Instruction Sheet for the Candidate

Qualification	Graphic Designer **(Mobile App, Web & Game Development)**
Competency Standard	Design Mock-ups for Mobile Applications
Purpose of Assessment	Formative Assessment
Candidate Details	Name_____ Registration/Roll Number_____
Guidance for Candidate	**To meet this standard, you are required to complete the following within 03 Hrs. time frame (for practical demonstration & assessment):** • 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	**Design a Wireframe** • Search for the best available tools for designing a wireframe. • Download and install the tools • Design the wireframe of the product. **Organize Information Architecture** • Organize website content on mobile applications such as information for the product on which the app is being designed. • Put information in logical and hierarchical manner. **Enhance User Experience**

- 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 mobile applications.

- Put all elements (content) on mobile applications properly according to their sizes.

- Organize everything on mobile applications appropriately by positioning them and providing them well needed space.

Select an Attractive Color Scheme

- Select the color scheme to be used on mobile 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 mobile app interactive. • Make your navigation clickable for best user testing.

Self-Assessment Checklist

Candidate Name	
Registration No.	
Qualification	Graphic Designer **(Mobile App, Web & Game Development)**
Competency Standard	Design Mock-ups for Mobile Applications
Purpose of Assessment	Formative Assessment
Assessment Task	• 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.		
2. Download and install the tools		
3. Design the wireframe of the product.		
4. Organize website content on mobile applications such as information for the product on which the app 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 mobile applications.		
9. Put all elements (content) on mobile applications properly according to their sizes.		
10. Organize everything on mobile applications appropriately by positioning them and providing them well needed space.		

11. Select the color scheme to be used on mobile 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 mobile app interactive.	☐	☐
21. Make your navigation clickable for best user testing.	☐	☐

Candidate's Signature_____ Assessor's Signature_____

Date: _____

Assessors Judgment Guide

Qualification	Graphic Designer **(Mobile App, Web & Game Development)**
Competency Standard	Design Mock-ups for Mobile Applications
Purpose of Assessment	Formative Assessment
Candidate Details	Name: _____ Registration/Roll Number: _____ Signature: _____
Assessment Outcome	**COMPETENT** ☐ **NOT YET COMPETENT** ☐ **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	• 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 mobile applications such as information for the product on which the app 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 mobile applications.			
9. Put all elements (content) on mobile applications properly according to their sizes.			
10. Organize everything on mobile applications appropriately by positioning them and providing them well needed space.			
11. Select the color scheme to be used on mobile 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 mobile app interactive.			
21.	Make your navigation clickable for best user testing.			
Competent ☐		**Not Yet Competent** ☐		

Knowledge Assessment

Qualification	Graphic Designer **(Mobile App, Web & Game Development)**
Competency Standard	Design Mock-ups for Mobile Applications
Purpose of Assessment	Formative Assessment
Candidate Details	Name: _____ Registration/Roll Number: _____ Candidate Signature: _____
Assessment Outcome	COMPETENT ☐ NOT YET COMPETENT ☐ 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 page layout?		
2. What is easy navigation?		
3. Define mockup.		

			10

Feedback to the Candidate

Candidate's Signature_____ **Assessor's Signature** _____