

## Instruction Sheet for the Candidate

<b>Qualification</b>	UI/UX Developer ( <b>Mobile App, Web &amp; Game Development</b> )
<b>Competency Standard</b>	Convert Designs into mobile application mockups
<b>Purpose of Assessment</b>	Formative Assessment
<b>Candidate Details</b>	Name_____
	Registration/Roll Number_____
<b>Guidance for Candidate</b>	<p><b>To meet this standard, you are required to complete the following within 04 Hrs. Time frame (for practical demonstration &amp; assessment):</b></p> <ol style="list-style-type: none"> <li>1. Design screens</li> <li>2. Create mockups</li> </ol>
<b>Time: 04 Hrs.</b>	During a practical assessment, under observation by an assessor, you are required to

<b>Minimum Evidence Required</b>	<p><b>1. Design screens</b></p> <ol style="list-style-type: none"> <li>1. Use suitable tool to create wireframe</li> <li>2. Use suitable tool to design mobile screens</li> <li>3. Design mockups/screens</li> <li>4. Save it in appropriate format</li> </ol> <p><b>2. Create mockups</b></p> <ol style="list-style-type: none"> <li>1. Patch different screens with each other in a appropriate sequence</li> <li>2. Add functionalities against different elements like button, menu, forms etc.</li> <li>3. Create animations of different elements</li> </ol>
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## Self-Assessment Checklist

<b>Candidate Name</b>	
<b>Registration No.</b>	
<b>Qualification</b>	UI/UX Developer <b>(Mobile App, Web &amp; Game Development)</b>
<b>Competency Standard</b>	Convert Designs into mobile application mockups
<b>Purpose of Assessment</b>	Formative Assessment
<b>Assessment Task</b>	<ol style="list-style-type: none"> <li>1. Design screens</li> <li>2. Create mockups</li> </ol>

I can.....

<b>Performance Criteria</b>	<b>Yes</b>	<b>No</b>
1. Use suitable tool to create wireframe	<input type="checkbox"/>	<input type="checkbox"/>
2. Use suitable tool to design mobile screens	<input type="checkbox"/>	<input type="checkbox"/>
3. Design mockups/screens	<input type="checkbox"/>	<input type="checkbox"/>
4. Save it in appropriate format e.g. XD	<input type="checkbox"/>	<input type="checkbox"/>
5. Patch different screens with each other in a appropriate sequence	<input type="checkbox"/>	<input type="checkbox"/>
6. Add functionalities against different elements like button, menu, forms etc.	<input type="checkbox"/>	<input type="checkbox"/>
7. Create animations of different elements	<input type="checkbox"/>	<input type="checkbox"/>

Candidate's Signature \_\_\_\_\_ Assessor's Signature \_\_\_\_\_

Date: \_\_\_\_\_

## Assessors Judgment Guide

<b>Qualification</b>	UI/UX Developer ( <b>Mobile App, Web &amp; Game Development</b> )
<b>Competency Standard</b>	Convert Designs into mobile application mockups
<b>Purpose of Assessment</b>	Formative Assessment
<b>Candidate Details</b>	Name: _____ Registration/Roll Number: _____ Signature: _____
<b>Assessment Outcome</b>	<p>COMPETENT <input type="checkbox"/> NOT YETCOMPETENT <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	
	Written	Oral	Observation	Portfolio	Role Play	Competent	Not Yet Competent
Nature of Activity							
Practical Skill Demonstration	✓		✓				
Knowledge Assessment	✓	✓					
Other Requirement							

## Observation Checklist

<b>Assessment Task</b>	<ul style="list-style-type: none"> <li>Design screens</li> <li>Create mockups</li> </ul>			
<b>During the practical assessment, candidate demonstrated the following:</b>		<b>Yes</b>	<b>No</b>	<b>Remarks</b>
1.	Use suitable tool to create wireframe			
2.	Use suitable tool to design mobile screens			
3.	Design mockups/screens			
4.	Save it in appropriate format e.g. XD			
5.	Patch different screens with each other in a appropriate sequence			
6.	Add functionalities against different elements like button, menu, forms etc.			
7.	Create animations of different elements			
<b>Competent</b> <input type="checkbox"/>		<b>Not Yet Competent</b> <input type="checkbox"/>		

# Knowledge Assessment

<b>Qualification</b>	UI/UX Developer ( <b>Mobile App, Web &amp; Game Development</b> )
<b>Competency Standard</b>	Convert Designs into mobile application mockups
<b>Purpose of Assessment</b>	Formative Assessment
<b>Candidate Details</b>	Name: _____ Registration/Roll Number: _____ Candidate Signature: _____
<b>Assessment Outcome</b>	<p><b>COMPETENT</b> <input type="checkbox"/>                      <b>NOT YETCOMPETENT</b> <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.	Name any two tools that can be used to create wireframes.    		
2.	How functionality is added to buttons?    		
3.	How an animation is applied on different elements?		

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**Feedback to the Candidate**

Candidate's Signature \_\_\_\_\_ Assessor's Signature \_\_\_\_\_