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SELF ASSESSMENT GUIDE

Qualification:	VISUAL GRAPHIC DESIGN NC III		
COC 2	Develop designs for user experience and user interface		
Units of Competency Covered:	<ul style="list-style-type: none"> • Develop designs for user experience • Develop designs for interface 		
Instruction:			
<ul style="list-style-type: none"> • Read each of the questions in the left-hand column of the chart. • Place a check in the appropriate box opposite each question to indicate your answer. 			
Can I?	YES	NO	
Develop Designs for User Experience			
<i>Receive and interpret the user experience design brief</i>			
<ul style="list-style-type: none"> • Interpret and liaise specifications of the design brief with client and/or supervisor correctly. * 			
<ul style="list-style-type: none"> • Establish and clarify proposed user experience designs with relevant personnel. 			
<ul style="list-style-type: none"> • Identify specifications, parameters or constraints based on the design brief. 			
<ul style="list-style-type: none"> • Source and evaluate information pertinent to the design brief. 			
<ul style="list-style-type: none"> • Research and compare user behaviour, user goals, user motivations and user needs to the design brief. 			
<ul style="list-style-type: none"> • Identify relationship between the visual elements, hardware, and software required based on the needs of the design brief. 			
<ul style="list-style-type: none"> • Organize and update research media and findings as required. 			
<ul style="list-style-type: none"> • Evaluate initial discussion based on the findings against the design brief. * 			
<i>Select media/ materials for user experience design</i>			
<ul style="list-style-type: none"> • Identify and select appropriate behaviour, user goals, user motivations and user needs based on the findings of the research. * 			
<ul style="list-style-type: none"> • Gather and source materials, hardware and software based on the requirements. 			

<ul style="list-style-type: none"> • Report non-functioning equipment and materials to relevant personnel. 		
<i>Produce screen flow designs</i>		
<ul style="list-style-type: none"> • Create a flow chart based on the findings of the research in relation with the design requirements. 		
<ul style="list-style-type: none"> • Identify clickable links based on the flowchart. 		
<ul style="list-style-type: none"> • Present screen flow design of the selected user experience media to relevant personnel for feedback/comments. * 		
<i>Create page template/ user experience wireframing</i>		
<ul style="list-style-type: none"> • Apply comments/feedback to selected screen flow design. 		
<ul style="list-style-type: none"> • Set page template grid on the delivery platform. 		
<ul style="list-style-type: none"> • Determine layout using boxes and lines using appropriate software. * 		
<ul style="list-style-type: none"> • Define information hierarchy using typography. * 		
<ul style="list-style-type: none"> • Determine visual strength using grayscale tonal values. * 		
<ul style="list-style-type: none"> • Evaluate page template design for feedback based on user experience usability, functionality and errors. 		
<i>Finalize wireframe and design flow of the selected user experience media</i>		
<ul style="list-style-type: none"> • Apply feedback and comments to final user experience wireframe and design flow. 		
<ul style="list-style-type: none"> • Stimulate animation or effects using motion graphic software and submits for evaluation when necessary. 		
<ul style="list-style-type: none"> • Test approved design flow using simple coding tools and submits for evaluation when necessary. 		
<ul style="list-style-type: none"> • Organize and submits generated designs to client and/or supervisor for final approval. 		
Develop Designs for User Interface		
<i>Receive and interpret the user interface design brief</i>		
<ul style="list-style-type: none"> • Establish and clarify the proposed user interface design details and overall work scope from the relevant personnel. 		

<ul style="list-style-type: none"> Identify the specifications, parameters and constraints of the user interface design from the design brief. 		
<ul style="list-style-type: none"> Source and evaluate information pertinent to the design brief to create the correct design directives. 		
<ul style="list-style-type: none"> Research and compare visual elements and tools based on the design brief. 		
<ul style="list-style-type: none"> Identify relationship between the visual elements, hardware and software based on the project requirements. 		
<ul style="list-style-type: none"> Organize and update research media and findings as required. 		
<ul style="list-style-type: none"> Evaluate initial discussion of the design brief against the findings with relevant personnel. 		
Select tools, delivery platform and appropriate software		
<ul style="list-style-type: none"> Identify and present visual elements and tools to the relevant personnel. 		
<ul style="list-style-type: none"> Select appropriate visual elements and tools based on the design brief. 		
<ul style="list-style-type: none"> Gather and source materials, hardware, and software based on the project requirements. 		
<ul style="list-style-type: none"> Report non-functioning and missing materials and equipment to appropriate personnel. 		
Generate and develop designs for user interface		
<ul style="list-style-type: none"> Generate range of feasible design ideas and creative solutions in response to the design brief. 		
<ul style="list-style-type: none"> Discuss and collaborate design ideas with relevant personnel. 		
<ul style="list-style-type: none"> Apply brand guideline specified in the design to the rough design outputs. * 		
<ul style="list-style-type: none"> Reflect and assess creative ideas and solutions based on the constraints to meet the design brief. 		
<ul style="list-style-type: none"> Prepare and submit user interface design studies in the format required to client and/or supervisor for comments and revisions. 		
Finalize user interface design		
<ul style="list-style-type: none"> Analyze comment and feedback from client and/or supervisor to revise the elements for the proposed user interface design. 		
<ul style="list-style-type: none"> Assemble gathered media and content based on the technical specifications. 		

<ul style="list-style-type: none"> • Consider accurate dimensions appropriate to design brief requirements. * 		
<ul style="list-style-type: none"> • Consider media file size for accessibility and compatibility. 		
<ul style="list-style-type: none"> • Place media in web-based locations and generates external links for fast accessibility. 		
<ul style="list-style-type: none"> • Select web safe colors based on the media requirements. 		
<ul style="list-style-type: none"> • Consider standard web fonts based on the delivery platform requirements. 		
<ul style="list-style-type: none"> • Apply selected design techniques and tools in developing the design. 		
<ul style="list-style-type: none"> • Consult relevant personnel to ensure harmony and compatibility of the design with the technical requirements. 		
<ul style="list-style-type: none"> • Consider responsive design based on the media output. 		
<ul style="list-style-type: none"> • Test final user interface design against media output for possible errors. 		
<p>I agree to undertake assessment in the knowledge that information gathered will only be used for professional development purposes and can only be accessed by concerned assessment personnel and my manager/supervisor.</p>		
<p>Candidate's Name & Signature</p>		<p>Date:</p>