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91899



Mana Tohu Mātauranga o Aotearoa
New Zealand Qualifications Authority

COMMON ASSESSMENT TASK

Level 2 Digital Technologies and Hangarau Matihiko 2025

91899 Present a summary of developing a digital outcome

Credits: Three

Achievement	Achievement with Merit	Achievement with Excellence
Present a summary of developing a digital outcome.	Present an in-depth summary of developing a digital outcome.	Present a comprehensive summary of developing a digital outcome.

Type your School Code and 9-digit National Student Number (NSN) into the space below. (If your NSN has 10 digits, omit the leading zero.) It should look like '123-123456789-91899'.

SchoolCode-YourNSN-91899

Answer ALL parts of the assessment task in this document.

The only resources you may access during this assessment are the **three .jpg or .png images** you have prepared in advance. Access to your digital outcome, online or paper resources, and the Internet, is not permitted.

You should aim to write **800–1,500 words** in total. Work in excess of this length will not count towards assessment.

Your answers should be presented in 12pt Times New Roman font within the expanding text boxes.

Save your finished work as a PDF file with the file name used in the box above ('SchoolCode-YourNSN-91899.pdf').

By saving your work at the end of the assessment, you are declaring that this work is your own. NZQA may sample your work to ensure that this is the case.

Excellence

TOTAL 07

Instructions

The task in this assessment requires you to discuss a digital outcome you have developed within the past 12 months.

You must illustrate your answers with three images you have prepared in advance:

- a single image of the digital outcome (e.g. a website, a poster, an electronic device)
- a single sample image showing a relevant digital component of the outcome in the software used to create it
- a single image of the development process.

During this assessment, you may access only the three .jpg or .png images you have prepared in advance. Access to your digital outcome, online or paper resources, other Word or PDF documents, and the Internet, is not permitted.

If you developed your digital outcome as part of a group, you must write about your role and specific contributions to the project.

Read all parts of the task before you begin. Do not repeat your response in different parts of the task.

Candidates must complete their assessments individually under teacher supervision, in accordance with the NCEA Assessment and Examination Rules and Procedures. The material submitted for assessment must be the candidate's own work.

Schools, teachers, and candidates are not permitted to share or discuss the assessment or their assessment responses with any other schools, teachers, or candidates until after the final date for submission (12 September 2025).

The use of chatbots, generative AI, paraphrasing tools, or other tools that can automatically generate content is not permitted and material generated by these tools must not be submitted as part of the candidate's work.

(Assessment Specifications, NZQA 2025)

Assessment Task

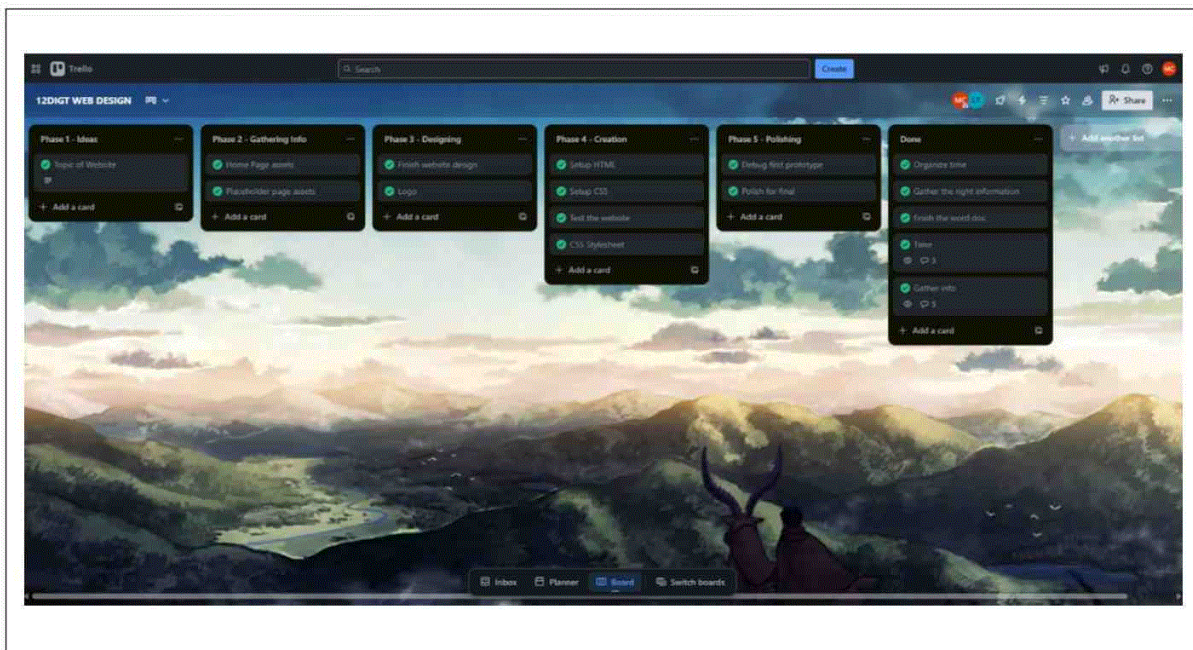
Name the type of digital outcome you created e.g. website, app, magazine, animation, etc.

Website

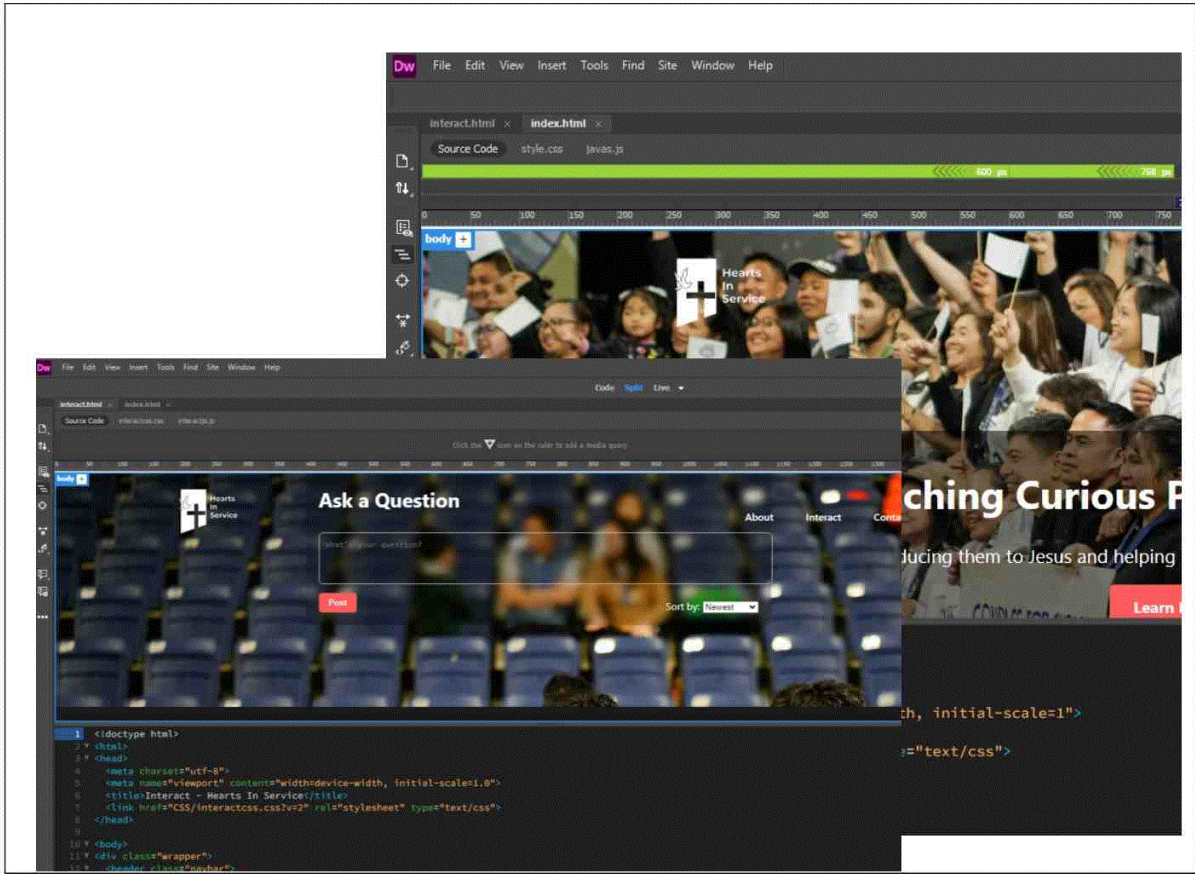
Name the main software you used to develop the digital component of your outcome.

Adobe Dreamweaver

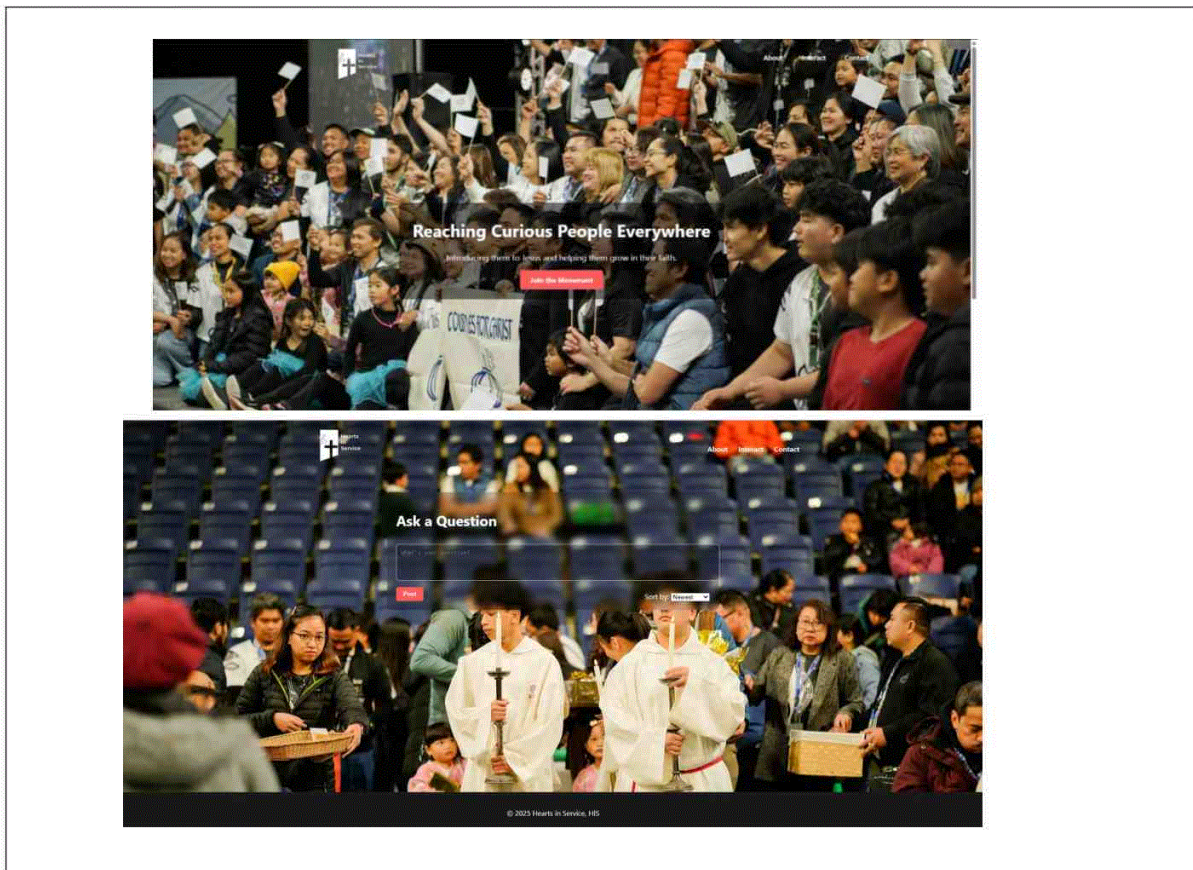
Insert the image of your development process that you have prepared.



Insert the image you have prepared of a digital component of your outcome, from the software used to create it.



Insert the image you have prepared of your finished outcome (what the end user sees).



Digital outcome and decisions

- (a) (i) Describe the digital outcome you developed. In your answer, explain its purpose, key features, and the target audience.

The digital outcome I developed was a website called Hearts in Service, created as part of a Youth for Christ (YFC) initiative. The purpose of the website was to provide an online platform that showcased the activities, values, and opportunities within our local YFC group. Many youth groups are active in the community but lack a professional online presence, which limits their ability to attract new members, keep current participants informed, and communicate effectively with parents and supporters. This website aimed to address that gap by offering a central, reliable, and visually engaging hub for information.

Key features of the website included:

A responsive layout: Designed to adapt seamlessly across desktop, tablet, and mobile devices.

Sticky navigation bar: Allowed users to move easily between sections without losing their place on the page.

Content cards: Used to present events, service opportunities, and reflections in a structured and visually appealing way.

Interact page: A section where users could engage by signing up for events or contacting leaders.

Slideshow background: Rotating images created visual interest and reflected the

dynamic energy of YFC.

The target audience was primarily young people aged 13–18 who were part of YFC or interested in joining, but it also extended to parents, school teachers, and anyone that is trying to get into Catholicism, and church leaders who supported the group. For this reason, the tone and style had to strike a careful balance: engaging and modern enough for youth while still professional and trustworthy for adults.

In summary, Hearts in Service was not just a collection of pages—it was a communication tool, designed to promote inclusiveness, encourage participation, and reflect the values of YFC.

- (ii) In the two boxes below, explain the decisions you made during the development process, relating to testing and trialling with particular people or groups **and** subject matter experts you worked with. Explain why they were relevant.

Testing and trialling with particular people or groups:

Testing was a vital part of the development process. I trialled the website with my peers within YFC because they represented the main audience. They tested the site on their phones during meetings and gave immediate feedback. One recurring issue they noticed was the readability of text over background images in the hero section. Some of the lighter photos made white text difficult to see. Based on this, I implemented a semi-transparent overlay behind the text, improving contrast without losing the visual impact of the photos.

Another issue raised was that the buttons on the Interact page felt too small on mobile. Several people commented that they had to zoom in or use extra effort to click. To address this, I increased the button size and spacing and tested again until they were comfortable for touch use. This iterative cycle of testing, adjusting, and re-testing ensured the website was shaped directly by the needs of its users. Testing with the actual youth audience was particularly relevant, because their habits and expectations around mobile use were central to the sites usability.

Subject matter experts you worked with:

I also consulted two subject matter experts. The first was a YFC leader, who provided feedback on tone, imagery, and alignment with the group's values. They emphasized the importance of cultural inclusivity and ensuring that the website did not appear exclusive to one type of audience. Based on this, I made deliberate choices in imagery, using real photos from events that showed diversity, rather than generic stock photos.

The second expert was a teacher with experience in web design. Their advice focused on technical aspects such as the structure of the navigation bar, responsive layout design, and CSS optimizations. For example, they suggested avoiding fixed pixel widths and instead using relative units like percentages or em values to ensure adaptability. This was highly relevant because it improved both the professional quality and the longevity of the website.

These two experts gave me perspectives I would not have had on my own: one spiritual/cultural and one technical. Their guidance helped me create a website that was both visually effective and deeply aligned with the purpose of YFC.

Requirements and implications

- (b) (i) Identify a requirement that relates to aesthetics, functionality, or usability.

A key requirement was that the website must be mobile-friendly and usable on a variety of screen sizes.

- (ii) Discuss how your digital outcome addressed the requirement stated in (i) above, and explain in detail what you needed to consider while developing, to meet the implication of aesthetics, functionality, or usability.

To meet this requirement, I focused on responsive web design. This meant using flexible CSS rules that allowed images, text, and layout elements to adjust based on the device. For example, the navigation bar on desktop displayed horizontally with multiple links, but on mobile it switched to a drop-down format to avoid clutter. I also made use of media queries to test how the layout behaved at different breakpoints (e.g., 320px for phones, 768px for tablets).

Meeting this requirement involved considering usability implications. If the site wasn't accessible on mobile, a majority of my target audience which are teenagers who primarily browse on phones, would have been excluded. This required extra testing across different browsers such as Chrome, and Edge, since rendering can differ between them. I also had to consider loading speed, so I compressed images to reduce file size without sacrificing quality.

Overall, addressing this requirement ensured that the website could be accessed easily and consistently by the widest possible audience, making it practical as well as visually appealing.

- (iii) Identify a requirement that relates to cultural, ethical, sustainability, or future-proofing issues.

Cultural Inclusiveness

- (iv) Explain how you balanced the requirement stated in (iii) above with the consideration of cultural, ethical, sustainability, or future-proofing implications. Discuss the trade-offs you had to make, and how you decided what was most important.

Balancing inclusiveness meant being intentional with design choices. I selected photos that showed real participants of different ethnic and cultural backgrounds, rather than using generic stock images. This avoided the risk of alienating users who might feel underrepresented. I also chose language that was welcoming and inclusive, avoiding overly formal church-specific terms that could discourage newcomers unfamiliar with YFC traditions.

The trade-off was that this approach required extra effort to source or create suitable content. For instance, I had to wait until real YFC event photos were available, which slowed down parts of development. However, I decided that cultural respect and inclusivity were more important than speed. This decision also aligned with YFC's values of service, unity, and diversity.

From a sustainability perspective, I also thought about future-proofing. I kept the site's code clean and well-commented so that future YFC members could easily maintain and update it. Instead of embedding hard-coded event details, I structured the site so that new content could be added with minimal changes. While this required more planning upfront, it meant that the site could stay useful beyond my personal involvement.

Evaluation

In part (c) below, you can refer to decisions, requirements, and challenges that have not been discussed in previous parts of the assessment.

- (c) (i) Reflect on a challenge you faced when trying to meet one of the requirements while developing your outcome. Explain how you addressed this challenge and evaluated the effectiveness of your approach.

A major challenge I faced was ensuring the sticky navigation bar worked smoothly across all devices. On desktop, it functioned well, but on smaller screens the bar sometimes overlapped content or caused spacing issues. This was frustrating, as the navigation bar was one of the core usability features.

To address the challenge, I experimented with CSS adjustments, including z-index, padding, and different positioning methods (sticky vs. fixed). I also tested the site in developer tools, resizing the screen repeatedly to identify breakpoints where the issue occurred. After multiple iterations, I resolved the problem by setting consistent top margins and ensuring the nav bar had its own dedicated space in the layout.

I evaluated the effectiveness by asking several users to test the site again on their phones. Once they reported that the navigation bar felt natural and unobtrusive, I was confident that the solution worked. This experience strengthened my problem-solving skills and taught me the importance of persistence in debugging complex issues.

- (ii) Reflect on a decision you made that went against advice you received (either given to you personally via feedback, or from online information) while developing your outcome. Discuss how your digital outcome would be different if you had acted on that advice, and whether it would have had a positive or negative impact on the experience of the end user.

During development, I received advice to remove the background slideshow. Some testers and online resources suggested that it could slow download times and distract users. While this was valid feedback, I made the deliberate decision to keep the slideshow.

The slideshow contributed significantly to the site's aesthetics, giving it a sense of energy and movement. It visually represented YFC's lively community, which aligned with the message I wanted to communicate. Instead of removing it, I optimized the images by compressing them and limiting the number of slides, balancing performance and design.

If I had followed the advice to remove the slideshow, the site would have loaded slightly faster, but it would have lost one of its most engaging visual elements. This would have reduced its appeal to younger audiences, who often expect dynamic and modern websites. By choosing to keep the slideshow, I prioritized engagement while still addressing performance concerns, leading to a better overall user experience.

Excellence

Subject: Digital Technologies

Standard: 91899

Overall grade: 07

Grade	Marker commentary
E7	<p>At Achievement level, the candidate clearly described the digital outcome developed and its purpose, key features, and target audience. The outcome is a website designed to provide a central, reliable hub for a local youth group, with features such as responsive layout, structured content sections, and interactive elements to support communication and engagement for both young people and adults.</p> <p>The candidate explained development decisions through testing and trialling with an appropriate user group and acting on feedback to improve usability on mobile devices. They also explained the relevance of working with subject matter experts, drawing on both contextual guidance (alignment with the group's values and tone) and technical advice (layout, responsiveness, and optimisation) to strengthen the quality and appropriateness of the website.</p> <p>At Merit level, the candidate discussed how the outcome addresses a clear usability/functionality requirement (mobile-friendly and usable across a range of screen sizes), explaining the responsive design decisions required and why these mattered for the intended audience. They also discussed an implication (cultural inclusiveness), describing how this influenced real design choices (imagery and language) and the trade-offs involved, rather than treating the implication as an add-on.</p> <p>At Excellence level, the candidate evaluated decisions made during development and used insights gained to discuss what could be done differently to improve the outcome. They reflected on a specific challenge (navigation behaviour across devices), explained an iterative approach to resolving it, and evaluated effectiveness by re-testing with users. They also reflected on a decision that went against advice (keeping a slideshow background), explaining how the outcome would have differed if they had followed the advice and evaluating the impact on end-user experience by balancing engagement against performance.</p>