

# Standardisation Training Materials

## Non-exam assessment (NEA)

**NCFE Level 1/2 Technical Award in Interactive Media 603/7005/1**

**Session:** 2025/2026

**Training objective:** to promote consistency in marking and evaluation across assessors by collaboratively reviewing and aligning assessment objectives and expectations.

**Training aim:** the purpose of the standardisation training is to provide delivery teams with an opportunity to reflect on the 2024/2025 Non-exam Assessment (NEA), using the Chief Moderator (CM) report and learner work examples. This will support teams in reviewing marks, ensuring consistency in marking, and building confidence in preparation for the 2025/2026 assessment window.

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This training is to support the following NEA: NCFE Level 1/2 Technical Award in Interactive Media 603/7005/1

## **Materials**

Included in this pack\*:

- Task 1 - sample learner evidence
- Activity 1 - sample learner evidence
- Task 2 - sample learner evidence
- Task 3 - sample learner evidence
- Task 4 - sample learner evidence
- Task 5 - sample learner evidence
- Task 6 - sample learner evidence
- Activity 2 - sample learner evidence

*\*All activities and evidence used within this standardisation training pack have been taken from live examples submitted within the previous session (2024-25). Personal information has been redacted in line with GDPR guidelines.*

# Task 1

## Project Brief

The name of the charity I am creating this interactive product for

Firstly, I am going to analyse your brief to ensure I have full knowledge on the task I have been set by you.

I am focusing on the mental health of young adults in the workplace. Therefore, I will ensure to recognise the negative affects work can have on people's mental and ways they can seek help from within work but also outside of the workplace.

ReflectMindz is a charity which means it hasn't got a financial motivation so I will reflect that in my website: the purpose is to help users.

The focus of the interactive media product.

You have been approached by ReflectMindz, a charity working to raise awareness of mental health issues.

Their aim is to create a product which will inform and educate young adults aged 16 to 19 as they move from education to employment, on issues surrounding mental health in the workplace.

ReflectMindz would like you to present one of the following interactive products:

- an e-learning platform
- a website
- a mobile app.

Mention how this sudden change can impact their mental health and ways of helping it

**Project instructions:**

Along with the final interactive media product, ReflectMindz has asked you to present a portfolio. This portfolio **must** include:

1. Research
2. A product proposal for your ReflectMindz interactive media product
3. Planning for your ReflectMindz interactive media product
4. Evidence to show how you have sourced, created and edited your assets
5. Evidence to show how you have created your final interactive media product
6. Evaluation of your final interactive media product.

I need to put lots of information in my product about the struggles of mental health in the workplace to 'inform' my audience. For the 'educate' aspect of this task, I will consider adding things such as a quiz or a video into my product. Also, I need to ensure that I target this product at the specific audience of 16-19 year olds. (Through things like colours, typography and the way I present the product)

## Existing Products - Website

<https://www.acas.org.uk/supporting-mental-health-workplace>

Has a slogan which relates to the purpose of the website: helping with mental health which I might include in mine and target it at my audience.

With the brief in mind, I have researched existing products to see what has been successful for comparable websites. From this, I can decide whether it would be successful for the product for your charity.

Hyperlinks which lead the user to different places on the website – I too will do this to make my product easily accessible.

Methods of dealing with mental health in the workplace – I will **definitely be** doing this in my product to inform and educate my audience about solutions for their mental health.

The screenshot shows the ACAS website with the following elements:

- Header:** "acas working for everyone" logo.
- Search Bar:** A search bar with the text "Search website" and a magnifying glass icon.
- Banner:** A yellow banner with the text "Acas welcomes the government's focus on workforce relations".
- Breadcrumbs:** "Home > Advice > Health and wellbeing".
- Main Section:** "Supporting mental health at work" with a sub-header "Mental health and the law".
- List of Links:**
  - Mental health and the law
  - [Talking about mental health](#)
  - [Creating a supportive environment](#)
  - [Looking after yourself](#)

Has a search bar where users can look at specific information on their website which increases the website's accessibility.

Acas welcomes the government's focus on workforce relations

Includes a section which details the rights of the employee – which I will incorporate into my product because it is important for my users to understand what their right are (I will focus on the rights of young employees).

## Existing Products - Website

<https://www.acas.org.uk/supporting-mental-health-workplace>

This website touches on how employees can 'spot possible signs of a mental health problem' to increase awareness of mental health in the workplace, however I will not be doing this in my product because ReflectMindz has asked me to focus on 16 to 19 year olds as my target audience. However, these points are useful for me to understand signs of mental health problem. This is because it shows me how mental health can affect people's work performance and I can look at recommending solutions for this.

### Spotting possible signs of a mental health problem

Not everyone will show obvious signs of poor mental health and it's important not to make assumptions.

Some possible signs at work include:

- appearing tired, anxious or withdrawn
- increase in sickness absence or being late to work
- changes in the standard of their work or focus on tasks
- being less interested in tasks they previously enjoyed
- changes in usual behaviour, mood or how the person behaves with the people they work with

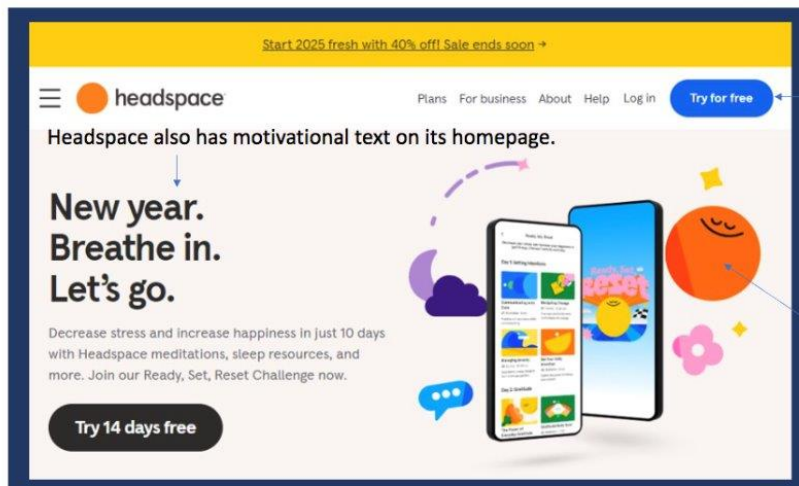
It can be harder to spot these signs if employees are working from home. Employers should regularly ask their employees how they're doing. They should help them to be open and honest about how they're feeling.

## Existing Products - Mobile App

<https://www.headspace.com/>

This is an example of an existing Mobile App which targets mental health.

Headspace is an example of a mental health app that offers advice on meditation to help its users to sleep at night – which is vital for good mental health. Whilst this isn't the aim of my interactive media product, it is important to view other types of mental health apps.



It offers a 2 week free subscription to let users trial the experience. As ReflectMindz is a charity, I will not be doing this because the business is not focused on profits.

Headspace has used lots of yellow and orange into their mobile app and I will also incorporate these colours into my product because they are associated with brightness and positivity – which is vital for battling mental health. Also, it has the mascot of a smiley face for its brand. This is effective and I will do something similar by creating a logo.

## Target Audience and Client Needs

### Target Audience –

You have asked me to target this product at young adults aged 16 to 19 as they move from education to the workplace. Therefore, I will be focused on making this product appealing to the younger eye. This could be through how I present my information: like with the typography used, lots of images to convey my points and also making it interactive. Additionally, my information will be specific for the workplace.

### Client Needs –

The purpose of this product is to inform and educate these young adults. As a result, I need to ensure my information is both accurate and effective to give the best experience possible for my users. This information will include different ways of improving mental health challenges and where they can seek help from their workplace. Also, I will include their employee rights as this is important to understand.

## Website or Mobile App?

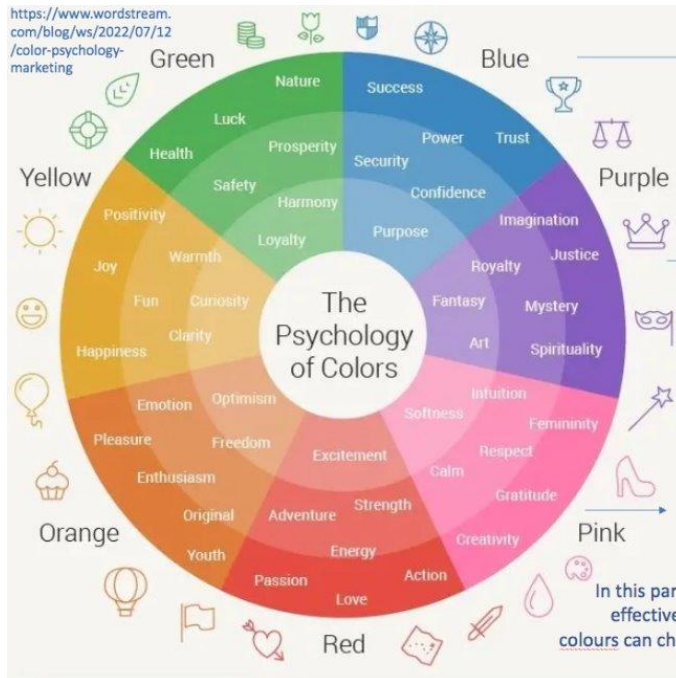
Following my research of comparable interactive media products and their features, I have decided that making a website will be most effective for this brief. This is because my aim is to inform and educate my users on issues surrounding mental health in the workplace. Therefore, a website would be the easiest way to display this information and is easily accessible on the internet – which majority of young adults used. From looking at 'Acas' I think their use of hyperlinks will make my website easily accessible but I will also be including things such as a drop down menu to improve my presentation and make everything easy to locate.

Whilst I am not making a mobile app, I will be using some of the techniques I noticed in Headspace. Such as the use of colour to reflect positivity as colour scheme is very important when conveying certain messages.



# Activity 1 materials

Learner work:

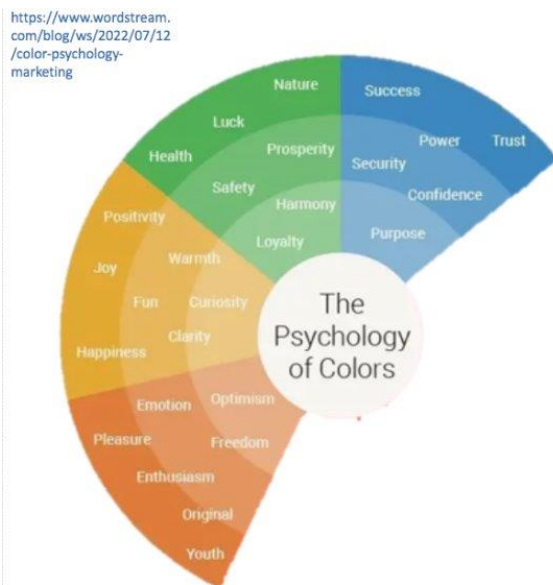


Blue will be a key colour that I will incorporate into my product because it can be associated with confidence, trust and success. These will all be important emotions when educating my viewers about mental health because I want my product to be viewed as a trustworthy source.

Another colour that will be included in the colour scheme of my product is green. This is because when people see green they often think of safety and health. Also, nature is often linked with the colour green and nature will be a key component in my product because I believe that enjoying nature is a good way of improving your mental health outside of the workplace

Other key colours would be yellow and orange. Whilst researching existing products concerning mental health in the workplace, I saw Headspace used these colours, and this app has been proven successful. This would be due to these colours being associated with happy emotions, such as positivity and optimism – which is what I want to trigger from my user.

In this part of my proposal, I have analysed which colours would be most effective to represent the importance of mental health. This is because colours can change the way we perceive something and I want my website to reflect both calmness and optimism.



Another reason I have chosen these specific colours is because I think they work well together. Yellow works well with orange and green works well with blue. But also, orange and yellow compliment blue because they are opposite on the colour wheel. Whereas, if I were to include pink, not only would it not create the emotions I am aiming to, it would also not compliment the other colours in my product.

As a part of making sure that this product is targeted at the correct audience, I have made a profile of someone I think that this product would be effective for.

## Person Profile



An example of someone my product would be useful for:

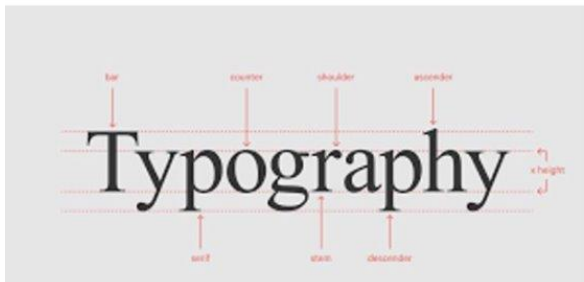
Name: Alyssa Parker

Demographics: Lives next to Fleet Highstreet

Occupation: coffee shop barista

Mental Health Struggle: Alyssa has been dealing with anxiety and sometimes struggles when talking to customers. She hasn't been able to talk to anyone at work about this because she hasn't made a connection with any of her co-workers because she has just joined since graduating from college.

How my product will help: I would provide Alyssa with different techniques of improving her mental health both inside and outside of the workplace. As she has anxiety, it would be a key aim for Alyssa to improve her confidence and my product would provide her suggestions on how to do this. Such as, involving herself in conversations with her co-workers so she has someone to talk to.



A fair part of my website will be filled with text displaying information that aims to inform my target audience. And as I am trying to get this information across to a specific audience, it is important that I ensure that the typography is suited to 16 to 19 year old's.

Different age groups would appeal to different types of font. For example, children (aged 7-11) I would need to ensure my font is large, easy to read and not much text.

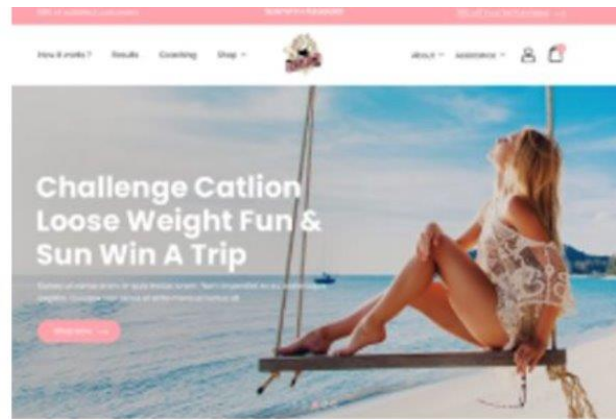
On the other hand, if I was appealing to the older generation, I could afford to include lots of text and a more professional font.

To engage 16-19 year old's in my product, I will use a professional font like the one I am using now 'Calibri (Body)' because I am treating them with the level of maturity it requires to move from education to the workplace. However, this generation is known to have a short attention span, therefore I will aim to make my text brief and to the point so that I keep them engaged. On that note, I will ensure to make my interactive video short for this same reason. Additionally, I will include more fancy fonts for the title, such as Arno Pro Display, to draw their attention to them.



## Aesthetic Choices

- The presentation/layout of my product will need to engage my audience. As I am appealing to young adults, I will ensure that my product appears eye-catching and is aesthetically layed out. It is also important that I do not make my product look too busy (lots of text and lots of images crammed into small spaces) because I do not want to risk overwhelming my viewer.
- Nevertheless, inclusion of images is vital for catching my audience's attention, as many people are visual learners. Therefore, I want to spread my message through both the text I use and the images to ensure my website is easy to use.



<https://99designs.com/inspiration/websites/aesthetic>

## Interactive Features

### Quiz

My target audience will be familiar with quizzes because they are often used in education. So, including this in my website could be beneficial and engage my user. As for the content of the quiz, it would need to be connected to mental health in the workplace and it might be a quiz concerning methods of mental health improvement. I would also be interested in adding a mascot to encourage users to take part in the quiz.

### Video

Lots of people learn best when watching a video because too much text can be overwhelming. Therefore, with this in consideration, I will portray some key ideas surrounding mental health in the workplace in this video. I will create this video using Kapwing as over the last 2 years I have gained skill with using this software and have used it for various past projects.



**KAPWING**

## Timeline for Production (Workplan)

In this part of my planning, I have created a timeline for production. This enables you to understand what I am doing at each stage of my production, therefore estimating when it will be complete.

### Week 1 - Research

- I carried out research following receiving your brief to understand what your needs were. I considered what software and hardware would be required, looked at comparable websites and assessed what type of interactive media would be most effective.
- Time taken: 2 hours
- Resources: Google, PowerPoint

### Week 2 – Product Proposal

- I communicated my initial ideas to you. Such as how I will target my audience with the presentation of my product and the features I plan to use.
- Time taken: 2 hours
- Resources: PowerPoint, Google

### Week 3 – Planning

- I am providing a production plan for my interactive media product
- Time taken: 2 hours
- Resources: PowerPoint, [Pexels](#)

### Week 4 – Developing assets

- This includes editing assets for my product and explaining my techniques used.
- Time taken: 4 hours
- Resources: PowerPoint, Photo Pea

### Week 5 – Creating the interactive media product

- This is where I link all of my planning and research together to make the product. I will organise all of my assets and information into a website to reach your client's needs.
- Time taken: 5 hours
- Resources: PowerPoint

### Week 6 – Evaluation of the product

- I will sum up all of the work I have done over the last couple of months and assess how I have met your brief.
- Time taken: 2 hours
- Resources: PowerPoint

## Navigation

### Dropdown Menu

During my research on existing mental health products, I noticed that lots of the websites included 'dropdown menus'. I will be using this feature in my product also because it makes the website more accessible by making the different sections of my website easy to navigate. Also, it will improve the aesthetics because my navigation is neatly organized. I will include this feature in the navigation bar on my homepage.

### A Developer Bar

This is a feature I will include in my website because it will make it more interactive and engaging for my user. A 'Developer Bar' is a textbox that my users can interact with and type what they wish. I will use this on my contact information page because it will allow them to ask ReflectMindz any questions and make the website overall more helpful (since they can get 1 on 1 help).



It is important that I plan this aspect of designing my website because I need to learn these skills in time for production – since I am not yet familiar with them. I will learn this through information via the internet. Also, these features would improve the aesthetics of the website and make it easily accessible.

## User Devices

Another thing I have considered is what devices this website will be accessible on.

### Mobile Devices

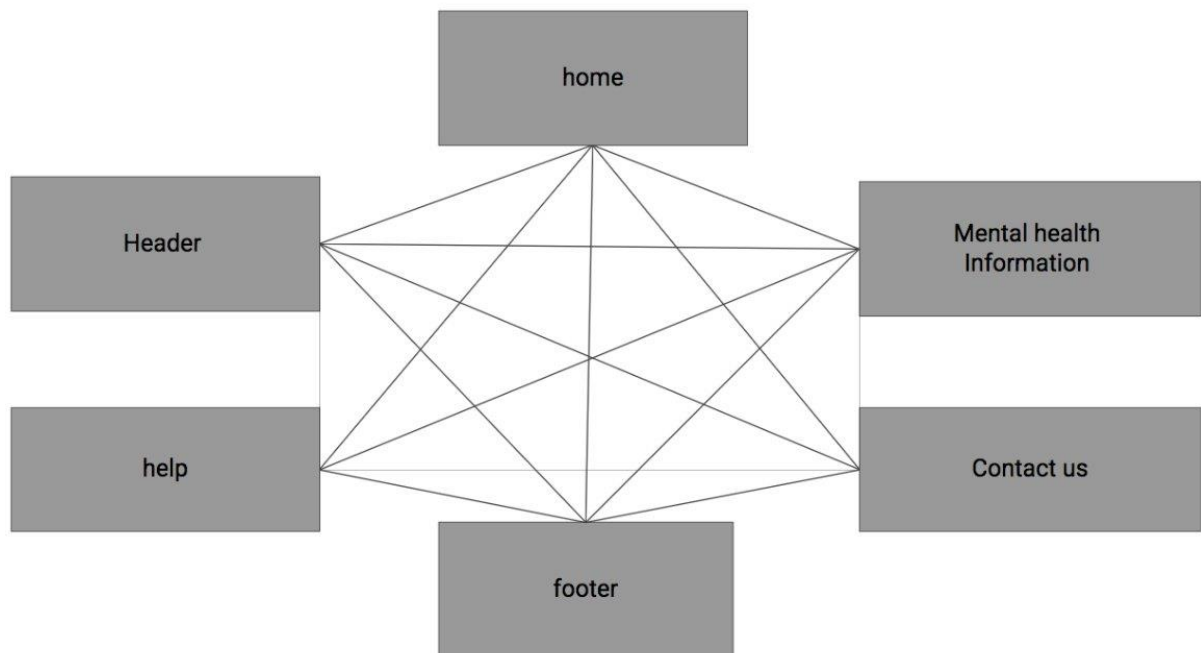
Whilst researching my target audience, it has become aware to me that lots of 16 to 19 years old's spent lots of time on their mobile devices (phones, tablet etc.) as well as laptops. Therefore, I am to make this website accessible on all these devices so as many young adults can use my website and benefit from it as possible.



### TV

I am to not going to make this website accessible on a TV because this will be harder to use and navigate around my product.

## Task 2



## Work planning

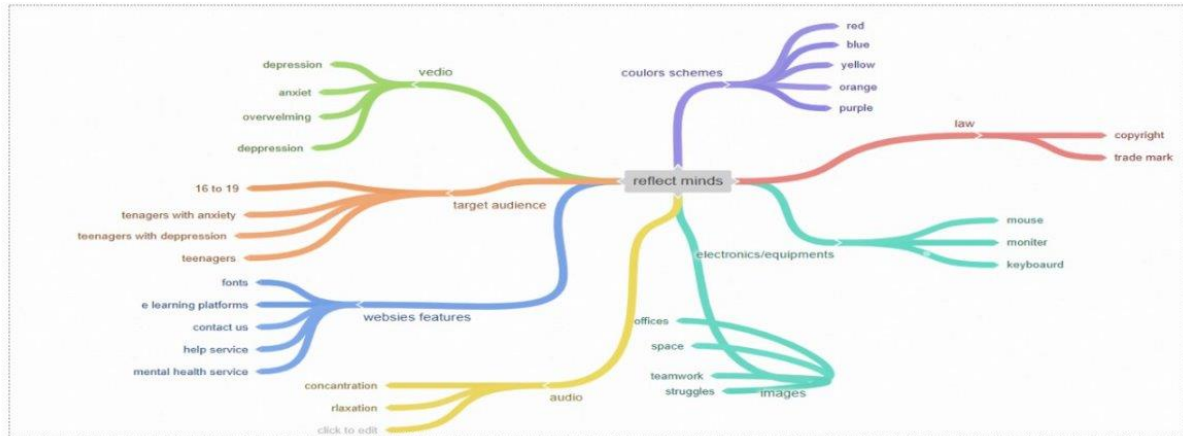
I don't have budget as i'm using he scholls  
equipet

A work planning is a plan that shows he ask where he have to achieve and steps to need to complete the work or job if helps organise the work and it tells how long you have to it shows how much time you have to take for each task and a cognitive If you need extra time this task must have a total of 19 hours and

[illegible]



# mindmap



## Monitor

A monitor is a hardware that displays output monitors contain information display on a video card separate monitors are connected to other devices



Disadvantage : they are very Expensive it also has electronic waste

Advantage : monitor consumes less Energy and it provides higher resolution .

## Keyboard

A input device used with a Computer the device has bottoms to create words Letters and numbers .

Advantage : if you have slow typing speed you can use a shortcut

Disadvantage : they are slow in operating and they can also get damaged easily



## Task 3

### Introduction

In this PowerPoint I will be going through the different steps that I will take for my planning for the website I will be creating for ReflectMindz. I will be looking at the different Hardware and Software I will be using to create the product along with a Wireframe of each page of the website with an Assets Table that outlines all the assets that I will use on that page.

I will be finding and collecting images to use later on the website while discussing Copyright and how I am avoiding that issue. I will plan how long I want to spend working on these assets in Task 4 and Task 5 judging from the time I have remaining. Finally, I will be looking at creating a mood board for the website and looking at the different types of tools I can use on the software that I have available.

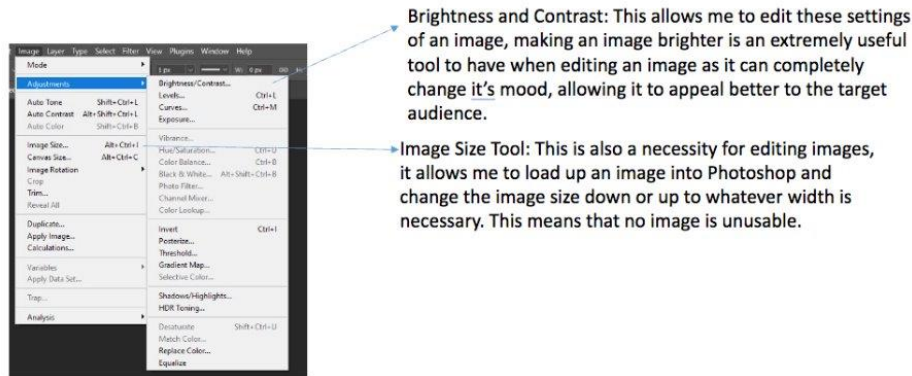
### Timescale

Here I have planned how long I want to spend working on each section of Tasks 4 and Task 5. I have taken time to break each of the creative tasks down into their own mini-tasks. This will allow me to spend and use my time more effectively. I have planned for 7 hours overall which should leave me with around 2 hours to create my PowerPoint.

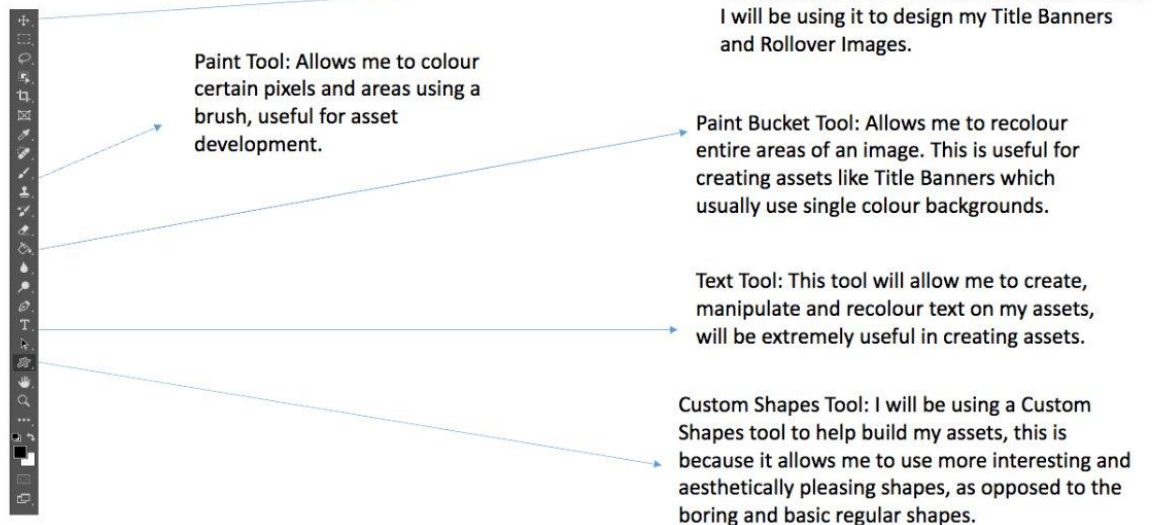
Task and Specific Detail	Time Spent
Task 4 – Collecting Assets + Finding Text	45 Minutes
Task 4 – Editing those Assets	45 Minutes
Task 4 – Creating Title Banner Images	45 minutes
Task 4 – Creating Rollover Images	75 minutes
Task 4 – Creating Scrolling Animation	45 minutes
Task 5 – Creating Page Templates + Adding Title Banners and Rollovers	45 minutes
Task 5 – Adding Content to Pages	90 minutes
Task 5 – Testing Functionality	30 minutes

# Software- Photoshop

For this website for ReflectMindz I will be using the tool Adobe Photoshop. Photoshop is a brilliant piece of software as it allows me to create and edit images easily with all the required tools I will need. In the following slide I will be looking at what main Photoshop tools I will be using when creating my assets.



## Software – Photoshop Tools





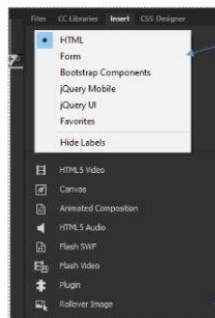
## Asset Table- General

Asset	Saved As	Source	Notes
Home Page Rollover	Rollover_Home1.jpg	Myself	Use Correct Dimensions (400pxx200px)
Home Page Rollover 2	Rollover_Home2.jpg	Myself	Use Correct Dimensions (400pxx200px)
MHI Page Rollover	Rollover_MHI1.jpg	Myself	Use Correct Dimensions (400pxx200px)
MHI Page Rollover 2	Rollover_MHI2.jpg	Myself	Use Correct Dimensions (400pxx200px)
MHS Page Rollover	Rollover_MHS1.jpg	Myself	Use Correct Dimensions (400pxx200px)
MHS Page Rollover 2	Rollover_MHS2.jpg	Myself	Use Correct Dimensions (400pxx200px)
Contact Us Page Rollover	Rollover_Contact1.jpg	Myself	Use Correct Dimensions (400pxx200px)
Contact Us Page Rollover 2	Rollover_Contact2.jpg	Myself	Use Correct Dimensions (400pxx200px)

## Software- Dreamweaver

I will be using Adobe Dreamweaver to help me create this product. This is because it has the tools I need in order to construct and view the website.

Here I will have a quick look into some of the tools Dreamweaver has and why they will be useful to me when creating this website.

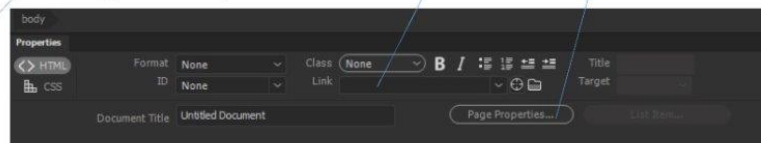


This Form option will allow me to access Dreamweaver's form tool and create forms for the user to fill out for support, donations or volunteering.

This "Rollover Image tool will help me to create rollover images on my website. These allow me to select 2 images that swap when hovered over.

Link Box allows me to add links to rollovers and text.

Page Properties allows me to edit the fonts, background colours and text colours make it useful to tailor the website to the target audience.



# Health and Safety

For ReflectMindz I have proposed how I will handle Health and Safety during this project. Here I will be planning on how I can successfully keep safe and healthy while working on this project and take the proposed health and safety conditions and put them in place.


Firstly I will take a few minutes of break every 20 minutes I work on this project. To make sure that I follow this schedule I will set 20 minute timers at the start of each session which will remind me when to take these breaks.

Another measure I will take is a clean and tidy workspace which will allow me to prevent any electrical or trip hazards. I will make sure that my workspace remains clean by organising it each session and keeping belongings out of the way of others and my self.

I will also be ensuring that I take regular walks and long breaks away from screens in longer intervals. I will achieve this by taking longer breaks between each session where I can have short walks and time away from screens.

Overall, Health and Safety is an extremely important factor to consider when using computers so I will take this very seriously while I work on this product for ReflectMindz.

## Task 4



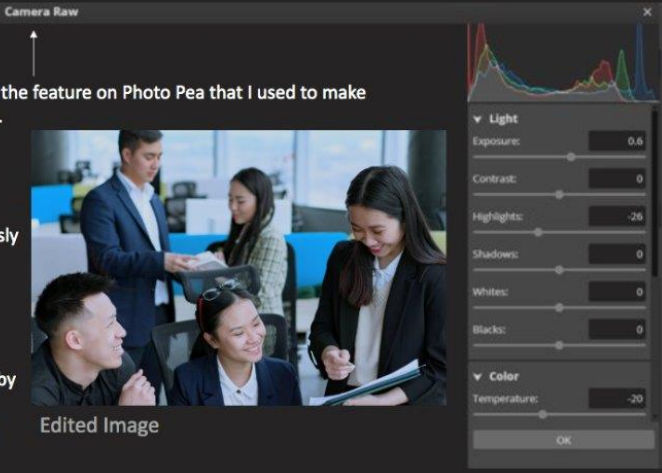
Original Image

In this part of my work, I am editing the images I have previously chosen and making them more appropriate for the brief. The original image was somewhat too vibrant and didn't fit the colour scheme of my website (green, blue, yellow, orange).

1) **Temperature** – In order to make the image less vibrant, I reduced the warmth of the image and gave it a 'cooler' effect by toggling the temperature to -20. This also brought out more tones of blue in the image, which is one of the key colours in my colour scheme – therefore making sure I fit the brief.


2) **Exposure** – I noticed that when I reduced the temperature, the image became a lot darker. This is not appropriate for my website because I want my images to be uplifting and darkness isn't often linked to this. Therefore, I increased the exposure to bring this lightness back into the people and their surroundings.

Camera raw is the feature on Photo Pea that I used to make these changes.



Edited Image

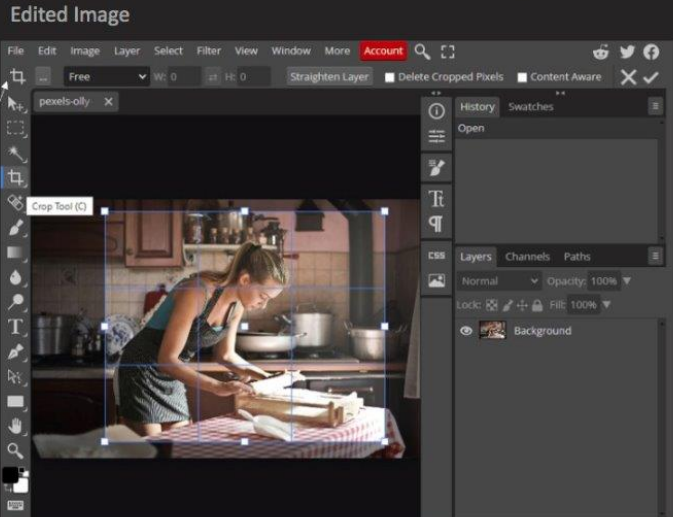
3) **Highlights** – Following toggling the exposure, I noticed that their suits had become more dull and grey looking. So, I reduced the highlights to make the suits look darker and more professional.



Original Image

In the original photo, there is lots of clutter in the background and this could create stress for my viewers. Also, it risks giving the impression that baking causes lots of mess which will not persuade my users to try this hobby. To remove this risk, I have used the 'Crop Tool' feature and removed some of the pans in the image. Despite this, I left in some of the equipment in the background to reflect that the woman is baking because this will match the information I am providing (about trying new hobbies).

This image doesn't fit my colour scheme however I still think it would be really beneficial for my product because it portrays the importance of taking your mind of work by indulging in a hobby.



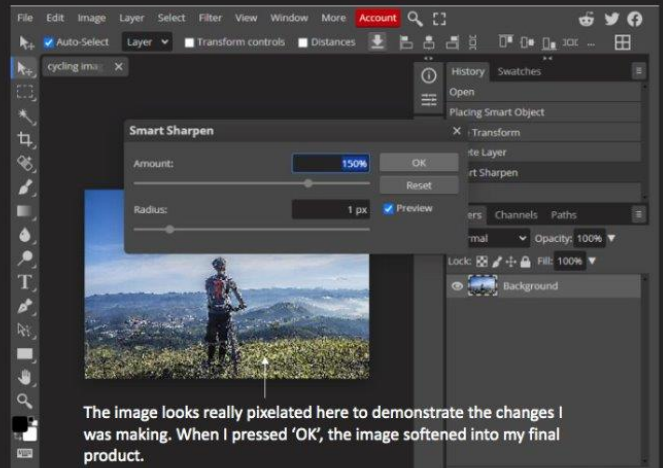
Edited Image



Original Image



Edited Image



The image looks really pixelated here to demonstrate the changes I was making. When I pressed 'OK', the image softened into my final product.

**Smart Sharpen** – The original image appeared somewhat blurry and I wanted a more defined image. As a result, I sharpened the image using the 'smart sharpen' feature and increased the amount to 150%. Additionally, I increased the radius which made the image slightly softer in terms of colour scheme.

Original Image



Edited Image

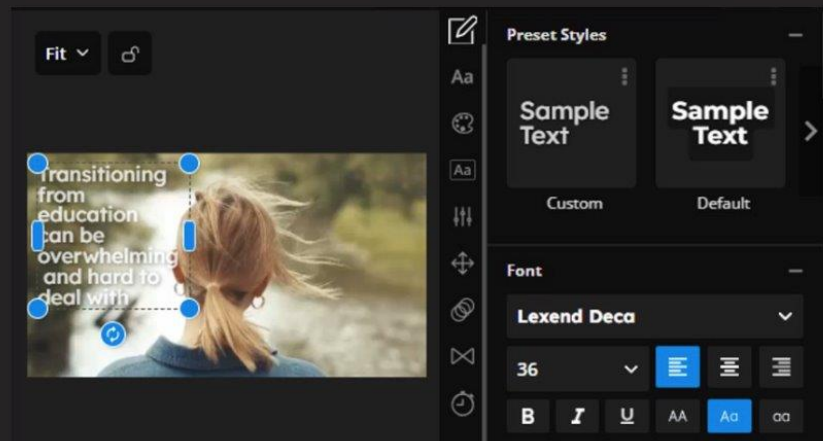


I have enlarged and both of these images cropped to ensure that my editing is clear and easier to see. I will walk through my process of editing on the next slide.



## Creating my Video

When creating the text for my product, I paid attention to the typography and how I would make it target my audience. As I am targeting young adults, I made the text basic and easy to reach so that I do not lose their attention (it is also because of this that I made the video only 30 seconds long).

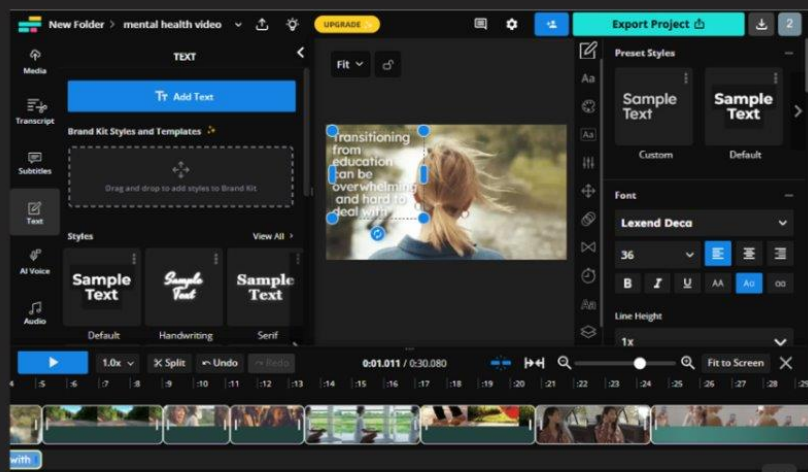


I wanted the video to be specific to my brief (young adults who are moving from education to the workplace) so I included this in my text. I also changed the size of the font to ensure that it was readable but also didn't dominate the screen and left space for the contents of the video to be seen.

## Creating my Video

To get my videos, I took them from [Kapwing](#) (the app I am showing on the screen) and searched up specific things I was looking for. This included searching things like exercise, nature, friends and family etc.

I chose a variety of videos that fit the idea I was going for. I wanted to focus on ways to improve your mental health. I included things like: spending time with the people you love, trying something new (maybe a hobby or an activity) and also demonstrated the importance of spending time in nature as most of my videos are videoed to outside. Finally, I included a little bit about physical exercise because this can really boost your mood.



## Making Music – First Attempt

In this part of my project, I created music to match my promotional video as this asset is vital for engaging my audience.

After creating this first attempt, I listened to it at the same time as watching my video and it didn't fit the message I was aiming to achieve. This music sounded more so sad and thoughtful where I wasn't to promote optimism and the excitement of trying new things. So I started from scratch and made a new piece of music.



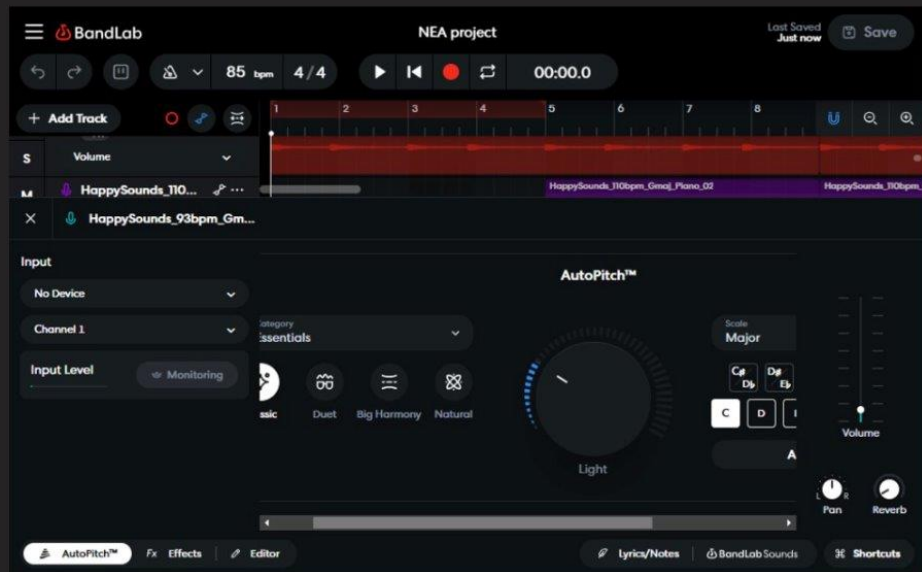
## Making Music – Second Attempt

After picking my sounds, I pressed on this button to toggle the volume of the music. For each specific track I increased and decreased the volume of the piece for when it was appropriate. I focused on this at the end and made my music slowly get quieter to signal that the music was coming to an end and to ensure there wasn't a dramatic stop.



## Making Music – Second Attempt

Finally, I changed the pitch of one of the tracks from 'heavy' to 'light' because I noticed that when it started to play it sounded more so aggressive and overpowered the rest of the music. It was important that I made it a lighter pitch because this made my music more subtle so that it can be played in the background without distracting my viewers completely from the contents of the video.



## Creating my Video

The final step was to put my music and video together. I did this by going on to [Kapwing](#) and imported both of these files. However, upon doing this, I noticed that the video was too short for the music. To solve this, I added another clip of someone enjoying their workplace environment to ensure my users can listen to the whole song. Also, this clip helped to target my audience.

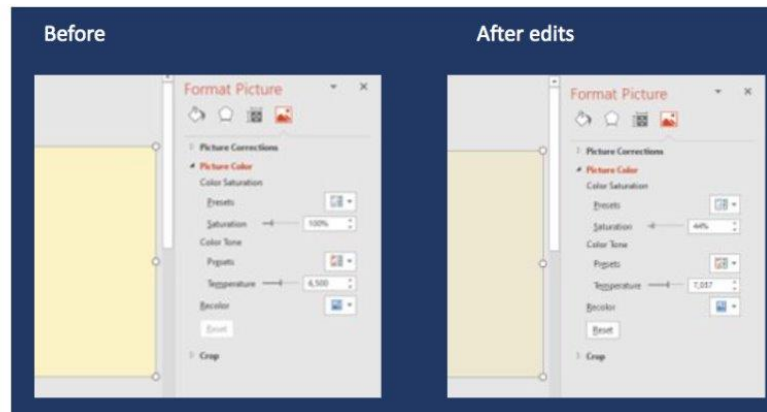




## Task 5

### Designing the homepage

I chose a 'pale yellow block colour' picture from google for the background of my website. I thought it both complimented the colours of the logo and also suited the brief (as yellow reflects happiness – which is important when dealing with mental health). This picture was a bit too bright for the background of my website because I wanted the homepage to be calming. So, I went into the 'Format Picture' feature of PowerPoint and decreased the saturation of the picture from 100% to 44%. Also, I increased the temperature because whilst I don't want the picture to be bright, I still want there to be a sense of warmth on my website.



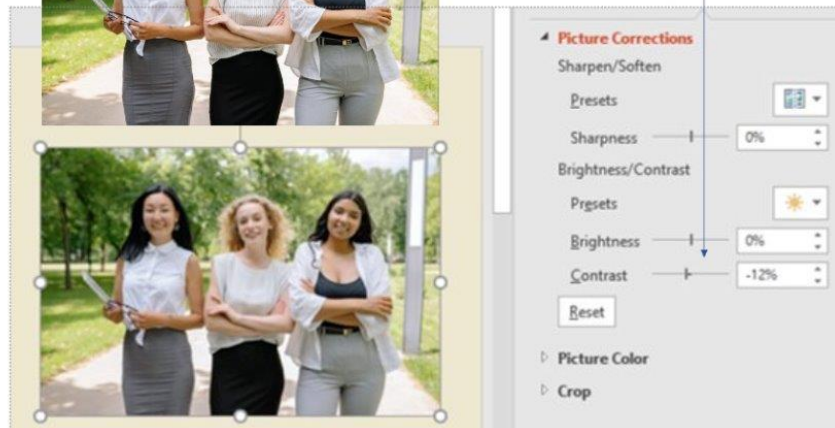
### Designing the homepage

Earlier on, I chose this picture from Pexels for my homepage. The picture fits the brief because it shows young girls in professional outfits (suggesting they were at work) – so it targets my audience. The picture was a bit too bright and risked being overwhelming amongst the calming colours on my website, so I adjusted the contrast by -12%.

Before editing



After editing



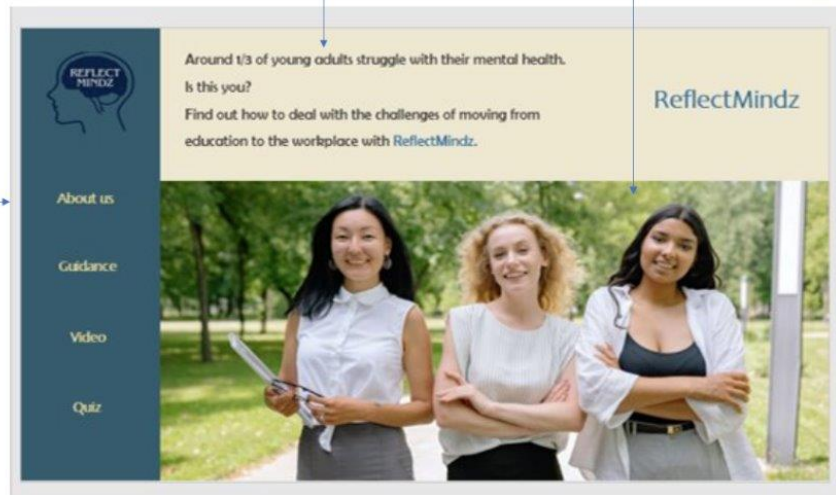


## Designing the homepage

I matched the side bar to the colour of the logo to make the homepage look more aesthetically pleasing. Also, I created these subsections (which I will hyperlink onto different slides) to make sure my website is easy to navigate around. I coloured them yellow to go with the yellow background and to stick to my colour scheme.

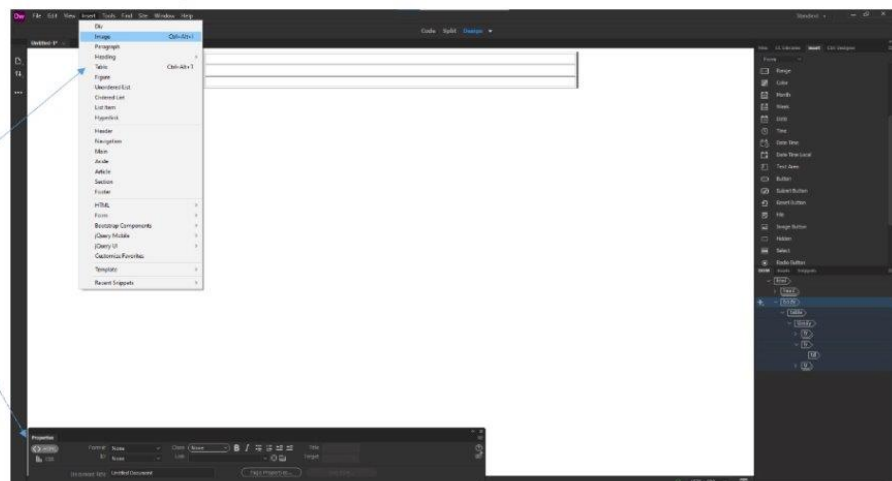
I wanted some text on the homepage to tell the user what your charity is about and what your purpose is.

This is the completed homepage. I chose the image because it portrayed positivity and the formal clothes the people are wearing gives the impression that these young adults are colleagues.



## Setting up the Pages

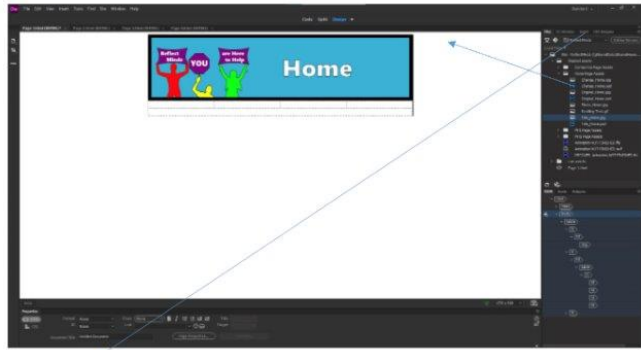
The first step for creating my website is by creating a table to put all the images and text into. I did this using the table tool at the top bar on Dreamweaver. I then used the properties tab to centre the table and right click, table, split cells to make a box for each Rollover button and for the rest of the table structure.



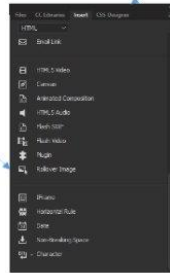
The use of tables is crucial for the design of the website, as it allows me to keep the theme and aesthetics similar across the website, making it appear more professional and trustworthy.

## Setting up the Pages

Initially, I started by dragging the title banner from files into Dreamweaver, this is the easiest way for me to add images to the website.



Next I began to add the rollover images using the rollover tool on Dreamweaver, this allows me to create the image swap affect.



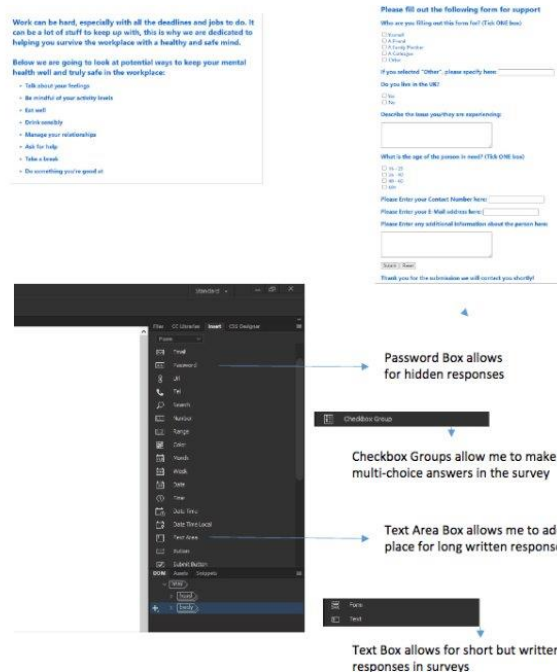
Another benefit of the Rollover Images is that it allows me to add links to my rollover images, something I need for the websites functionality.

## MHS Page

This page contains a lot of the information about getting support for Mental Health Issues, so it will contain a lot of text. I have tried to structure the text in Dreamweaver to make it easier to read and less overwhelming for the user.

I used the built in bullet points to create a list that I found online on the Mind website. I also am going to use the form tool to create an interactive effect for the website. This will allow the user to feel like they are getting somewhere in tackling their own (or someone else's) Mental Health Issues.

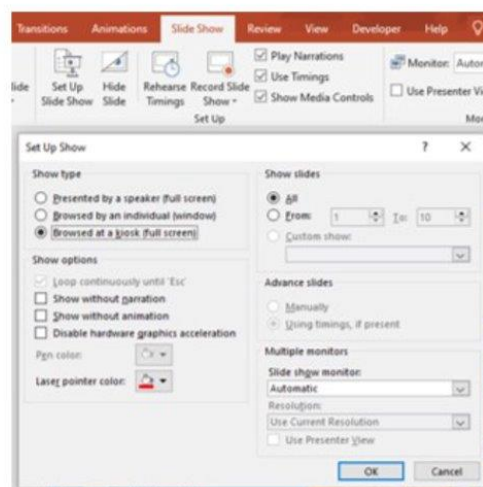
The Form tool is useful for this as it creates interactive buttons and text boxes for the user to fill in, making it perfect for this role.



## Final testing of my website

At this stage of my project, I am going to test different aspects of my website to make sure it can be used exactly how I want it to be. Testing is important because if I were to submit my website without testing, then I could let mistakes slide.

I put my PowerPoint to be used 'in kiosk mode' this means that I can only use the hyperlinks I have inserted into the website to navigate around. Whilst testing this, I identified a mistake. The slides were scrolling by themselves because I hadn't change to settings of my transitions. This means that the transitions were moving by themselves every 20 seconds. To fix this, I changed this setting so that the transitions only move upon the click of a mouse. I then tested the hyperlinks of each of my sections and they all took me to the correct slides.



## Final testing of my website

On the 'About Us' page, I was testing the drop down menus and noticed that one of them went behind the text box. This made the website look unprofessional so I tried a few methods to solve it.

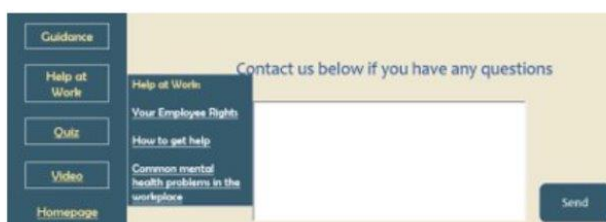
Firstly, I tried to move the text box behind the drop down menu by selecting 'move backward'.

However, when this didn't work, I decided to shorten the box to fit the slide. I only made this adjustment on this page, so on the rest of them both of the drop down menus are the same size (which looks cleaner). However, this change was essential to make on this slide.

Before



After

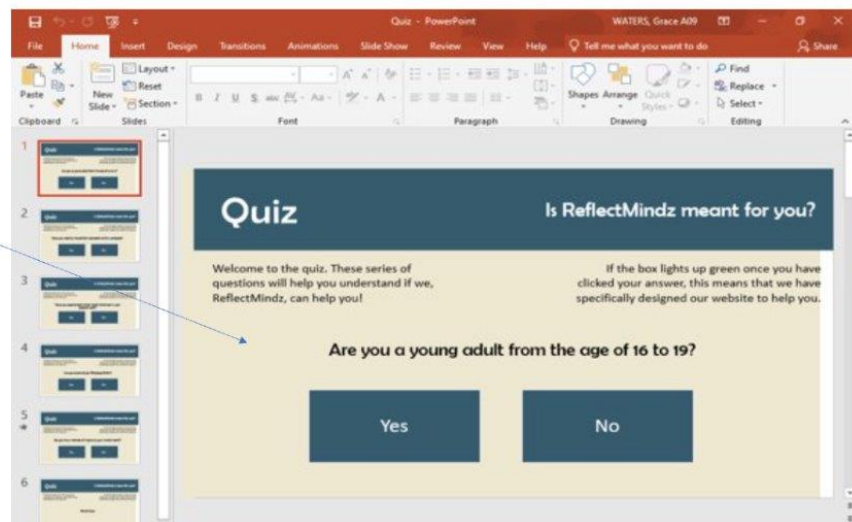




## Designing the slides

I thought this quiz would be an important thing to add to my website as it makes my website more interactive and also makes it obvious what the aim of the website is.

I made this quiz on PowerPoint which provides my users with an idea as to whether this website has been targeted at them. Therefore, when making this quiz, I paid special attention to the brief and designed my questions around my target audience. I embedded this powerpoint into my website so that it is easy to use.



## Home Page Comparison

Home Page - Wireframe

Home Page Title Banner			
Home Page Rollover	Mental Health Issues Rollover	Mental Health Support Rollover	Contact Us Rollover
Eye-Catching Photo – 800pxx400px			
Information About Company			
Scrolling Text about Support			



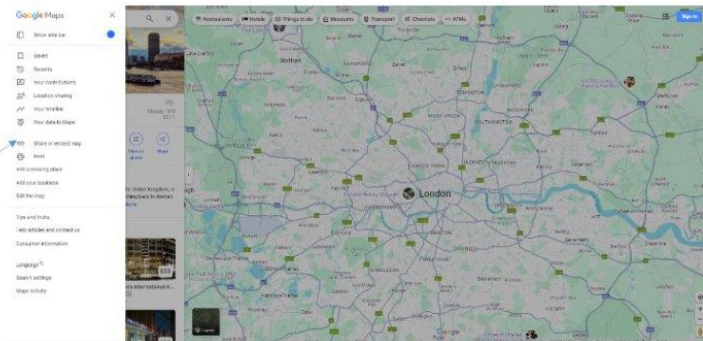
I kept the design the same for this page as I wanted to keep it simple and effective as to not overwhelm the user immediately. I had no more ideas to add to the Home Page so I wanted to keep to the original design as I knew that it would still be effective for the target audience.



# Contact Us Page

For the Contact Us Page I needed to first embed a Google Map onto the page. I can do this by editing the background code of the website.

Using the Share/Embed tool on maps I can get a URL of a custom sized Google Map for my website, here I need it to be 400pxx400px.



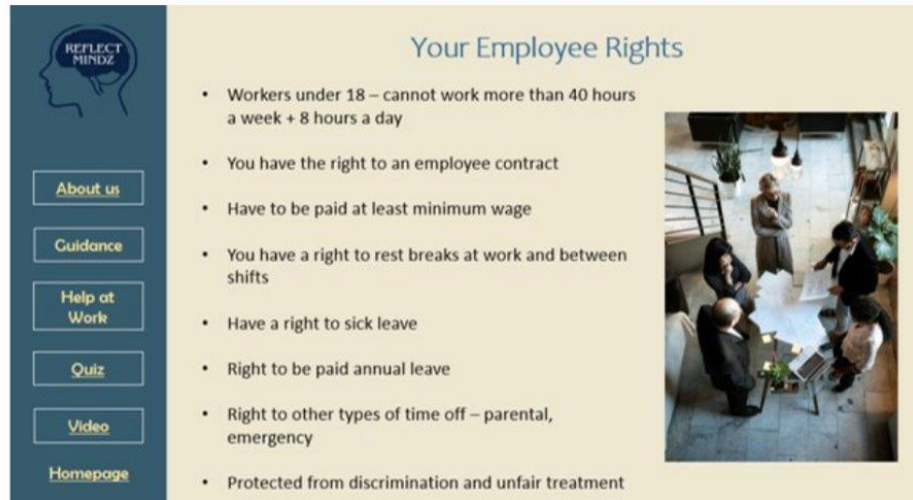
I can then go to edit the code in Dreamweaver to insert the map into the correct place on the web page. This allows it to be interacted with by the user on the website. This should make the user feel more involved with the website, rather than it being just something to look at.



## Task 6

### Evaluation of my Assets

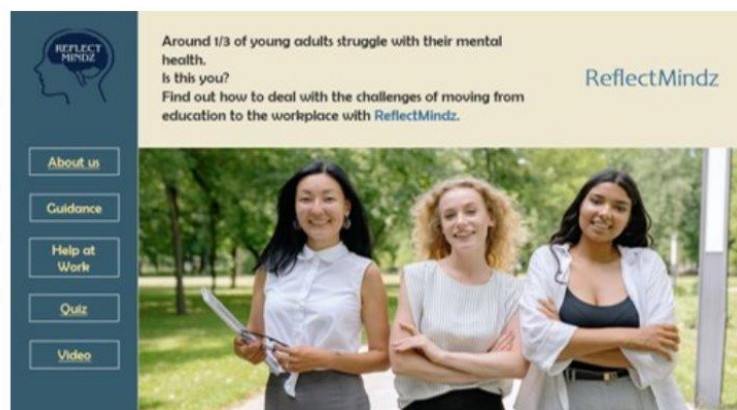
While on the majority of my other slides I had edited the images in PhotoPea. There was one or two images that I hadn't prepared before the creation of my product. Therefore, there were slides that didn't have an image to go alongside the information. To fix this, I found an appropriate image on Pexels. However, I didn't have enough time to properly edit these images again so I used an editing tool on Powerpoint.



As a result, if I had more time I would go back and edit these photos on PhotoPea because while PowerPoint did the trick, the editing on PhotoPea is more thorough. This means that the other images have been more designed specifically for the website whereas in this one below, I only adjusted the brightness. Nevertheless, this image is still effective as it shows employees working together.

### Evaluation of my Website

- When creating the product, I paid attention to the aesthetic choices that I had researched previously. I decided it would be best to ensure my website is straight forward and not too busy as I wanted my website to appear calming. I spent a lot of my time figuring out what colours complimented each other best and if I were to do this project again, I would have done this research before starting the project because this would have allowed me more time to work on other aspects of my website (such as the functionality). However, the colours match the colour scheme that I decided on before production.
- The text I used will be effective for engaging my audience due to the use of rhetorical question and also that I summarized the aim of ReflectMindz in a short paragraph. Although, if I were to improve this I would do more research for a statistic that exactly matches my target audience because whilst 16-19 year old's are considered young adults, a young adult could also be 20+.
- The main image on the homepage did ensure that the website wasn't too busy but only one of the girls looks as if she is 16-19. Whilst at the time I thought this would be effective to show her socializing with her colleagues, all of them fitting the target audience could have been more effective.



## Evaluation of my Slides

I included this navigation bar on all of my slides to make sure that people can easily access all the slides. Each of the different sections have hyperlinks to the correct location, which makes my website functional.



For the contact information, I used random details. So, it would be important for me to reach out to ReflectMindz and include their actual contact information so that users can reach out to them.

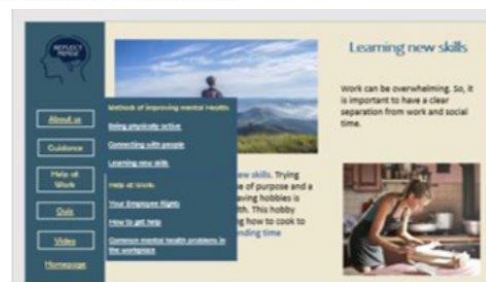
I added this feature where the user can contact the charity with any specific questions they might have. This is effective as it makes the website more personal

because the user can get one on one advice. If I had more time, I would look to extend this into a chat feature where the user can reach out to other users.

## Evaluation of my Slides



These are some of the slides in which I used the information from my research pack. I think these slides are very effective for my website because they offer guidance and help for those struggling. Also, they offer achievable ways of mental health improvement which won't seem daunting – as most can be done at home and one of them is as easy as smiling at someone. Additionally, all of the assets were edited by myself (meaning I could make them all more specific for the website) and they each match the descriptions provided. I ensured to make the slides half image and half text so that the slide wasn't too overwhelming and was more engaging for visual learners. If I had more time, I would create more slides on mental health improvement (such as listening to music) as these methods may not suit everyone.





## Evaluation of my Slides

I created a series of slides that was specific for the workplace. This was important because it makes my website more specific to my brief (young adults moving from education to the workplace). While each of these slides have important information on them, if I had longer I would look at shortening this to make it appear less daunting (as large chunks of text can have that effect). However, once again, my use of colouring the important text in was effective because it means that users who don't want to read everything can still have a good idea of what the slide is telling them from the key words.

Also, one of the slides doesn't have an image to go alongside this. This was due to there being too much information on the slide and if I were to add an image, I would have to make the font size smaller – which would make it harder to read. When creating the product, I did reduce the amount of text by summarizing and cutting out parts that were not important. However, to improve this slide I would have to go back and do this again.



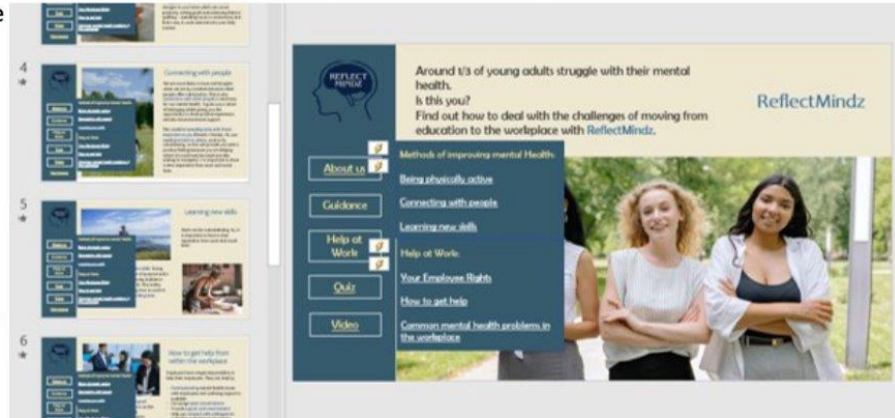
Colour scheme:

**Yellow** – I used this for the base colour of my home screen because it wasn't too bright but it is still a positive colour.

## Evaluation of my Aesthetics

The aesthetics of my website was a key focus of mine when I was creating the product. This is because how the user views the product really helps determine whether they will use it. I made sure that all of the different pages of my website had the same style. Also, I ensured that all the colours matched each other and followed the colour scheme that I chose previously.

**Blue** – This was the colour of my navigation bar as it went well with the yellow.  
**Green** – This colour was present in many of my assets because they contained nature in the background.  
**Orange** – Despite planning to, I didn't use this colour in my website because I didn't think it would go with the specific shades of the other colours that I had chosen.





## Evaluation of the product

I have created an app for a company called Reflect Mindz to help 16–19-year-olds. who came from education to the workplace

The skills have I learned is to how to create an app, image editing skills and some basic IT skills as well.

I edit my images so they were better for my app i did this in photopea. I use some of skills we had learnt to edit them such as cropping and chnging the size or brightness of it. I was happy with the editing it looked good.

The product works will and all the buttons work so its good, i think that the information is easy to access so everyone can read it. i think the design of the product looks good and will appeal to the audience.

I could include some more video's or sound but the time I had meant I didn't get chance to include these as they would have made it more interesting.

## Activity 2 materials

Learner work:

### **Task 6 Evaluation**

- I have used multiple images, videos and audio assets which I edited with Canva and We Video. I edited and manipulated to do things like resizing, changing colours and adding sound so that they matched the overall aesthetic of my website.
- My ReflectMindz website meets the brief well as it educates young people on mental health issues by including information and links to other websites.
- The target audience will find my website easy to access on any device, which I tested on school computers and my mobile.
- I've included a google interactive form on my website which functions well on my website to collect contact information.
  
- I think my website is good but could use some improvements. Better software would be better as we could edit photos and the website to make it more accessible to users.
- If I made the website again I would I would pay more attention to making the banners match the overall colour scheme to make it more pleasing to users.