



Cambridge NATIONALS in ICT

Unit 5 – Creating an Interactive Product

Assessment Log

Scenario

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Scenario



EduSoft is an educational software company who produce interactive products to help children in a variety of different curriculum areas.

You have been employed by **EduSoft** to produce an interactive product aimed at children transitioning between primary and secondary school.

You will need to **choose one** of the following curriculum areas to base your product on:

- Literacy
- Numeracy
- Science
- Music
- Spanish or French

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Types of Interactive Product

Website

Mobile phone games/apps

Flash games

Interactive presentation

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Writing a Specification

MoSCoW Method:

- Must haves
- Should haves
- Could haves
- Won't haves

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Success Criteria



When you've finished, how will you know your product has been a success?

Success Criteria are a list of points you wish to achieve in making the product. You can then use these points to measure the success of the product at the end.

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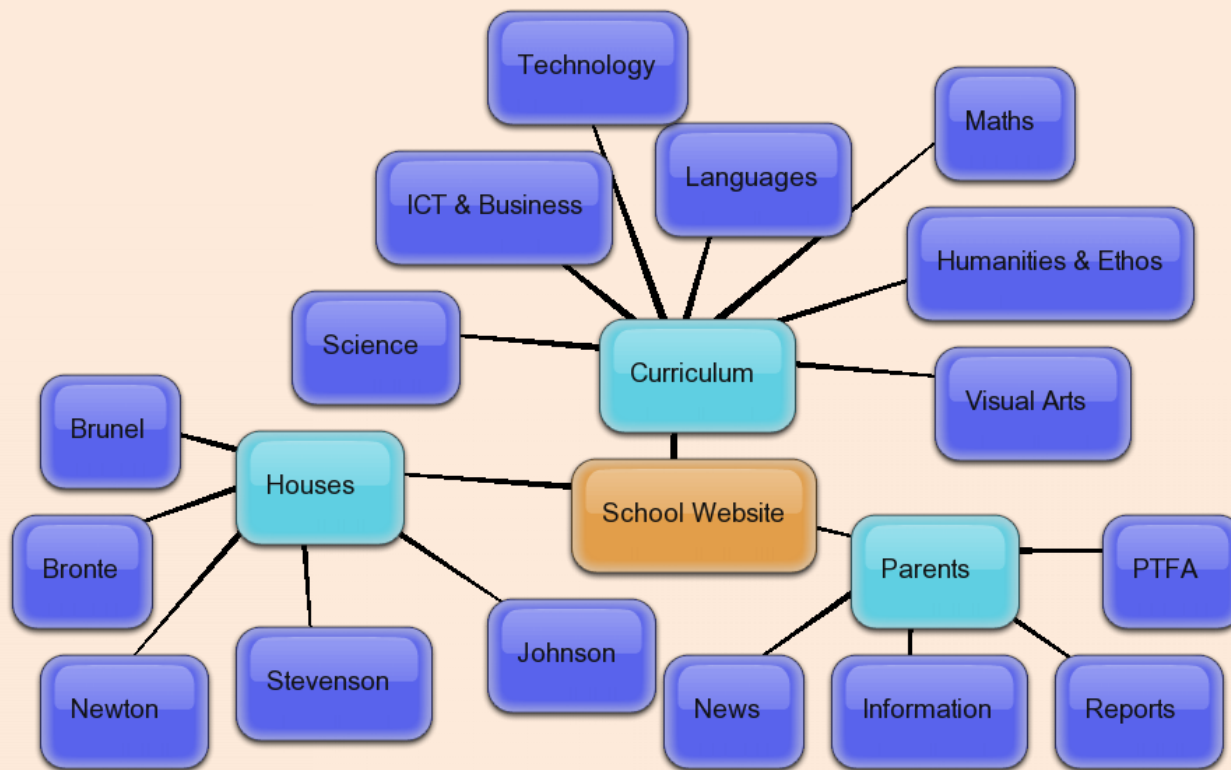
Task 3



Mind Map

Mind maps can be created in bubbl.us

Used to gather ideas and plan the structure of the product.



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House Style

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Design the House Style for each *new type* of slide:

House Style Plan Sheet for

Master slide layout:

Colours (and where used):

Fonts (and where used):

How does this meet the Success Criteria?:

Hyperlinks:

Unit 5 - Creating an Interactive Product

1

Draw out
the slide
here

Identify
colours you
will use

Explain how
the design
matches
your
success
criteria

State
fonts you
will use

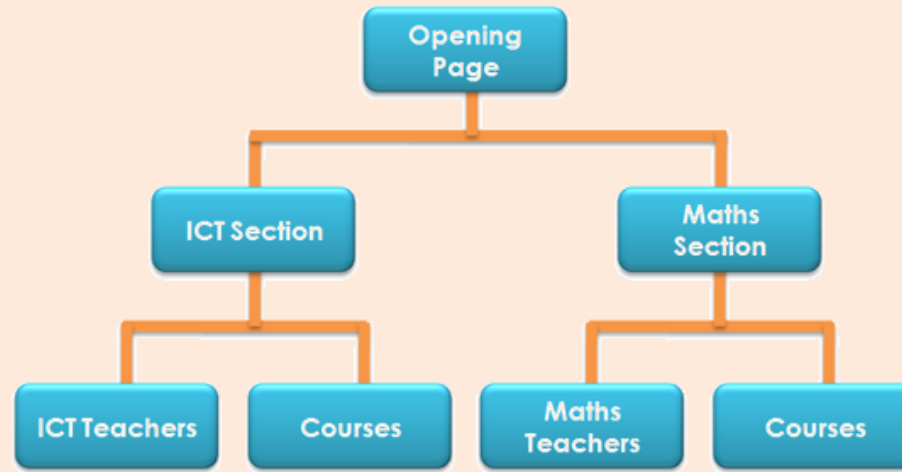
Identify all
hyperlinks and
where they go



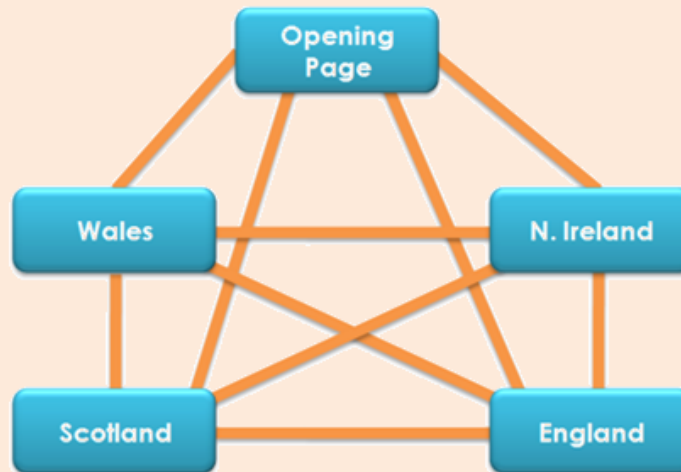
Structure Diagram



Linear Structure



A Hierarchical Structure



Web or Mesh Structure

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Multimedia Components

You will use various *types* of multimedia components and will need to list their sources in a table like this:

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Component	Type	Source	Reason for Selection	Legal Implication
Map of Orlando	Image	www.wikipedia.org	Used for teaching children about this part of America.	File is licensed under Creative Commons license so I am free to use this image.

The different types of component you will use could be images, sound, animation or video.

Implications of Legislation

Copyright

Intellectual Property

Photo permissions

Acknowledgements and referencing of sources

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Task 1

✓ Specification

- Explain the problem given in the scenario.
- Create a specification as a list of **Must Have's**, **Should Have's** and **Could Have's** for your product.

✓ Success Criteria

- Identify Success Criteria that can be used later to determine the success of your program.

✓ Planning the Product

- Explain why you are using PowerPoint to develop your product.
- Create a mind map using bubbl.us to plan the structure of your product.
- Create a House Style Plan Sheet to design the house style for your product.
- List and describe each of the slides that will be included in your final product.
- Create a Structure Diagram to demonstrate how the slides will be linked.

✓ Multimedia Components

- Collect multimedia components to use in the final product and list the sources, reasons for selection and legal implications using a sources table.
- Include an annotated screenshot to show the file types of the components saved in your work area.

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Task 1 Info

Creating the Product

Use a **master slide** to create the template.

Combine components with a suitable navigation system offering alternative pathways.

Use effects to **enhance** the product such as transitions and custom animation.

Use triggers to create a quiz to test the children on part of the topic.

Use hot spots so children can click on different parts of a picture.

If you're feeling brave you could try some VBA scripting to add input boxes and further interaction?

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Task 2 Info



✓ Creating the Product

- Create the product you designed in Task 1 using *PowerPoint*.
- Provide *annotated* screenshots of the following:
 - Use of master slides
 - Navigation system
 - Triggers
 - Hot spots
 - VBA scripting (higher grades, if used)
 - Multimedia components (images, sound, animation, video)
 - Transitions
 - Custom animation
- Carry out testing while you are developing the product.

Test Plan

It is important to test ALL features of the product

Test Num.	Time of Test	Test Description	Expected Results	Pass ?	Recommended Changes
1	During Production	Quiz button hyperlink	Quiz slide loads	✓	N/A
2	After completion	Drum Sound Trigger	Drum sound plays when drum icon clicked	X	Change trigger event for drum sound to match correct icon
3					
4					
5					
6					

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User Feedback

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A questionnaire is a good way to collect feedback from the users of the product.

Options when only one answer is needed should be circular.

1) What is your gender?

- ☐ Male ☐ Female

2) Were there any parts of Music Mania that you didn't like?
(tick all that apply)

- ☐ Interactive keyboard
☐ Music quiz
☐ Identifying instruments
☐ Music history

Options where multiple answers can be selected should be square.



Task 3

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Task 3 Info

✓ Test Plan

- Create a test plan and use this to test your final product during production and after completion.

✓ Usability Testing

- Create a questionnaire and use this to test your product and analyse the results using graphs.
- Explain why you have chosen to use a questionnaire to gather feedback.
- Use the test results and user feedback to identify and explain the good points and improvements you could make to the product.
- Compare your product to each of the success criteria you identified in Task 1, *clearly* explaining the extent to which you have met each of the criteria.