

## Achievement Standard

<b>Subject Reference</b>	Design and Visual Communication 3.31		
<b>Title</b>	Develop a visual presentation that exhibits a design outcome to an audience		
<b>Level</b>	3	<b>Credits</b>	6
		<b>Assessment</b>	Internal
<b>Subfield</b>	Technology		
<b>Domain</b>	Design and Visual Communication		
<b>Status</b>	Registered	<b>Status date</b>	4 December 2012
<b>Planned review date</b>	31 December 2019	<b>Date version published</b>	17 November 2016

This achievement standard involves developing a visual presentation that exhibits a design outcome to an audience.

### Achievement Criteria

Achievement	Achievement with Merit	Achievement with Excellence
<ul style="list-style-type: none"> <li>Develop a visual presentation that exhibits a design outcome to an audience.</li> </ul>	<ul style="list-style-type: none"> <li>Develop a visual presentation that clearly exhibits a design outcome to an audience.</li> </ul>	<ul style="list-style-type: none"> <li>Develop a visual presentation that effectively exhibits a design outcome to an audience.</li> </ul>

### Explanatory Notes

- This achievement standard is derived from Level 8 of the Technology learning area in *The New Zealand Curriculum*, Learning Media, Ministry of Education, 2007; and is related to the material in the *Teaching and Learning Guide for Technology*, Ministry of Education at <http://seniorsecondary.tki.org.nz>.

Further information can be found at <http://www.technology.tki.org.nz/>.

Appropriate reference information is available in *Safety and Technology Education: A Guidance Manual for New Zealand Schools*, Ministry of Education at <http://technology.tki.org.nz/Curriculum-support/Safety-and-Technology-Education>, and the Health and Safety at Work Act 2015.

This standard is also derived from *Te Marautanga o Aotearoa*. For details of *Te Marautanga o Aotearoa* achievement objectives to which this standard relates, see the [Papa Whakaako](#) for the relevant learning area.

- 2 *Develop a visual presentation that exhibits a design outcome to an audience* involves:
- selecting and applying presentation techniques and formats to communicate visual information to an audience within an exhibition space(s)
  - making design decisions to develop an exhibition that is informed by research, the needs of an audience, the exhibition space, and the nature of the design outcome being presented.
- Develop a visual presentation that clearly exhibits a design outcome to an audience* involves:
- integrating presentation techniques and formats to communicate a cohesive visual presentation
  - making informed design decisions that draws from exhibition design knowledge and the nature of the design outcome.
- Develop a visual presentation that effectively exhibits a design outcome to an audience* involves:
- the skilful integration of techniques and formats to promote the design intent of the outcome in a convincing manner
  - making informed designer decisions that integrate exhibition design knowledge, and the nature of the design outcome.
- 3 *Exhibits a design outcome* means presenting visual information in such a way that it conveys the intent and qualities of the outcome without the designer's physical presence.
- 4 Exhibition design knowledge refers to understanding the relationships between the viewer, the outcome to be exhibited, and the exhibition space, as well as understanding of compositional media and modes, and presentation techniques and formats.
- 5 Presentation techniques refer to the use and understanding of compositional principles, modes, and media for the purpose of the presentation.
- Compositional principles may include: proximity, alignment, hierarchy and the use of positive and negative space.
  - Modes may include: digital applications, other technological applications, photography, models, and the range of conventional drawing and sketching methods.
- 6 Presentation formats may include: display boards, albums, modelling processes or digital forms such as PowerPoint, CAD representation or fly-throughs, flash productions, fashion portfolios, animations, simulations.
- 7 Evidence may be generated using any media approaches and/or computer applications.
- 8 Conditions of Assessment related to this achievement standard can be found at <http://ncea.tki.org.nz/Resources-for-aligned-standards/Technology/Level-3-Technology>.

**Replacement Information**

This achievement standard replaced unit standard 7521 and AS90735.

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**Quality Assurance**

- 1 Providers and Industry Training Organisations must have been granted consent to assess by NZQA before they can register credits from assessment against achievement standards.
- 2 Organisations with consent to assess and Industry Training Organisations assessing against achievement standards must engage with the moderation system that applies to those achievement standards.

Consent and Moderation Requirements (CMR) reference

0233