Instruction Sheet for the Candidate

Qualification	UI/UX Developer **(Mobile App, Web & Game Development)**
Competency Standard	Create Mockups for mobile game
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 04 Hrs. Time frame (for practical demonstration & assessment):** • Plan to create mockups • Design UI • Design UX
Time: 04 Hrs.	During a practical assessment, under observation by an assessor, you are required to

Minimum Evidence Required	**Plan to create mockups**
	    1. Select suitable tool/s to design different components
	    2. Identify player needs
	    3. Identify Game objectives
	    4. Wireframe mobile app interface player needs and game objectives
	
	Design UI
	    1. Use suitable tool/s to design
	    2. Design characters
	    3. Design UI elements like buttons, menus, maps etc.
	    4. Create Environment
	    5. Add assets in environment
	    6. Design infographics like GIFs
	
	Design UX
	    1. Explore and select the appropriate color schemes for the

	screens
	2. Inculcate different UI components in game
	3. Finalize the layout
	4. Manage screen flow as per requirements (prototype)

Self-Assessment Checklist

Candidate Name	
Registration No.	
Qualification	UI/UX Developer **(Mobile App, Web & Game Development)**
Competency Standard	Create Mockups for mobile game
Purpose of Assessment	Formative Assessment
Assessment Task	• Plan to create mockups • Design UI • Design UX

I can………………

Performance Criteria	Yes	No
1. Select suitable tool/s to design different components		
2. Identify player needs		
3. Identify Game objectives		
4. Wireframe mobile app interface player needs and game objectives		
5. Use suitable tool/s to design		
6. Design characters		
7. Design UI elements like buttons, menus, maps etc.		
8. Create Environment		
9. Add assets in environment		
10. Design infographics like GIFs		
11. Explore and select the appropriate color schemes for the screens		
12. Inculcate different UI components in game		
13. Finalize the layout		
14. Manage screen flow as per requirements (prototype)		

Candidate's Signature_____ Assessor's Signature_____

Date: _____

Assessors Judgment Guide

Qualification	UI/UX Developer **(Mobile App, Web & Game Development)**
Competency Standard	Create Mockups for mobile game
Purpose of Assessment	Formative Assessment
Candidate Details	Name: _____ Registration/Roll Number: _____Signature: _____
Assessment Outcome	**COMPETENT** ☐ **NOT YETCOMPETENT** ☐ **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	- Plan to create mockups - Design UI - Design UX

During the practical assessment, candidate demonstrated the following:	Yes	No	Remarks
1. Select suitable tool/s to design different components			
2. Identify player needs			
3. Identify Game objectives			
4. Wireframe mobile app interface player needs and game objectives			
5. Use suitable tools to design			
6. Design characters			
7. Design UI elements like buttons, menus, maps etc.			
8. Create Environment			
9. Add assets in environment			
10. Design infographics like GIFs			
11. Explore and select the appropriate color schemes for the screens			
12. Inculcate different UI components in game			
13. Finalize the layout			
14. Manage screen flow as per requirements (prototype)			

Competent ☐	Not Yet Competent ☐

Knowledge Assessment

Qualification	UI/UX Developer **(Mobile App, Web & Game Development)**
Competency Standard	Create Mockups for mobile game
Purpose of Assessment	Formative Assessment
Candidate Details	Name: _____ Registration/Roll Number: _____ Candidate Signature: _____
Assessment Outcome	COMPETENT ☐ NOT YETCOMPETENT ☐ 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. What are the differences between designing for desktop and mobile devices?		
2. How do you validate or test the usability of a design?		

			7
3.	What tools are used to create UX designs?		

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