

Achievement Standard

Subject Reference	Digital Technologies 3.2		
Title	Apply user experience methodologies to develop a design for a digital outcome		
Level	3	Credits	3
		Assessment	Internal
Subfield	Technology		
Domain	Digital Technologies		
Status	XX	Status date	XX
Planned review date	XX	Date version published	XX

This achievement standard involves applying user experience methodologies to develop a design for a digital outcome.

Achievement Criteria

Achievement	Achievement with Merit	Achievement with Excellence
Apply user experience methodologies to develop a design for a digital outcome.	Apply user experience methodologies to develop an informed design for a digital outcome.	Apply user experience methodologies to develop a refined design for a digital outcome.

Explanatory Notes

- 1 This achievement standard is derived from the Technology learning area in *The New Zealand Curriculum*, Learning Media, Ministry of Education, 2007; and is related to the material in the *Teaching and Learning Guide for Technology*, Ministry of Education at <http://seniorsecondary.tki.org.nz>.

Further information can be found at <http://www.technology.tki.org.nz/>.

Appropriate reference information is available in *Safety and Technology Education: A Guidance Manual for New Zealand Schools*, Ministry of Education at <http://technology.tki.org.nz/Technology-in-the-NZC/Safety-in-Technology-Education-revised-2017>, and the Health and Safety at Work Act 2015.

This standard is also derived from *Te Marautanga o Aotearoa*. For details of *Te Marautanga o Aotearoa* outcomes to which this standard relates, see the [Papa](#)

[Whakaako](#) for the relevant learning area.

- 2 *Apply user experience methodologies to develop a design for a digital outcome* involves:
- explaining the purpose of the outcome and the requirements of the end users
 - investigating relevant user experience methodologies
 - generating a range of design ideas which make use of user experience methodologies
 - modelling and testing the design idea
 - explaining the appropriateness of the chosen design for the purpose and any relevant implications.

Apply user experience methodologies to develop an informed design for a digital outcome involves:

- using feedback from ongoing modelling and user testing to improve the design
- evaluating how the chosen design addresses relevant implications
- evaluating how the chosen design makes appropriate use of user experience methodologies.

Apply user experience methodologies to develop a refined design for a digital outcome involves:

- synthesising and justifying user experience methodologies to develop the chosen design
- justifying that the chosen design is suitable for the purpose and end-users
- justifying how the chosen design might be further developed in the future, if appropriate.

- 3 Examples of relevant implications include:

- social
- cultural
- legal
- ethical
- intellectual property
- privacy
- accessibility
- usability
- functionality
- aesthetics
- sustainability and future proofing
- end-user considerations
- health and safety.

- 4 Examples of *user experience methodologies* include:

- user research
- usability evaluation
- information architecture
- user interface design

- interaction design
- visual design
- content strategy
- accessibility.

- 5 Conditions of Assessment related to this achievement standard can be found at <http://ncea.tki.org.nz/Resources-for-Internally-Assessed-Achievement-Standards>.
-

Replacement Information

Quality Assurance

- 1 Providers and Industry Training Organisations must have been granted consent to assess by NZQA before they can register credits from assessment against achievement standards.
- 2 Organisations with consent to assess and Industry Training Organisations assessing against achievement standards must engage with the moderation system that applies to those achievement standards.

Consent and Moderation Requirements (CMR) reference

0233