

Instruction Sheet for the Candidate

Qualification	UI/UX Developer (Mobile App, Web & Game Development)
Competency Standard	<ol style="list-style-type: none"> 1. Create Static Webpages 2. Apply Cascading stylesheet 3. Convert mockups into web pages 4. Convert Designs into mobile application mockups 5. Create mockups for mobile game 6. Apply validations to web forms
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 04 Hrs. Time frame (for practical demonstration & assessment):</p> <p>Create interactive mockups for a three-page website namely Home, portfolio and contact, create wireframe and navigation menu for web and mobile application, convert designs into static webpages using desired language, apply validation to webpages.</p>
Time: 04 Hrs.	During a practical assessment, under observation by an assessor, you are required to

Minimum Evidence Required	<p>Create interactive mockups for a three-page website namely Home, portfolio and contact, create wireframe and navigation menu for web and mobile application, convert designs into static webpages using desired language, apply validation to webpages.</p> <ol style="list-style-type: none"> 1. Use suitable tool to design web and mobile mockup 2. Slice image/mockup using designing tool 3. Write HTML for each sliced image 4. Write CSS for webpage 5. Add text/image to the webpage 6. Manage data in table and div tags through HTML or any Web designing software 7. Use WYSIWYG to add contents in a web page 8. Add links (hyperlinks) if needed
----------------------------------	---

	<ol style="list-style-type: none">9. Use any framework for responsiveness of webpage10. Use appropriate library/framework to write JS code11. Add JS if needed for interactive part for slider12. Apply suitable validation functions for required element
--	---

Self-Assessment Checklist

Candidate Name	
Registration No.	
Qualification	UI/UX Developer (Mobile App, Web & Game Development)
Competency Standard	<ol style="list-style-type: none"> 1. Create Static Webpages 2. Apply Cascading stylesheet 3. Convert mockups into web pages 4. Convert Designs into mobile application mockups 5. Create mockups for mobile game 6. Apply validations to web forms
Purpose of Assessment	Summative Assessment
Assessment Task	Create interactive mockups for a three-page website namely Home, portfolio and contact, create wireframe and navigation menu for web and mobile application, convert designs into static webpages using desired language, apply validation to webpages.

I can.....

Performance Criteria	Yes	No
1. Use suitable tool to design web and mobile mockup	<input type="checkbox"/>	<input type="checkbox"/>
2. Slice image/mockup using designing tool	<input type="checkbox"/>	<input type="checkbox"/>
3. Write HTML for each sliced image	<input type="checkbox"/>	<input type="checkbox"/>
4. Write CSS for webpage	<input type="checkbox"/>	<input type="checkbox"/>
5. Add text/image to the web page	<input type="checkbox"/>	<input type="checkbox"/>
6. Manage data in table and div tags through HTML or any Web designing software	<input type="checkbox"/>	<input type="checkbox"/>
7. Use WYSIWYG to add contents in a web page	<input type="checkbox"/>	<input type="checkbox"/>
8. Add links (hyperlinks) if needed	<input type="checkbox"/>	<input type="checkbox"/>
9. Use any framework for responsiveness of webpage	<input type="checkbox"/>	<input type="checkbox"/>
10. Use appropriate library/framework to write JS code	<input type="checkbox"/>	<input type="checkbox"/>
11. Add JS if needed for interactive part for slider	<input type="checkbox"/>	<input type="checkbox"/>
12. Apply suitable validation functions for required element	<input type="checkbox"/>	<input type="checkbox"/>

Observation Checklist

Assessment Task	Create interactive mockups for a three-page website namely Home, portfolio and contact, create wireframe and navigation menu for web and mobile application, convert designs into static webpages using desired language, apply validation to webpages.			
During the practical assessment, candidate demonstrated the following:		Yes	No	Remarks
1.	Use suitable tool to design web and mobile mockup			
2.	Slice image/mockup using designing tool			
3.	Write HTML for each sliced image			
4.	Write CSS for webpage			
5.	Add text/image to the web page			
6.	Manage data in table and div tags through HTML or any Web designing software			
7.	Use WYSIWYG to add contents in a web page			
8.	Add links (hyperlinks) if needed			
9.	Use any framework for responsiveness of webpage			
10.	Use appropriate library/framework to write JS code			
11.	Add JS if needed for interactive part for slider			
12.	Apply suitable validation functions for required element			
Competent <input type="checkbox"/>		Not Yet Competent <input type="checkbox"/>		

Knowledge Assessment

Qualification	UI/UX Developer (Mobile App, Web & Game Development)
Competency Standard	<ol style="list-style-type: none"> 1. Create Static Webpages 2. Apply Cascading stylesheet 3. Convert mockups into web pages 4. Convert Designs into mobile application mockups 5. Create mockups for mobile game 6. Apply validations to web forms
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.	Define mockup design. 		
2.	Define WYSIWYG. 		
3.	Name a three-tier layout?		

4.	Name three core UI/UX components.		
5.	What is meant by validation functions in JavaScript?		

