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Mana Tohu Mātauranga o Aotearoa
New Zealand Qualifications Authority

Level 1 Digital Technologies 2025

92007 Design a digital technologies outcome

EXEMPLAR

Merit

TOTAL 05

To be completed by candidate:

NSN

School Code



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Level 1 Digital Technologies 2025

92007 Design a digital technologies outcome

MINI PORTFOLIO COVER

Enter your National Student Number (NSN) and School Code into the space above.

Ensure that your mini portfolio of evidence reflects the development of **your own** design. Material from class exercises, group work, or internal assessments (92004, 92005) should not be included.

Save your finished work as a PDF file, as instructed by your teacher.

Do not use chatbots, generative AI, paraphrasing tools, or other tools to generate any written responses describing or explaining the design in your mini portfolio evidence.

Your mini portfolio should comprise a maximum of:

- 8–10 A4 single-sided pages saved as a PDF; or
- 8–10 slides saved as a PDF; or
- 6 A3 single-sided pages saved as a PDF.

The submission must be entirely self-contained. It must not include links to content outside of your submission (e.g. a link that takes the assessor to a YouTube video or a file in a Google Drive).

REPORT

Describe a design for a digital technologies outcome you have worked on this year.

(a) (i) *Insert a screenshot of your final design.*



(ii) Your design is intended to meet a need or opportunity. Describe this need or opportunity.

I have designed a rhythm game which blends classic 4-key rhythm game gameplay (such as that of stepmania) with boss battle components. Many rhythm gamers enjoy many different games of the genre, but stepping into completely different genres may feel intimidating. My goal was to allow rhythm gamers to experience a challenging boss battle while still enjoying the gameplay they've come to love.

The game was also intended to use an all-metal soundtrack to create a distinct identity and appeal to players who enjoy heavier music. Combining rhythm and traditional boss fight mechanics creates a visceral, intense experience that both rhythm gamers and non-rhythm gamers can enjoy.

- (iii) List the potential user(s) of your digital technologies outcome and describe some of their specific requirements.

Potential users:

- Rhythm gamers, who want to explore the feeling of other genres while still enjoying the core gameplay elements they are familiar with.
- Non-rhythm gamers, who like boss battle centred games and want to try rhythm games with the same intensity and challenging experience they enjoy.
- Metalheads, who enjoy games that highlight their musical taste and aesthetic.

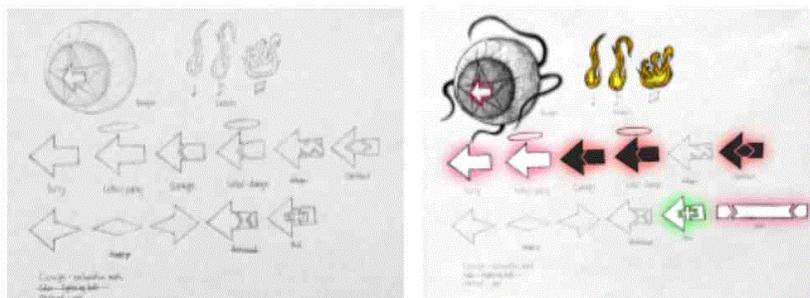
Requirements:

- Distinct, readable notes that are easy to process during fast-paced / intense gameplay.
 - Challenging but fair mechanics, such as hostile notes.
 - Gameplay that feels challenging and rewarding, capturing the sensations from other widely enjoyed game genres.
- (iv) Describe how you used the principles of manaakitanga (kindness and respect for others) OR kaitiakitanga (protecting and looking after the environment) in your design process. Use specific examples.

I applied manaakitanga by designing the game to foster inclusivity and community between rhythm and non-rhythm gamers, and metalheads. My goal was to design an experience that players from different communities can enjoy and share without feeling excluded.

An example of my use of manaakitanga is the design of the notes:
Passive notes (parry & heal) have a bright glow.
Hostile notes (damage & obstruction) are shadowy with a dark aura.

This design choice provides clear visual indications so players can quickly understand the broad effect of each note, and improves accessibility for colorblind players, as the contrast between light and dark notes helps distinguish note types even without relying on color. By doing this, the game respects player needs, reduces confusion, and creates an inclusive experience.



Refining your design

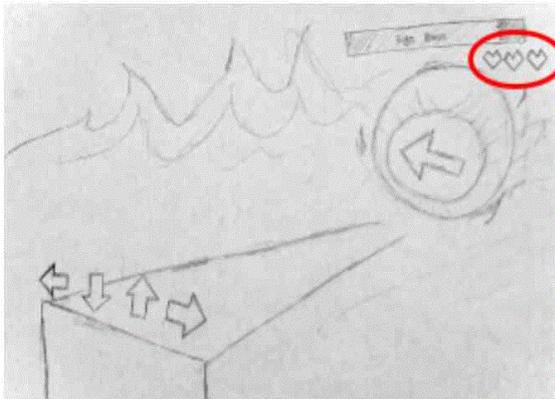
It is important to use whakawhiti kōrero (feedback) to improve a design. Provide TWO specific examples where feedback led to significant improvements in your design. Add screenshots to support your answers.

Example #1:

Feedback: The player's health indicators may be difficult to see during gameplay.

Change: I moved the hearts directly next to the judgement arrows and added a red pulsating effect (ideally paired with a sound effect) when damage is taken

Result: Players can instantly recognise when they take damage without breaking focus, along with being able to easily see the amount of health they have in their peripheral vision, improving clarity.



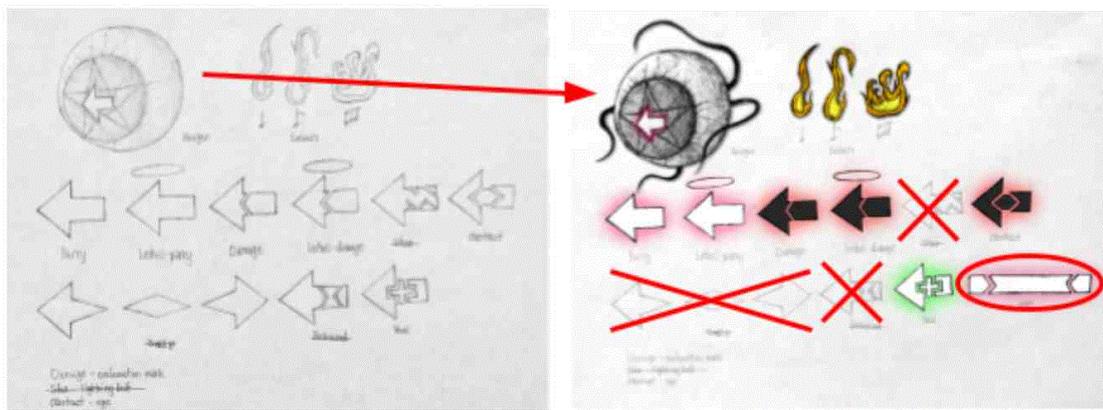
Example #2:

Feedback: The visuals and mechanics are kind of bland, could be more dynamic and engaging

Changes:

- Added tentacles to the boss for a more menacing look
- Introduced slam notes (spacebar by default) for heavy moments in the soundtrack
- Reduced unnecessary gimmick notes and note designs to avoid overwhelming the player in a way that discourages them.

Result: These changes made gameplay more immersive and visually appealing.



Evaluating your final design

Screenshots can assist in illustrating this evaluation.

- (b) (i) Explain how decisions made throughout the design process helped improve the selected design for its intended use.

Key design decisions and improvements:

- Cutting unnecessary gimmicks to maintain clarity and flow
- Enhancing UI and feedback (player health hearts, counters, boss health bar) to better fit player attention

- (c) (ii) In part (a)(ii) you identified a need or opportunity, and the potential users and their requirements. Explain how your final design meets the identified needs or opportunities of the potential users.

My goal was to create a bridge between rhythm gamers, non-rhythm gamers and metalheads via a uniquely styled rhythm game. My final design meets this by:

- Keeping the core appeal of rhythm gaming through satisfying, high-intensity 4-key rhythm gameplay.
- Incorporating boss fight mechanics such as parries and dodging.
- Reflecting metal culture through soundtrack and visuals.

Overall, the design respects and unites different communities while providing a fresh, challenging and inclusive experience.

Merit

Subject: Level 1 Digital Technologies

Standard: 92007

Overall grade: 05

Grade	Marker commentary
M5	<p>The candidate has described a clear need / opportunity for the rhythm game, identifying potential users and requirements, generating design ideas, and presenting a completed final design. They also discussed manaakitanga with a relevant, design-linked example.</p> <p>The candidate has met the criteria for Merit by using feedback to refine the design with two specific, supported examples. They explained the feedback, the change made, and the benefit – for example, relocating health indicators to support peripheral attention, and adding / adjusting mechanics and visuals to increase engagement while reducing overwhelming gimmicks. They also explained how design decisions improved design quality, focusing on clarity, flow, UI feedback, and overall player experience.</p> <p>To reach Excellence, the evaluation would need tighter justification of fitness for purpose by explicitly linking key design decisions back to the stated requirements and user needs, and explaining how each decision contributes to meeting them.</p>