

SUBJECT: BTEC Tech Award Digital IT

UNIT: Component 1: Design, Develop and Review

Creating an initial design

Producing a design that meets:

- the user requirements, including input and output requirements
- user accessibility needs.

Producing a design specification that includes:

- visualisation, to include storyboards, sketches
- hardware requirements
- software requirements.

Producing a design that allows for:

- increased user confidence/familiarity
- reduced learning time of new interfaces/features
- reduced time to complete tasks
- increased user attention
- reduced need for specialised knowledge.

Review

Review the success of the user interface and the use of their chosen project planning techniques.

- Strengths and weaknesses of the user interface, to include:
 - how well the user requirements have been met
 - suitability for purpose and audience
 - ease of use
 - accessibility features
 - how effectively the design principles have been met.
- Suggest improvements that could be made to the user interface to better meet the audience needs

Principle	Definition
Consistency	Using the same design elements (fonts, colours, layouts) across all slides/screens.
Familiarity	Using elements that users are already used to (e.g., a magnifying glass for search, a house icon for home).
Navigation	Ensuring the user always knows where they are, how they got there, and how to return to the start. All slides must link back to the Home screen. Use visible Hyperlinks
Efficiency	Minimising the number of steps a user needs to take to complete a task. Group related buttons together such as accessibility icons.
Aesthetics	The interface should be visually appealing, using appropriate colours and professional formatting. Choose a colour palette (3-4 colours maximum) that is suitable for the target audience.