SUBMISSION INSTRUCTIONS

The following components of the task are to be submitted by **Monday 18 February 2019 (Term 1, Week 4)**:
- **Nomination of teams** is to be completed allocated assignment task in the Google Classroom.

The following components of the task are to be submitted by **Tuesday 9 April 2019 (Term 1, Week 11)**:
- The **Google Site** is also to be Published with the URL submitted to the allocated assignment task on Google Classroom. The **Google Site** file is to be completed and placed in your Shared Team Folder on Google Drive.
- **Videos** embedded in your Google Site should be uploaded to YouTube. A copy of these videos should also be placed in your Shared Team Folder on Google Drive.

The **Self Assessment, Student Evaluation** and **Student Confirmation** is to be completed and submitted using the form provided.

CONTENT (OR PURPOSE) FOR THE TASK

The focus of Software Design and Development is the development of computer-based solutions that require the design of computer software. Hardware and software are interrelated and need each other to function. In order to develop solutions that meet the needs of those who will use them, communication, personal and team skills are required by the developers. An understanding of these and the situations in which they are applied is essential in software development.

TASK RUBRIC

In your response to the task and activities you will be assessed on how well you:
- describe problems that can be solved by the use of a computer-based solution
- apply knowledge and understanding of the concepts and issues in the design and development of software
- communicate using relevant terminology and concepts

OUTCOMES BEING ASSESSED, GENERAL CAPABILITIES & CROSS CURRICULUM PRIORITIES

| P1.3  | describes the interactions between the elements of a computer system |
| P3.1  | identifies the issues relating to the use of software solutions |
| P4.1  | analyses a given problem in order to generate a computer-based solution |
| P5.2  | uses and develops documentation to communicate software solutions to others |
THE TASK

“What we wanted, what we needed, didn’t exist. So at some point, you just say ‘OK, let’s just do it ourselves’.”

- Apple: New Beginnings https://www.youtube.com/watch?v=cJAGqDYmW1o

Scenario

Kickstarter helps artists, musicians, filmmakers, designers, and other creators find the resources and support they need to make their ideas a reality. To date, tens of thousands of creative projects — big and small — have come to life with the support of the Kickstarter community.

Since Kickstarter launched on April 28, 2009, 14 million people have backed a project, $3.5 billion has been pledged, and 138,907 projects have been successfully funded.

You have identified an opportunity for a software application to be developed to solve a problem and meet a need or want in society. You have formed a team of 2-3 team members to launch your own Kickstarter project to turn this software application idea into reality.

Task

Stage 1:
Nominate your team members and team leader on the allocated assignment task on Google Classroom. This is to be completed by Monday 18 February 2019 (Term 1, Week 4).

Stage 2:
You are to create a Kickstarter-style webpage using Google Sites to present your software application idea to investors and encourage pledges to fund the development of your product.

Your webpage should include:

- The problem that your software application attempts to solve (P4.1, P5.2)
- The features and functions in your software application (P4.1, P5.2)
- The user interface and design of your software application (P4.1)
- The hardware, software, data, procedures and personnel that interact with your software application (P1.3)
- The social context of your software application and how they will be addressed (P3.1)
- The risks and challenges of your development project and how they will be addressed (P4.1)
- A range of original videos with narration that explains and demonstrates your software application (P4.1, P5.2)
MARKING GUIDELINES

P4.1 analyses a given problem in order to generate a computer-based solution

<table>
<thead>
<tr>
<th>Criteria</th>
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</table>
| ● Provides a clear explanation of:  
  ○ an appropriate problem that can be solved by a computer-based solution  
  ○ the features and functions in your software application  
  ○ the risks and challenges of your development project and how they will be addressed | 13 - 15 |
| ● Demonstrates an extensive understanding of user interface with prototype screenshots utilising:  
  ○ effective screen design  
  ○ ease of use  
  ○ appropriate messages to the user  
  ○ consistent user interface | 10 - 12 |
| ● Provides an explanation of:  
  ○ an appropriate problem that can be solved by a computer-based solution  
  ○ the features and functions in your software application  
  ○ the risks and challenges of your development project and how they will be addressed | 7 - 9 |
| ● Demonstrates a thorough understanding of user interface with prototype screenshots utilising:  
  ○ effective screen design  
  ○ ease of use  
  ○ appropriate messages to the user  
  ○ consistent user interface | 4 - 6 |
| ● Provides a description of:  
  ○ an appropriate problem that can be solved by a computer-based solution  
  ○ the features and functions in your software application  
  ○ the risks and challenges of your development project and how they will be addressed | 1 - 3 |
| ● Demonstrates a sound understanding of user interface with prototype screenshots utilising:  
  ○ effective screen design  
  ○ ease of use  
  ○ appropriate messages to the user  
  ○ consistent user interface | 4 - 6 |
| ● Provides an outline of:  
  ○ a problem that could be solved by a computer-based solution  
  ○ the features and functions in your software application  
  ○ the risks and challenges of your development project and how they will be addressed | 1 - 3 |
| ● Demonstrates a basic understanding of user interface with prototype screenshots utilising:  
  ○ effective screen design  
  ○ ease of use  
  ○ appropriate messages to the user  
  ○ consistent user interface | 4 - 6 |
| ● Attempts to identify:  
  ○ a problem that may be solved by a computer-based solution  
  ○ the features and functions in your software application  
  ○ the risks and challenges of your development project and how they will be addressed | 1 - 3 |
| ● Demonstrates an elementary understanding of user interface with prototype screenshots utilising:  
  ○ effective screen design  
  ○ ease of use  
  ○ appropriate messages to the user  
  ○ consistent user interface | 1 - 3 |
P1.3 describes the interactions between the elements of a computer system

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<thead>
<tr>
<th>Criteria</th>
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<tbody>
<tr>
<td>● Demonstrates an extensive understanding of the hardware, software, data, procedures and personnel that interact with your software application</td>
<td>9 - 10</td>
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<tr>
<td>● Demonstrates a thorough understanding of the hardware, software, data, procedures and/or personnel that interact with your software application</td>
<td>7 - 8</td>
</tr>
<tr>
<td>● Demonstrates a sound understanding of the hardware, software, data, procedures and/or personnel that interact with your software application</td>
<td>5 - 6</td>
</tr>
<tr>
<td>● Demonstrates a basic understanding of the hardware, software, data, procedures and/or personnel that interact with your software application</td>
<td>3 - 4</td>
</tr>
<tr>
<td>● Demonstrates an elementary understanding of the hardware, software, data, procedures or personnel that interact with your software application</td>
<td>1 - 2</td>
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P3.1 identifies the issues relating to the use of software solutions

<table>
<thead>
<tr>
<th>Criteria</th>
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<tbody>
<tr>
<td>● Identifies the issues appropriate to the software solution proposed and clearly explains how they will be addressed</td>
<td>9 - 10</td>
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<tr>
<td>● Identifies most issues appropriate to the software solution proposed and explains how they will be addressed</td>
<td>7 - 8</td>
</tr>
<tr>
<td>● Identifies some issues to the software solution proposed and describes how they will be addressed</td>
<td>5 - 6</td>
</tr>
<tr>
<td>● Identifies issues that may be relevant to the software solution proposed and outlines how they will be addressed</td>
<td>3 - 4</td>
</tr>
<tr>
<td>● Attempts to identify issues that may be relevant to the software solution proposed</td>
<td>1 - 2</td>
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P5.2 uses and develops documentation to communicate software solutions to others

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<thead>
<tr>
<th>Criteria</th>
<th>Marks</th>
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<tr>
<td>● Presents a sustained, logical and cohesive webpage and videos and communicates clearly using relevant terminology and concepts</td>
<td>9 - 10</td>
</tr>
<tr>
<td>● Presents a logical and cohesive webpage and videos using relevant terminology and concepts</td>
<td>7 - 8</td>
</tr>
<tr>
<td>● Presents a webpage and videos that communicate using terminology and concepts</td>
<td>5 - 6</td>
</tr>
<tr>
<td>● Presents a webpage and/or videos that communicate using some terminology and concepts</td>
<td>3 - 4</td>
</tr>
<tr>
<td>● Attempts a webpage and/or video that uses basic terminology</td>
<td>1 - 2</td>
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