

Instruction Sheet for the Candidate

Qualification	UI/UX Developer (Mobile App, Web & Game Development)
Competency Standard	Convert Designs into mobile application mockups
Purpose of Assessment	Formative Assessment
Candidate Details	Name_____ Registration/Roll Number_____
Guidance for Candidate	To meet this standard, you are required to complete the following within 04 Hrs. Time frame (for practical demonstration & assessment): <ol style="list-style-type: none"> 1. Design screens 2. Create mockups
Time: 04 Hrs.	During a practical assessment, under observation by an assessor, you are required to

Minimum Evidence Required	1. Design screens <ol style="list-style-type: none"> 1. Use suitable tool to create wireframe 2. Use suitable tool to design mobile screens 3. Design mockups/screens 4. Save it in appropriate format 2. Create mockups <ol style="list-style-type: none"> 1. Patch different screens with each other in a appropriate sequence 2. Add functionalities against different elements like button, menu, forms etc. 3. Create animations of different elements
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Self-Assessment Checklist

Candidate Name	
Registration No.	
Qualification	UI/UX Developer (Mobile App, Web & Game Development)
Competency Standard	Convert Designs into mobile application mockups
Purpose of Assessment	Formative Assessment
Assessment Task	1. Design screens 2. Create mockups

I can.....

Performance Criteria	Yes	No
1. Use suitable tool to create wireframe	<input type="checkbox"/>	<input type="checkbox"/>
2. Use suitable tool to design mobile screens	<input type="checkbox"/>	<input type="checkbox"/>
3. Design mockups/screens	<input type="checkbox"/>	<input type="checkbox"/>
4. Save it in appropriate format e.g. XD	<input type="checkbox"/>	<input type="checkbox"/>
5. Patch different screens with each other in a appropriate sequence	<input type="checkbox"/>	<input type="checkbox"/>
6. Add functionalities against different elements like button, menu, forms etc.	<input type="checkbox"/>	<input type="checkbox"/>
7. Create animations of different elements	<input type="checkbox"/>	<input type="checkbox"/>

Candidate's Signature_____ Assessor's Signature_____

Date: _____

Assessors Judgment Guide

Qualification	UI/UX Developer (Mobile App, Web & Game Development)
Competency Standard	Convert Designs into mobile application mockups
Purpose of Assessment	Formative Assessment
Candidate Details	Name: _____ Registration/Roll Number: _____ Signature: _____
Assessment Outcome	COMPETENT <input type="checkbox"/> NOT YET COMPETENT <input type="checkbox"/> Name of the Assessor _____ Assessor's code: _____ Signature: _____

Assessment Summary (to be filled by the assessor)							
Activity	Method					Result	
Nature of Activity	Written	Oral	Observation	Portfolio	Role Play	Competent	Not Yet Competent
Practical Skill Demonstration	✓		✓				
Knowledge Assessment	✓	✓					
Other Requirement							

Observation Checklist

Assessment Task	<ul style="list-style-type: none"> Design screens Create mockups 			
During the practical assessment, candidate demonstrated the following:		Yes	No	Remarks
1.	Use suitable tool to create wireframe			
2.	Use suitable tool to design mobile screens			
3.	Design mockups/screens			
4.	Save it in appropriate format e.g. XD			
5.	Patch different screens with each other in a appropriate sequence			
6.	Add functionalities against different elements like button, menu, forms etc.			
7.	Create animations of different elements			
Competent <input type="checkbox"/>		Not Yet Competent <input type="checkbox"/>		

Knowledge Assessment

Qualification	UI/UX Developer (Mobile App, Web & Game Development)
Competency Standard	Convert Designs into mobile application mockups
Purpose of Assessment	Formative Assessment
Candidate Details	Name: _____ Registration/Roll Number: _____ Candidate Signature: _____
Assessment Outcome	<div style="display: flex; justify-content: space-around; align-items: center;"> COMPETENT <input type="checkbox"/> NOT YET COMPETENT <input type="checkbox"/> </div> Name of the Assessor: _____ Assessor's code: _____ Signature of the Assessor: _____

Candidate's response is not required to be identical, but similar concepts and/or keywords must be used. Oral questioning may be used to clarify candidate understanding of topic and its application.

Questions (Candidate confidently answered questions correctly and demonstrated understanding of the topics and their application)		Satisfactory	Not Satisfactory
1.	Name any two tools that can be used to create wireframes.		
2.	How functionality is added to buttons?		
3.	How an animation is applied on different elements?		

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Feedback to the Candidate	
Candidate's Signature_____ Assessor's Signature _____	