

Instruction Sheet for the Candidate

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.

	<ul style="list-style-type: none"> • Place the information or content for easy navigation. <p>Arrange Visual Hierarchy (Layout)</p> <ul style="list-style-type: none"> • 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. <p>Select an Attractive Color Scheme</p> <ul style="list-style-type: none"> • 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. <p>Place Typography in Design</p> <ul style="list-style-type: none"> • 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. <p>Arrange Images</p> <ul style="list-style-type: none"> • 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. <p>Make Interactive and Clickable Mock-up</p> <ul style="list-style-type: none"> • Make your mock-up game applications interactive. • Make your navigation clickable for best user testing.
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Self-Assessment Checklist

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"/>

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

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	COMPETENT <input type="checkbox"/> NOT YET COMPETENT <input type="checkbox"/> Name of the Assessor _____ Assessor's code: _____ Signature: _____

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

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: _____ Candidate Signature: _____
Assessment Outcome	<div style="display: flex; justify-content: space-around; align-items: center;"> COMPETENT <input type="checkbox"/> NOT YET COMPETENT <input type="checkbox"/> </div> 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.	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?		

3.	Name any five features of a good mobile application designing?		

Feedback to the Candidate	
Candidate's Signature_____	Assessor's Signature _____