NEW ZEALAND QUALIFICATIONS AUTHORITY
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Level 2 Digital Technologies and Hangarau Matihiko

Common Assessment Task, 2019

91899 Present a summary of developing a digital outcome

Credits: Three

INSTRUCTIONS

Follow the instructions and answer the questions below to produce a report that presents a summary of developing a digital outcome.

You should aim to write between 800 and 1500 words.

The digital outcome to which you refer must be an outcome produced by you, within the past 12 months.

Except as stated below, only work directly keyed by you into your computer or device may be used to complete your assessment response.

You may access your digital outcome. You may copy from the digital outcome and paste into the assessment response. Your school may be required to provide a link to your digital outcome.

You may not use hard-copy or online course resources, or notes of any type, to complete this assessment.

You may not access internet resources, apart from the CAT and the outcome, if the outcome is web-based or saved on the Internet.

By saving an assessment response at the end of the assessment session, you verify the work is your own. NZQA may digitally sample your work to test authenticity.

Save your work using the filename format:
four digit schoolcode-yourNSN-91899.pdf. For example, 0001-123456789-91899.pdf

Your supervisor will tell you your school code and where to save this file.

Please use a nine-digit NSN with no leading zero.

The filename must be written in the document header.

Please check the filename is correct before saving.

QUESTION ONE

(a) Describe the digital outcome that you developed.

The digital outcome is a photo gallery for a website I designed for a local artist who wanted to expand sales. Photos (RAW) and text (Word) were supplied by the artist. The purpose of the website is to promote his art.

To develop the gallery, I used HTML and CSS. I have used these before and, although not an expert, I can use the basic software for the development of the website and photo gallery. To edit the images, I used Photoshop, as I could add all the effects I needed for the images in Photoshop and I am familiar with Photoshop and can use it well.

(b) Explain some of the decisions you made during the development process.

I decided HTML coding, along with CSS, would be the best option for the photo gallery. HTML is much more compact and easier to read and maintain when used with CSS. CSS also allows for a consistent design look and layout.

With CSS, it was possible to create effects such as rollovers of images, which reduces the need for JavaScript, which can sometimes be turned off on browsers. It also allows for text to pop up every time a customer hovers over a photo with the cursor - giving the name of the art piece, description, size and price.

To edit the images, I used Photoshop. I prepared the images before adding them to the website, rather than using HTML to resize the images. All the images were saved in the jpg format, as this meant a good balance between file size and the quality of the image. I cropped the photos to remove unwanted parts and changed the white balance to make the colours more vibrant. I used the lasso tool, as this allowed me to select by drawing freehand around an object, and the magic wand tool to select area based on pixels similar to each other, by clicking on areas of the image.

For the photo gallery, I had to consider the design principles, such as colour and contrast, style of font, balance, etc. It was also important to ensure the photo gallery would display correctly when used on different browsers, as well as different platforms.

I decided to model the development on the 'Brave' website group that I have been following. The group has regular blogs, forums and a good FAQ. Brave's mission statement is "To make the Net a better place".

The Photoshop standard tools were good enough for editing. There was a conflict between the delivery timeline and my need to learn new skills. I decided to rely on some learning while doing, but to stick to what I knew I could do.

QUESTION TWO

Discuss how the digital outcome addressed relevant requirements and implications.

The artist providing me with images of their own paintings removed any copyright liability for me as the developer.

I used CSS to develop rollovers and reduce the need for JavaScript. The use of JavaScript leads to a better layout and use of images and effects. But this is balanced by CCS stability.

The photo gallery had to produce consistent results with different devices and systems.

To ensure consistency, I used CSS to style the look of the photo gallery. Liquid layouts would have better met the requirements. The CSS met the requirements but only at a low level. The outcome should be viewable on some current devices. This aspect should be revisited.

I used Photoshop based on the need to batch-edit the images to be used. To make the images load quickly, I resampled the images to a resolution suitable for websites, which is normally 72 dpi, and resized the images to the correct size. Images are displayed without pixilation or distortion. The images load as thumbnails, which allows for better quality images, as well as faster download.

I saved the images, in the jpeg format, which gives a good trade-off between image quality and the time it takes to download.

JavaScript was used to allow for the interaction between photo and effect, which allows for images saved in the website folder to be accessed and displayed in the website, with the functionality of a rollover. The <img> tag is used by the code to find the image.

Merit
The candidate discusses how the outcome addresses requirements and implications.

QUESTION THREE

In developing your digital outcome, you followed a **development process**. Evaluate the decisions you made in the development process and discuss what you could have done differently to improve the outcome.

At the start, I had a fixed plan to develop the outcome. Next time, I would start with a plan on how to respond to the client. I developed a basic photo gallery because of the limits of my experience, skills, and software. This did not meet some of the client's requirements.

It became clear to me as I attempted to model using concepts from the Brave design group that better understanding of the use of JavaScript would have been useful.

My grasp of techniques and design concepts meant the original visual concept was not fully produced as an outcome. This is also true of navigation. A better grasp of the implications of the relation between skill set and complexity would have lowered expectations of what I could deliver at the start and identified the skill set required.

On the other hand, by using thumbnails for the images, the gallery loaded instantly and gave the user more choice. Using these techniques modelled from Brave design group early in the development improved the photo gallery function and the look was not as cluttered.

Modelling to unpick professional examples and taking part in forums with Q and A was valuable. For example, the use of assorted colours for the main hyperlink text in the

Excellence
The candidate evaluates decisions made in the development process and discusses what could have been done differently.

source code made it easier to read and correct. Also, the use of a plug-in means images can just be removed and a new image uploaded.

Techniques have also been used to ensure images load quickly and are suitably sized for the location being used. A disadvantage of using an HTML-based website editor, such as Notepad++, is the lack of image-storing compression tools. Large images take a long time to load. Large images also use up excessive bandwidth on mobile devices. An improvement I adopted early was to use web-authoring software, such as Dreamweaver, instead of Notepad. This enabled me to view layout as I developed it. The trade-off was I was learning rather than using software.