TRIAL ISMG – Diagnostic Case Study 1 – "Painter's Friend"				
Student Name:		Class:		

Criterion: Retrieving and comprehending

ASSESSMENT OBJECTIVES:

- 1. recognise and describe programming elements and useability principles
- 2. symbolise and explain information, ideas and interrelationships related to programming problems

The student work has the following characteristics:	Marks
accurate and discriminating recognition and discerning description of programming elements, usability concerns	3-4
 adept symbolisation of site map, user interface and related programming elements of the programming problem 	
 appropriate recognition and discerning description of programming elements, usability concerns competent symbolisation of site map, user interface and related programming elements of the programming problem 	1-2
does not satisfy any of the descriptors above	0

Criterion: Analysing

ASSESSMENT OBJECTIVES:

- 3. analyse problems and information related to a selected technology context
- 4. determine user experience and programming requirements, and self-determined and prescribed criteria of a programming problem

The student work has the following characteristics:	Marks
 insightful analysis of the problem and relevant contextual information to identify relevant features of user interface, data, programming components and their relationships to the structure of the identified problem astute determination of programming and user-experience requirements of the identified problem and essential self-determined criteria 	3-4
 appropriate analysis of the problem and relevant contextual information to identify relevant features of user interface, data, programming components and their relationships to the structure of the identified problem reasonable determination of programming and user-experience requirements of the identified problem and essential self-determined criteria 	1-2
does not satisfy any of the descriptors above	0

Criteria: Synthesising and Evaluating

ASSESSMENT OBJECTIVES:

- 5. synthesise information and ideas to determine possible prototype digital solutions
- 6. generate user interface and programmed components of the prototype digital solution

The student work has the following characteristics:	Marks
 coherent and logical synthesis of relevant information and idead to determine data elements, user interface and algorithm components for the digital solution purposeful generation of relevant user interface and coded backend for the digital solution 	3-4
 simple synthesis of relevant information and idead to determine data elements, user interface and algorithm components for the digital solution adequate generation of relevant user interface and coded backend for the digital solution 	1-2 on
does not satisfy any of the descriptors above	0

Criteria: Communicating

ASSESSMENT OBJECTIVES:

- 7. evaluate impacts, components and solutions against criteria to make refinements and justified recommendations
- 8. make decisions about and use mode-appropriate features, language and conventions for particular purposes and contexts.

The student work has the following characteristics:		Marks
•	discerning decision-making about, and fluent use of written, visual features to	3-4
	communicate about a solution. Language specific to audience (client and developer)	
•	discerning referencing and investigation conventions of documented solution	
•	variable decision-making about, and fluent use of written, visual features to communicate	1-2
	about a solution. Language specific to audience (client and developer)	
•	variable referencing and investigation conventions of documented solution	
•	does not satisfy any of the descriptors above	0