interactive and Clickable Mock-up

- Make your mock-up game applications interactive.
- Make your navigation clickable for best user testing.

Self-Assessment Checklist

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|------------------------------|--|
| Candidate Name | |
| Registration No. | |
| Qualification | Graphic Designer (Mobile App, Web & Game Development) |
| Competency Standard | Design Mock-ups for Game Applications |
| Purpose of Assessment | Formative Assessment |
| Assessment Task | <ul style="list-style-type: none"> • Design a Wireframe • Organize Information Architecture • Enhance User Experience • Arrange Visual Hierarchy (Layout) • Select an Attractive Color Scheme • Place Typography in Design • Arrange Images • Make Interactive and Clickable Mock-up |

I can.....

| Performance Criteria | Yes | No |
|--|--------------------------|--------------------------|
| 1. Search for the best available tools for designing a wireframe. | <input type="checkbox"/> | <input type="checkbox"/> |
| 2. Download and install the tools | <input type="checkbox"/> | <input type="checkbox"/> |
| 3. Design the wireframe of the product. | <input type="checkbox"/> | <input type="checkbox"/> |
| 4. Organize website content on game applications such as information for the product on which website is being designed. | <input type="checkbox"/> | <input type="checkbox"/> |
| 5. Put information in logical and hierarchical manner. | <input type="checkbox"/> | <input type="checkbox"/> |
| 6. Draft the information for better user interaction. | <input type="checkbox"/> | <input type="checkbox"/> |
| 7. Place the information or content for easy navigation. | <input type="checkbox"/> | <input type="checkbox"/> |
| 8. Design all elements in order on game applications. | <input type="checkbox"/> | <input type="checkbox"/> |
| 9. Put all elements (content) on game applications properly according to their sizes. | <input type="checkbox"/> | <input type="checkbox"/> |
| 10. Organize everything on game applications appropriately by positioning them and providing them well needed space. | <input type="checkbox"/> | <input type="checkbox"/> |

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|---|--------------------------|--------------------------|
| 11. Select the color scheme to be used on game applications according to the requirement. | <input type="checkbox"/> | <input type="checkbox"/> |
| 12. Choose those colors in a style that become interactive and attention-grabbing for the viewers. | <input type="checkbox"/> | <input type="checkbox"/> |
| 13. Arrange it in a manner that will be used in the final product. | <input type="checkbox"/> | <input type="checkbox"/> |
| 14. Collect the fonts with their types and sizes. | <input type="checkbox"/> | <input type="checkbox"/> |
| 15. Make the fonts (text) bold and un-bold accordingly. | <input type="checkbox"/> | <input type="checkbox"/> |
| 16. Adjust the text into the design to make it appealing for the viewers. | <input type="checkbox"/> | <input type="checkbox"/> |
| 17. Arrange it in a manner that will be used in the final product. | <input type="checkbox"/> | <input type="checkbox"/> |
| 18. Collect and use SVG images to use in the mock-up which mirror exactly the ones to be used in final product. | <input type="checkbox"/> | <input type="checkbox"/> |
| 19. Collect and use high quality images (other than SVG) to use in the mock-up which mirror exactly the ones to be used in final product. | <input type="checkbox"/> | <input type="checkbox"/> |
| 20. Make your mock-up game applications interactive. | <input type="checkbox"/> | <input type="checkbox"/> |
| 21. Make your navigation clickable for best user testing. | <input type="checkbox"/> | <input type="checkbox"/> |

Candidate's Signature _____ Assessor's Signature _____

Date: _____

Assessors Judgment Guide

| | |
|------------------------------|--|
| Qualification | Graphic Designer (Mobile App, Web & Game Development) |
| Competency Standard | Design Mock-ups for Game Applications |
| Purpose of Assessment | Formative Assessment |
| Candidate Details | Name: _____ Registration/Roll Number: _____ Signature: _____ |
| Assessment Outcome | <p>COMPETENT <input type="checkbox"/> NOT YET COMPETENT <input type="checkbox"/></p> <p>Name of the Assessor _____</p> <p>Assessor's code: _____</p> <p>Signature: _____</p> |

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

Observation Checklist

| | | | | |
|---|--|------------|-----------|----------------|
| Assessment Task | <ul style="list-style-type: none"> • Design a Wireframe • Organize Information Architecture • Enhance User Experience • Arrange Visual Hierarchy (Layout) • Select an Attractive Color Scheme • Place Typography in Design • Arrange Images • Make Interactive and Clickable Mock-up | | | |
| During the practical assessment, candidate demonstrated the following: | | Yes | No | Remarks |
| 1. | Search for the best available tools for designing a wireframe. | | | |
| 2. | Download and install the tools | | | |
| 3. | Design the wireframe of the product. | | | |
| 4. | Organize website content on game applications such as information for the product on which website is being designed. | | | |
| 5. | Put information in logical and hierarchical manner. | | | |
| 6. | Draft the information for better user interaction. | | | |
| 7. | Place the information or content for easy navigation. | | | |
| 8. | Design all elements in order on game applications. | | | |
| 9. | Put all elements (content) on game applications properly according to their sizes. | | | |
| 10. | Organize everything on game applications appropriately by positioning them and providing them well needed space. | | | |
| 11. | Select the color scheme to be used on game applications according to the requirement. | | | |
| 12. | Choose those colors in a style that become interactive and attention-grabbing for the viewers. | | | |
| 13. | Arrange it in a manner that will be used in the final product. | | | |
| 14. | Collect the fonts with their types and sizes. | | | |

| | | | | |
|---|---|---|--|--|
| 15. | Make the fonts (text) bold and un-bold accordingly. | | | |
| 16. | Adjust the text into the design to make it appealing for the viewers. | | | |
| 17. | Arrange it in a manner that will be used in the final product. | | | |
| 18. | Collect and use SVG images to use in the mock-up which mirror exactly the ones to be used in final product. | | | |
| 19. | Collect and use high quality images (other than SVG) to use in the mock-up which mirror exactly the ones to be used in final product. | | | |
| 20. | Make your mock-up game applications interactive. | | | |
| 21. | Make your navigation clickable for best user testing. | | | |
| Competent <input type="checkbox"/> | | Not Yet Competent <input type="checkbox"/> | | |

Knowledge Assessment

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|------------------------------|--|
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| Competency Standard | Design Mock-ups for Game Applications |
| Purpose of Assessment | Formative Assessment |
| Candidate Details | Name: _____ Registration/Roll Number: _____ Candidate Signature: _____ |
| Assessment Outcome | <p>COMPETENT <input type="checkbox"/> NOT YET COMPETENT <input type="checkbox"/></p> <p>Name of the Assessor: _____</p> <p>Assessor's code: _____</p> <p>Signature of the Assessor: _____</p> |

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. | Should the information or content be put in logical and hierarchical style on the page – yes or no? | | |
| 2. | Name any three widely used functions in game application designing? | | |

