

Assessment Schedule – 2021

Digital Technologies: Demonstrate understanding of human computer interaction (91886)

Assessment Criteria

Achievement	Achievement with Merit	Achievement with Excellence
<p><i>Demonstrating understanding of human computer interaction</i> involves:</p> <ul style="list-style-type: none"> describing the role of a chosen user interface for a specified task identifying and describing examples from a given human computer interface that illustrate usability heuristics. 	<p><i>Demonstrating in-depth understanding of human computer interaction</i> involves:</p> <ul style="list-style-type: none"> evaluating a given human computer interface in terms of given usability heuristics. 	<p><i>Demonstrating comprehensive understanding of human computer interaction</i> involves:</p> <ul style="list-style-type: none"> suggesting improvements to a given human computer interface by comparing and contrasting related interfaces.

Evidence

N1	N2	A3	A4	M5	M6	E7	E8
<p>Describes the purpose of the chosen interface.</p> <p>Attempts to describe a way that a usability heuristic is shown in the interface OR gives an example without further commentary.</p>	<p>Describes the purpose of the chosen interface.</p> <p>Attempts to describe ways that usability heuristics are shown in the interface OR gives examples without further commentary.</p>	<p>Describes the purpose of the chosen interface.</p> <p>Describes ways that FOUR usability heuristics are shown in the interface.</p> <p>Aspects of the description or the examples given may be partial or weak.</p>	<p>Describes the purpose of the chosen interface.</p> <p>Describes ways that FOUR usability heuristics are shown in the interface.</p>	<p>Evaluates the success of the chosen interface in terms of TWO usability heuristics.</p> <p>Some aspects of the evaluation may be partial or weak.</p>	<p>Evaluates the success of the chosen interface in terms of THREE usability heuristics.</p>	<p>Discusses ways one interface is more successful than another, in terms of usability heuristics.</p> <p>Suggests ways an interface could be improved by learning lessons from another interface.</p> <p>Some aspects of the discussion may be partial or weak.</p>	<p>Discusses ways one interface is more successful than another, in terms of usability heuristics.</p> <p>Suggests ways an interface could be improved by learning lessons from another interface.</p>

N0 = No response; no relevant evidence.

Cut Scores

Not Achieved	Achievement	Achievement with Merit	Achievement with Excellence
0 – 2	3 – 4	5 – 6	7 – 8