HUCKNALL SIXTH FORM CENTRE POST 16

Pearsons BTEC DIT



C3 – Review Learners will review the success of the user interface and the use of their chosen project planning techniques. Strengths and weaknesses of the user interface, e.g.: how well the user requirements have been met suitability for audience and purpose ease of use how effectively the design principles have been met areas that could be developed to better meet audience needs/design principles.



C1 – Develop/Review a user interface Learners will use their design to produce a user interface. Features: awareness of intended device, e.g. touchscreen, watch how the user requirements have been met the overall look and feel inputs.

Component 2, collecting presenting and interpreting data

C2 – Refining the user interface Learners will refine their user interface using an iterative process with potential users. Refining the designs by: presenting the design to potential users refining the interface to account for potential user feedback repeating the iterative process until the design is complete.

B3 – Create an initial design
Learners will create an initial design using the design principles listed in section A3.

Produce a design that meets: the user requirements, including input and output requirements user accessibility needs.

B1 – Project planning techniques Learners will investigate different planning tools and design methodologies that can be used to plan, monitor and execute projects. Planning tools: task lists written or graphical descriptions Gantt charts critical path diagram PERT charts mood boards mindmaps..



A4 – Designing a user interface ? Factors affecting the choice of user interface: performance/response time ease of use user requirements user experience accessibility storage space.

ADVENT TERM

B2 – Create a plan Learners will select suitable project planning techniques to develop a project plan for the development of a user interface for a given brief. SMART aims Audience and purpose Project requirements Timescales Constraints Risk



C2 – Refining the user interface Learners will refine

iterative process with

potential users.

their user interface using an

A1 – What is a user interface? Learners will investigate different types of user interfaces used by individuals and organisations. They will investigate how they vary across different uses,

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C3 – Review Learners will review the success of the user interface and the use of their chosen project planning techniques.

Component 1 – creating user interface

A2 – user needs Types of interface: text based speech/natural language GUI/WIMPs sensors menu/forms.

A3 – Design

uses, e.g.:

devices entertainment systems domestic

appliances controlling devices embedded systems.

principles Range of

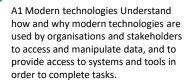
computers handheld

Component 1 – Part A Learners will investigate different types of user interfaces used by individuals and organisations. They will investigate how they vary across different uses, devices and purposes.

D1 Forms of notation Learners should be able to interpret and use standard conventions to combine diagrammatical and written information to express an understanding of concepts

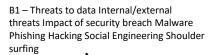
Learning Aim A
Communication
technologies Cloud storage
Stakeholders Selection of
platforms Networks
Synchronisation

C1 – Develop/Review a user interface Learners will use their design to produce a user interface



B3 Policy Learners should understand the need for and nature of security policies in organisations.

B2 - Prevention and management of threats to data Learners should understand how different measures can be implemented to protect digital systems.





ADVENT TERM Component 3 — Effective digital working practices

B Cyber Security Learners should understand why systems are attacked, the nature of attacks and how they occur, and the potential impact of breaches in security on the organisation and stakeholders.

Introduction Course requirements. Grade Scheme. Course calendar. Where to find resources. Folder Setup.

