

Criterion D: Evaluating				
Level	Level Descriptor	Task Specific Criteria	Criterion D	Use these prompts to guide your responses:
1-2	The student: i. <b>describes a testing method</b> , which is used to measure the success of the solution ii. <b>states</b> the success of the solution.	i) To <b>describe</b> a testing <b>method</b> you: + Design a test for your most important success criteria  ii) To <b>state</b> the success of your product you: + State how successful you feel the game is overall.	Design Testing Methods	Go back to your success criteria. For each criteria write a question to be answered by people who play your game. Create your survey using FORMS.
3-4	The student: i. <b>describes a relevant testing method</b> , which generates data, to measure the success of the solution ii. <b>outlines</b> the success of the solution against the design specification based on relevant product testing iii. <b>lists</b> the ways in which the solution could be improved iv. <b>outlines</b> the impact of the solution on the client/target audience.	i) To <b>describe a relevant testing method</b> you: + Design a test for your most important success criteria + Record the result data.  ii) To <b>outline</b> the success of your product you: + State how successful you feel the game is overall. + Outline what feedback from your survey supports this claim.  iii) To <b>list</b> how the solution could be improved you: +List 3+ things that could be improved.  iv) To <b>outline</b> the impact on the client / target audience you: + State who would be affected by your finished game	Evaluate the success of the solution	Overall, I feel my game is (how) successful.  The feedback that supports this claim is (list evidence from survey).  These responses prove the game is as successful as I claim because (why)...
5-6	The student: i. <b>describes relevant testing methods</b> , which generate data, to measure the success of the solution ii. <b>describes</b> the success of the solution against the design specification based on <b>relevant</b> product testing iii. <b>outlines</b> how the solution could be improved iv. <b>describes</b> the impact of the solution on the client/target audience, <b>with guidance</b> .	i) To <b>describe relevant testing methods</b> you: + Design a test for all success criteria + Record the result data.  ii) To <b>describe</b> the success of your product you: + State how successful you feel the game is overall. + Outline what feedback from your survey supports this claim.  iii) To <b>outline</b> how the solution could be improved you: +List 3+ things that could be improved. +include images of the parts of the game to be improved.  iv) To <b>describe</b> the impact on the client / target audience you: + State who would be affected by your finished game + Describe the changes it will bring to their lives	Explain how the solution could be improved.	<ul style="list-style-type: none"> <li>Image of part to be improved</li> <li>The problem here is (what)</li> <li>I could improve this part by (doing what)</li> </ul> <ul style="list-style-type: none"> <li>Image of part to be improved</li> <li>The problem here is (what)</li> <li>I could improve this part by (doing what)</li> </ul> <ul style="list-style-type: none"> <li>Image of part to be improved</li> <li>The problem here is (what)</li> <li>I could improve this part by (doing what)</li> </ul>
7-8	The student: i. <b>describes detailed and relevant testing methods</b> , which generate <b>accurate</b> data, to measure the success of the solution ii. <b>explains</b> the success of the solution against the design specification based on <b>authentic</b> product testing iii. <b>describes</b> how the solution could be improved iv. <b>describes</b> the impact of the solution on the client/target audience.	i) To <b>describe detailed and relevant testing methods</b> you: + Design a test for all success criteria + Record the result data. + Record proof of testing.  ii) To <b>explain</b> the success of your product you: + State how successful you feel the game is overall. + Outline what feedback from your survey supports this claim. + Explain why these results prove the game is as successful as you claim.  iii) To <b>describe</b> how the solution could be improved you: +List 3+ things that could be improved. +Describe how you would do it. +include images of the parts of the game to be improved.  iv) To <b>describe</b> the impact on the client / target audience you: + State who would be affected by your finished game + Describe the changes it will bring to their lives + Describe how these changes would unfold.	Explain the impact of the solution	I feel my game would have a (how big) an impact for (who).  The impact it could have on them would be (what) because (why), (what) because (why), and (what) because (why).