

Student 1: Low Excellence

NZQA Intended for teacher use only

Final Brief**Context:**

I read a number of newspaper articles which emphasized that exceeding number of educators believe that smart devices with touch screens are a very useful learning tool for teaching young children, even as young or less than 1 year olds. This is because smart devices are easy to use, colourful, intuitive and exciting. Smart devices are used in schools, in homes, in libraries and in kindergartens.

Issue: There is a shortage of quality interactive learning activities for young children and especially New Zealand children because smart devices and touch screen are relatively new there isn't much interactive activities for young children. Because young children like using iPads and tables there could be a risk letting them use it because they could be viewing inappropriate things therefore there is a need of interactive learning resources for young new Zealand children so that they will have things to do using smart devices and also would have the benefit of being educated. It would be good to have activities that taught young kiwis about New Zealand culture and environment with an accent of the NZ curriculum. I selected four possible subject areas to develop an interactive learning activity on, they were an activity centre game which it had alphabets, number, colour and puzzle. A maths Q&A which was from the mathematical area. A New Zealand Q&A which is from the social studies area. A reading game which is themed New Zealand /kiwiana that is from the English area. A human body drag and drop which is from the science area. I evaluated each one form the usefulness and the suitability to the child and also my ability to create it. I ran my ideas past 3 people to see which idea would be the most useful and suitable for a young child. Two out of three through that the reading game would be a better choice because they would be able to read and pronounce words correctly, and also most children in New Zealand have English as their second language.

Specifications

- My outcome must be appropriate **(2)** therefore it should be for their age so it is not too hard or too easy for them because if it is too easy they would know everything and not learn anything new and if it is too hard they will find it difficult and not play with it. **(1)**
- My outcome must be accurate **(2)** so that it is not misleading or inappropriate for the child and it should meet the NZ curriculum because if it doesn't they won't gain anything from playing the game. **(1)**
- My outcome must be legal therefore it should comply with the advertising standards and the broadcasting standards It should also comply with the copyrights law because if it doesn't I would be breaching the laws which would make my game illegal.
- My outcome should be informative **(2)** therefore the child should gain good quality information from using the final product and it should be accurate information because if the game didn't have useful information they wouldn't learn anything form playing the game. **(1)**
- My outcome must be appealing therefore it should be visually appealing for the child by being colourful and it should also be rewarding because if it isn't appealing for the child it could put them off and they wouldn't want to play the game.
- My outcome should be portable therefore it should be to play in ipads, tablets and smartphones because if it wasn't deigned to be able to play on portable device the game wouldn't be portable and wouldn't be able to take to places which makes it portable.

- My outcome should be motivational therefore it should have a positive effect to the child as they play the game because if they don't get motivated while playing the game they could get bored of it.
- My outcome should be globally trendy as I would check what is trendy in outer countries therefore I would know what is out there and is expected by the users because if it is not trendy they will lose interest in playing the game.
- My outcome must not be threatening to the users in any way therefore I should make sure that is suitable for both genders and is suitable for all races because if it is racist or for one gender they wouldn't like it so they will stop playing.
- My outcome must be user friendly therefore the rules of the game should be clear because it would be misleading to the user. It should have colours used that are clear and have good contrast because the user must be able to see the text and images clearly. The game should not be too long or get frustrating because the user will get tired and would no longer want to play the game. The game should have the ability for young children to play therefore the buttons should not be too small because they have small hands and would need to press buttons and it shouldn't have complicated words as young children have limited language skills.
- As a designer I will make sure that I don't collect research from bias websites therefore I will collect information from people of different cultures and genders.
- As a designer I will make sure that I don't copy other people's ideas as being aware that we are going this assessment as a class and there are other student who are coming up with ideas for their final outcome.
- I will make sure that I act responsibly and ethically when collecting feedback by not forcing them to give feedback but by asking if they could volunteer to give feedback.

Broadest Sense

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I have made sure that my proposed outcome is fit for the purpose in the broadest sense. I have made sure that my game could be **modified and updated** therefore it could be changed to fit different needs. The game will be **user friendly** – I make sure that the user will know how to play the game before it has started therefore I will add an instruction page to allow the user to know how the game is played. I will make sure that my game is **dependable** and reliable therefore I will make sure that it has failsafe features so when the user is playing the game **there will be no errors**. I will make sure the game is flexible therefore it could be **adapted to other languages and themes**. I will make sure that my game is modern and in line with the **global trends as people like things that are trendy**. My game should be appealing and sophisticated therefore it will attract the users to play my game. I will make sure that my game is **legal therefore it will not breach any laws** which will make my game illegal. I have to use correct information in my game therefore it would be **accurate and reliable**. I have made sure my game **meets the NZ curriculum** therefore I have researched the NZ curriculum so I know what is expected. I have made sure that **my game is ethical and culturally sensitive to the user by making sure that it is not or of any material that would offend anyone or anyone's culture religion or gender**. When I tested a young child and made sure that **I would not be using the pictures disrespectfully or uploading them on social media websites**. I will make sure that there are **no negative effect on the environment because it doesn't use paper** to make my game. If the game needs to be **disposed it could be simply deleted and the device could be recycled where they collect electronics**. The **health and safety can be met if the child has limited time on the device** and it is **safe because it is a portable device the children can take it to where the adults are so that they could supervise the child** as they play on the device. The game will need to be updated which could be done by pressing the update button.