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| **NAMA & KOD SYARIKAT** | **:** |  |
| **TAJUK NOSS** | **:** | **WEB AND MOBILE APPLICATION VISUAL DESIGN (USER INTERFACE AND USER EXPERIENCE)** |
| **KOD NOSS** | **:** | **J620-004-3:2021** |

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| **BIL** | **DILENGKAPKAN OLEH SYARIKAT** | | | | | **PENILAIAN PANEL** | |
| **Nama CU** | **Nama WA** | **Tandakan (**√ **)bagi WA Yang Hendak**  **Dilaksanakan Secara Dalam Talian** | **Performance Criteria** | **Assessment Criteria** |
| **Setuju (**√**)**  **Tidak Setuju (X)** | **Catatan (Jika Tidak Bersetuju)** |
| 1. | Preliminary User Interface And Experience Visual Design | 1. Interpret design requirements. |  | 1. Client details such as company name, contact details and person in charge (PIC) interpreted from superior. 2. Project requirements such as project concept, tools to be used, target user and design direction/benchmark identified according to project brief. 3. Project scope, project objectives, work timeline, list of manpower and stakeholder identified according to project charter. 4. Media materials compiled according to project needs. | 1. Introduction to web and app design explained. 2. Client details explained. 3. Project requirements explained. 4. Project charter explained. 5. Media materials explained. 6. Data integrity guidelines explained. 7. Client details obtained from trainer. 8. Project requirements determined according to project brief. 9. Project scope, project objectives, work timeline, list of manpower and stakeholder determined according to project charter. 10. Media materials compiled according to project needs. 11. Meticulous in identifying design requirements. 12. Data integrity SOP are adhered to. 13. Work procedures are adhered to. 14. File management best practice are adhered to. 15. 3R concept applied. |  |  |
| 1. Review design idea. |  | 1. Design idea generation discussed to refine the design idea. 2. Competitor analysis carried out to determine the strengths and weaknesses of the competitors within the market. 3. Design benchmark/stylescape compiled based on user persona. | 1. Conceptual design process explained. 2. Brainstorming technique explained. 3. Types of web explained. 4. Types of app explained. 5. Types of web pages explained. 6. Competitor analysis technique explained. 7. Design benchmark/ stylescape explained. 8. User persona explained. 9. Design idea generation discussed to refine the design idea. 10. Competitor analysis carried out within the market. 11. Design benchmark/stylescape compiled based on user persona. 12. Meticulous in reviewing design idea. 13. Data integrity SOP are adhered to. 14. Work procedures are adhered to. 15. File management best practice are adhered to. 16. 3R concept applied. |  |  |
| 1. Review user journey. |  | 1. Category of user role identified according to project scope. 2. User journey map translated according to project scope and types of user. 3. User touch point interaction identified according to user journey. | 1. Category of user role explained. 2. User journey design thinking explained. 3. User journey map explained. 4. User touch point interaction explained. 5. Category of user role identified according to project scope. 6. User journey map translated according to project scope and types of user. 7. User touch point interaction identified according to user journey. 8. Meticulous in reviewing user journey. 9. Logical thinking in reviewing user journey. 10. Data integrity SOP are adhered to. 11. Work procedures are adhered to. 12. File management best practice are adhered to. 13. 3R concept applied. |  |  |
|  |  | 1. Prepare wireframe layout |  | 1. Types of wireframes determined according to client’s requirements. 2. UI wireframe components identified according to user journey. 3. Wireframe layout sketched according to user journey. 4. Visual concept design produced to reflect client’s requirements and user journey. 5. Work progress updated according to job requirements. | 1. Types of wireframes explained. 2. UI wireframe components explained. 3. Human Interface Guidelines explained. 4. Android UI design guidelines explained. 5. Work checklist explained. 6. Types of wireframes determined according to project requirements. 7. UI wireframe components identified according to user journey. 8. Wireframe layout sketched according to user journey. 9. Visual concept design produced to reflect project requirements and user journey. 10. Work progress updated according to job requirements. 11. Meticulous in preparing wireframe layout.. 12. Logical thinking in preparing wireframe layout. 13. Data integrity SOP are adhered to. 14. Work procedures are adhered to. 15. File management best practice are adhered to. 16. Good ergonomic practiced. 17. Eye strain safety practiced.   3R concept applied. |  |  |

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| 2 | Web And Mobile Application Assets Design |  |  |  |  |  |  |
| 3 | Web User Interface Production |  |  |  |  |  |  |
| 4 | Native App User Interface Design |  |  |  |  |  |  |
| 5 | Web And App Interaction Design And Usability Testing |  |  |  |  |  |  |
| 6 | User Interface Design Documentation |  |  |  |  |  |  |

Sila gunakan helaian tambahan jika ruangan yang disediakan tidak mencukupi.

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| **ULASAN KESELURUHAN PANEL PENILAI** | | | | |
|  | **ULASAN PANEL 1** | **ULASAN PANEL 2** | **ULASAN PANEL 3** |  |
|  | ………………………………………………………..……… Nama :  No.KP :  Tarikh | ………………………………………………………..……. Nama :  No.KP :  Tarikh : | …………………………………..…….……………………. Nama :  No.KP :  Tarikh : |  |

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| **CATATAN URUSETIA** |
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