

BTEC Computing



Welcome to BTEC Computing

These activities offer you the opportunity to gather some of the knowledge and practice some of the techniques you will need for the BTEC in Computing.

These tasks have been created around a real scenario that businesses which develop software solutions can be presented with. You will conduct some research to understand why the designers of software must consider the requirements of the user and their experience. They also involve the use of design techniques that are standard and contribute to the development of effective software solutions. It is important you complete these activities as they will prepare you for the start of the course and assignments you will undertake when we start in September.

The tasks that you have been set focus upon two areas:

- Human computer interaction and what can make this successful
- Wireframe design concept for an interface for a specific need

I hope you enjoy the tasks, but if you need any support or assistance, please do not hesitate to email me at npotter@lchs.uk.



Assignment Details

Task 1 – Understanding Human Computer Interface

Whenever we use any type of digital device, whether it is a mobile phone, games console or PC, we are using a computer interface. Every interface has been created to make it easy for the user to get the device to do what they want. Without the interface, we would have to program each device with the instructions needed to operate it and complete the tasks we need it to do for us. This would take a considerable length of time to do and require programming skills from all of us, this is why the interface exists because most do not have this time or these skills. To create an effective interface the designer has to consider the user, which means they need to know who they are and what they are likely to want the interface to do. For this task you need to do a little research to identify the following:

- What we mean by the phrase human computer interaction
- What we mean by a user interface (UI)
- What user experience (UX) is and why it is so important
- What accessibility is and why it is important
- What things could make any type of interface difficult to use

Create a short report to summarise your findings.

Task 2 – Create a wireframe diagram for a user interface

For this task you are going to create a wireframe design for a new mobile app. The app will be for a local pizza takeaway called Deep Pan Pizza. They want to enable customers to order their products whenever and where ever they are. Your design needs to:

- Have a minimum of four pages to include:
 - home page, menu page, payment page, deals page
- show the location of
 - Navigation
 - Buttons
 - Images
 - Content areas
 - User journey
- Include annotations to indicate how the navigation will operate
- Include annotations to indicate the use of colours and their purpose
- Include annotations to explain what content areas will contain

An example of a page from a wireframe design is provided on the next page. Please create the wireframe using suitable software such as PowerPoint or Wireframe.cc. Please **do not** use paper.

