# Information and Communication Technology 2019 v1.0

## Unit 2 assessment instrument

### Extended response – VR Proposal

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| **Purpose** |
| This technique assesses the interpretation, analysis/examination and/or evaluation of ideas and  information in provided stimulus materials. While students may undertake some research in the writing of the extended response, it is not the focus of this technique. |
| **Dimensions to be assessed** |
| This assessment technique is to be used to determine student achievement in objectives from all of the following dimensions:   * Knowing and understanding * Analysing and applying * Producing and evaluating.   Not every objective from each dimension needs to be assessed (ICT syllabus page 38).  Given the syllabus rules and the nature of this task, the objectives **P&E2** (production of solutions) and **A&A3** (application of software and hardware concepts, ideas and skills) will **not** be assessed. |

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| **Subject** | Information and Communication Technology |
| **Technique** | Extended Response – written |
| **Unit number** | 2 |
| **Module number and name** | Module 3: AR / VR |
| **Conditions** | |
| **Length** | 500-800 words |
| **Duration (including class time)** | 3 weeks |
| **Individual / group** | Individual |
| **Resources available** | Laptop, software and internet access |
| **Context** | |
| You are a professional, qualified, freelance application developer with a high level of experience in developing applications for VR headsets. Recently you have noticed worthy crowdfunded VR projects have garnered significant attention and funding, and this is an avenue that could bolster your reputation as a leading VR developer. To develop and attract funding for a VR application of reputable quality, you must first develop a *proposal for a VR application* that is of significant commercial appeal. | |
| **Task** | |
| Develop a proposal for a unique VR (virtual reality) application or game with commercial appeal that could attract funding on a crowdfunding website (such as kickstarter.com). | |
| **To complete this task, you must:** | |
| * identify and explain the software and hardware requirements relevant to developing your proposed VR application (K&U1) * identify and explain how your proposed VR application will be used and received in society (K&U2)   + *identify and explain how your proposed VR application has commercial appeal* * analyse the requirements, risks and problems with developing, deploying or maintaining your VR application, and identify potential solutions, alternatives or mitigation strategies (A&A1)   + *apply the suggested technique for analysis: mind-map* * synthesise concepts and ideas from your analysis to plan *storyboard illustrations* for your proposed VR application (P&E1)   + *communicate to the reader how your VR application works via annotations* * evaluate the VR application proposal and the design process, and make recommendations or offer advice for future directions or potential where feasible (P&E3) * communicate ICT information to the intended audience using a considered selection of visual representations and language conventions and features (A&A2) | |
| **Checkpoints** | |
| □ Term [X] Week [X]: Discuss ideas with teacher | |
| □ Term [X] Week [X]: Complete draft submission | |
| □ Term [X] Week [X]: Final submission | |
| **Authentication strategies** Your teacher will use ways to check that the work you are assessed on is your own work. | |
| * Discuss with your teacher or provide documentation of your progress. | |
| * Take part in interviews or consultations with your teacher as you develop your response. | |
| * Submit drafts and respond to teacher feedback. | |

Instrument-specific standards matrix

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|  | **Standard A** | **Standard B** | **Standard C** | **Standard D** | **Standard E** |
| **Knowing and understanding** | The student work has the following characteristics: | | | | |
| * **accurate** identification and **comprehensive** explanation of software and hardware requirements related to ICT problems * **accurate** identification and **comprehensive** explanation of the use of ICT in society | * **accurate** identification and **detailed** explanation of software and hardware requirements related to ICT problems * **accurate** identification and **detailed** explanation of the use of ICT in society | * identification and explanation of software and hardware requirements related to ICT problems * identification and explanation of the use of ICT in society | * **partial** identification and **simple** description of software and hardware requirements related to ICT problems * **partial** identification and **simple** description of the use of ICT in society | * **minimal** identification and **superficial** description of software and hardware requirements * **minimal** identification and **superficial** description of the use of ICT in society |
| **Analysing and applying** | The student work has the following characteristics: | | | | |
| * **logical** analysis of ICT problems to identify solutions * **coherent** communication of ICT information to an audience using **a considered selection of** visual representations and language conventions and features | * **considered** analysis of ICT problems to identify solutions * **clear** communication of ICT information to an audience using **relevant** visual representations and language conventions and features | * analysis of ICT problems to identify solutions * communication of ICT information to an audience using visual representations and language conventions and features | * **description** of aspects of ICT problems * **vague** communication of ICT information to an audience using visual representations and language conventions and features inconsistently | * **partial description** of aspects of ICT problems * **unclear** statements of ICT information |
| **Producing and evaluating** | The student work has the following characteristics: | | | | |
| * **logical** synthesis of ICT concepts and ideas to **proficiently** plan solutions to given ICT problems * **reasoned** evaluation of problem-solving processes and solutions, and **logical** recommendations made. | * **effective** synthesis of ICT concepts and ideas to **successfully** plan solutions to given ICT problems * **considered** evaluation of problem-solving processes and solutions, and **plausible** recommendations made. | * synthesis of ICT concepts and ideas to plan solutions to given ICT problems * evaluation of problem-solving processes and solutions, and recommendations made. | * listing of related ICT concepts and ideas to **partially** plan solutions to given ICT problems * description of problem-solving processes and solutions, and **basic** recommendations made. | * collection of information related to planning solutions to given ICT problems * fragmented description of problem-solving processes and solutions, and statements of opinion made. |

### Comments: