Achievement Standard

Subject Reference	Digital Technologies and Hangarau Matihiko 3.2
Title	Apply user experience methodologies to develop a design for a digital technologies outcome

Level	3	**Credits**	3	**Assessment**	Internal

Subfield	Technology
Domain	Digital Technologies

Status	Registered	**Status date**	29 November 2018
Planned review date	31 December 2020	**Date version published**	29 November 2018

This achievement standard involves applying user experience methodologies to develop a design for a digital technologies outcome.

Achievement Criteria

Achievement	Achievement with Merit	Achievement with Excellence
• Apply user experience methodologies to develop a design for a digital technologies outcome.	• Apply user experience methodologies to develop an informed design for a digital technologies outcome.	• Apply user experience methodologies to develop a refined design for a digital technologies outcome.

Explanatory Notes

1   This achievement standard is derived from 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/Technology-in-the-NZC/Safety-in-Technology-Education-revised-2017, 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* outcomes to which this standard relates, see the Papa Whakaako for the relevant learning area.

2 *Apply user experience methodologies to develop a design for a digital* technologies *outcome* involves:
- explaining the purpose of the digital technologies outcome and the requirements of the end users
- investigating relevant user experience methodologies
- applying user experience methodologies to generate a range of design ideas
- explaining the appropriateness of a chosen design
- modelling and testing the design idea
- explaining relevant implications.

Apply user experience methodologies to develop an informed design for a digital technologies *outcome* involves:
- effectively using data gained from modelling and user testing to improve the design
- evaluating how user experience methodologies were used in developing the chosen design
- evaluating how the chosen design addresses relevant implications.

Apply user experience methodologies to develop a refined design for a digital technologies *outcome* involves:
- justifying the choice of user experience methodologies used to develop the chosen design
- justifying that the chosen design is suitable for the purpose and end users
- justifying how the chosen design might be further developed in the future.

3 Examples of *relevant implications* include:
- social
- cultural
- legal
- ethical
- intellectual property
- privacy
- accessibility
- usability
- functionality
- aesthetics
- sustainability and future proofing
- end-user considerations
- health and safety.

4 Examples of *user experience methodologies* include:
- user research
- usability evaluation
- information architecture
- user interface design
- interaction design
- visual design
- content strategy
- accessibility.

5 Conditions of Assessment related to this achievement standard can be found at http://ncea.tki.org.nz/Resources-for-Internally-Assessed-Achievement-Standards.

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