

Name: _____

Overall Grade: **P | M | D**

Learning Objective	Pass	Merit	Distinction
1: Understand principals of interactive media authoring	<input type="checkbox"/> (P1) Summarise accurately the principles of interactive media authoring with some appropriate use of subject terminology: <ul style="list-style-type: none"> <input type="checkbox"/> Definition of tools used <input type="checkbox"/> The production process <input type="checkbox"/> Uses of interactive media authoring <input type="checkbox"/> Delivery formats <input type="checkbox"/> Elements included <input type="checkbox"/> Control methods 	<input type="checkbox"/> (M1) Compare and contrast 4 interactive media authoring products from 2 different categories, identifying: <ul style="list-style-type: none"> <input type="checkbox"/> Possible client and user needs <input type="checkbox"/> Format <input type="checkbox"/> Strengths and weaknesses <input type="checkbox"/> Suggested improvements 	<input type="checkbox"/> (D1) Explain the benefits and drawbacks of the different formats that can be used to deliver interactive media authored products.
2: Be able to devise an interactive media product	<input type="checkbox"/> (P2) Generate outline ideas for an interactive media product: <ul style="list-style-type: none"> <input type="checkbox"/> Format of product identified <input type="checkbox"/> Mind map <input type="checkbox"/> Navigation map <input type="checkbox"/> Storyboard design sheets for each screen <input type="checkbox"/> Sources of assets given <input type="checkbox"/> May need some assistance.	<input type="checkbox"/> (M2) Produce annotated design documentation for an interactive media product: <ul style="list-style-type: none"> <input type="checkbox"/> Design meets client's needs <input type="checkbox"/> Scope of product fully explained <input type="checkbox"/> Identified content is related to the user needs <input type="checkbox"/> Detailed mind map <input type="checkbox"/> Clear and appropriate navigation map <input type="checkbox"/> Main user interface design <input type="checkbox"/> Detailed, annotated, storyboard design sheets 	
3: Be able to create an interactive media product following industry practice	<input type="checkbox"/> (P3) Create an interactive media product following industry practice, working with appropriate conventions: <ul style="list-style-type: none"> <input type="checkbox"/> GANTT chart used to plan time <input type="checkbox"/> Completed product with 10 slides <input type="checkbox"/> Completed test plan with errors fixed <input type="checkbox"/> Product saved with an appropriate name and format <input type="checkbox"/> May need some assistance.	<input type="checkbox"/> (M3) Make improvements to an interactive media product in response to user feedback: <ul style="list-style-type: none"> <input type="checkbox"/> Questionnaire completed by 5 people in the target audience <input type="checkbox"/> At least 2 improvements made to the final product 	<input type="checkbox"/> (D2) Evaluate the stages of the production process showing how industry practice has been followed.