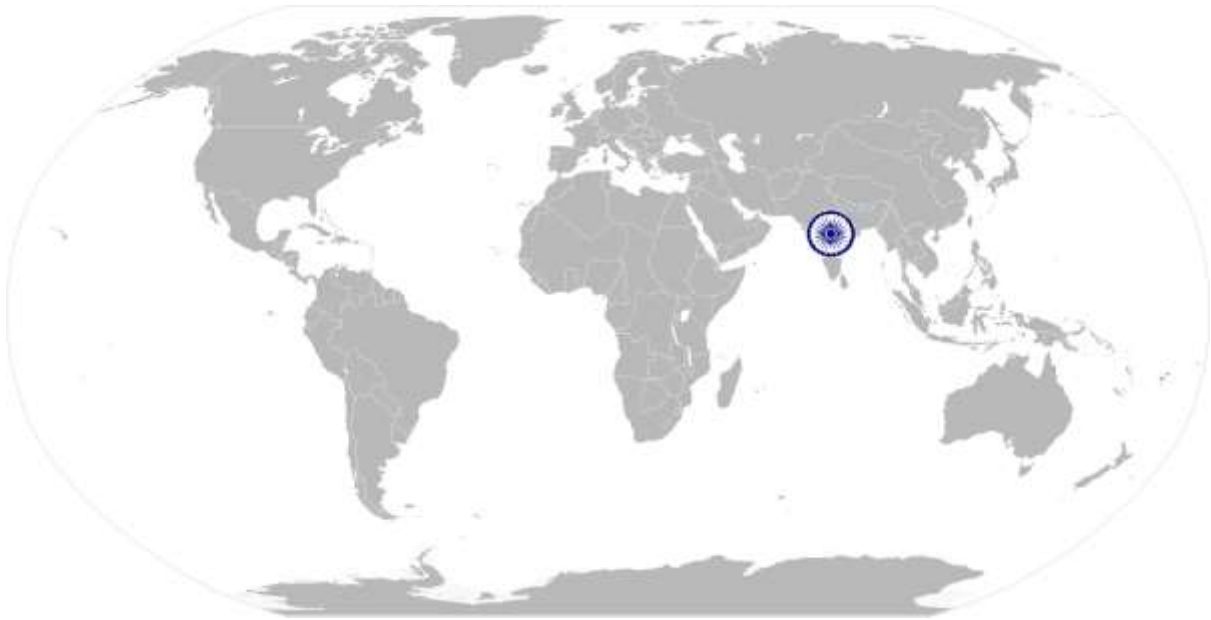


SSC/ N 0503 Develop media content and graphic designs for software products & applications

National Occupational Standard



Overview

This unit is about developing media content and producing graphic designs to enhance to usability of software products and applications where their business impact and technical complexity is low

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Applicable NOS Unit	Unit Code	SSC/ N 0503
	Unit Title (Task)	Develop media content and graphic designs for software products and applications
	Description	This unit is about developing media content and producing graphic designs to enhance to usability of software products and applications where their business impact and technical complexity is low.
	Scope	<p>This unit/task covers the following:</p> <p>Appropriate people:</p> <ul style="list-style-type: none"> • line manager • peers • subject matter experts <p>Software Requirements Specification includes:</p> <ul style="list-style-type: none"> • functional requirements • non-functional requirements <p>High Level Design includes:</p> <ul style="list-style-type: none"> • technical solution selected and its rationale • assumptions • constraints • dependencies • interfaces <p>Low Level Design includes:</p> <ul style="list-style-type: none"> • programming structures • media design standards • graphic design standards • checklists <p>Requirements where:</p> <ul style="list-style-type: none"> • business impact is low • technical complexity is low
	Performance Criteria (PC) w.r.t. the Scope	
	<p>To be competent, you must be able to:</p> <p>PC1. check your understanding of the Business Requirements Specification (BRS), Software Requirements Specification (SRS), High Level Design (HLD) and Low Level Design (LLD) with appropriate people</p> <p>PC2. access reusable components, media and graphical packages and tools from your organization's knowledge base</p> <p>PC3. convert requirements into media content and graphic designs, leveraging reusable components where available</p> <p>PC4. review media content and graphic designs with appropriate people and</p>	

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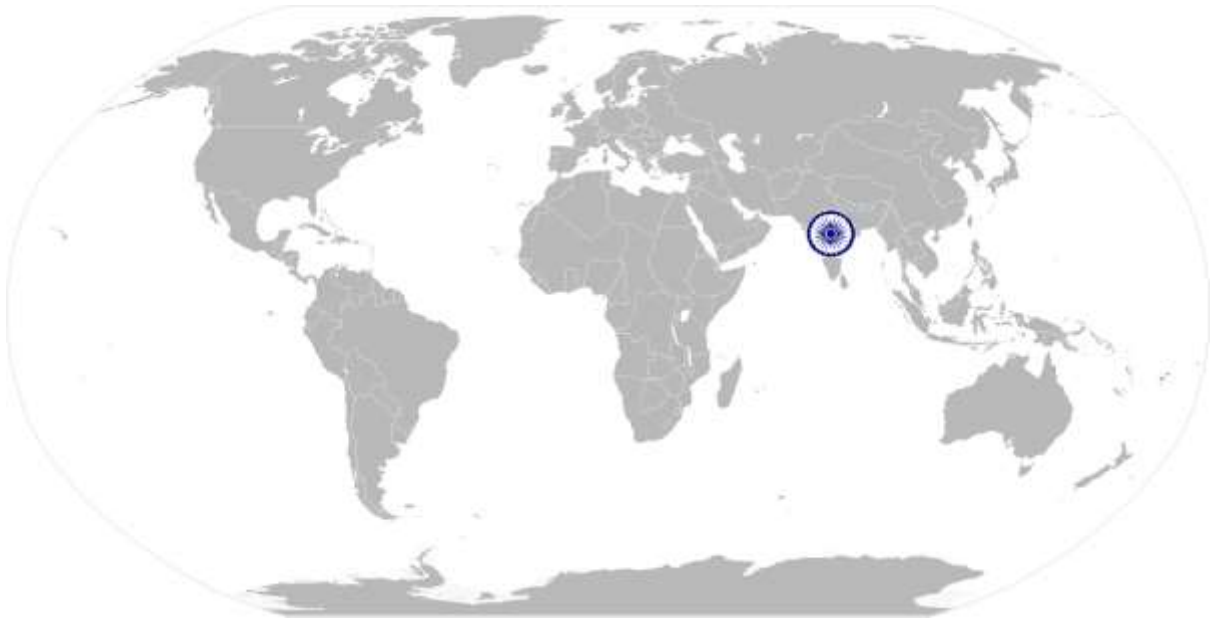
	<p>analyze their feedback</p> <p>PC5. record any defects and corrective actions taken to inform future work</p> <p>PC6. rework media content and graphic designs, incorporating feedback</p> <p>PC7. submit media content and graphic designs for approval by appropriate people</p> <p>PC8. update your organization’s knowledge base with your experiences of the media content and graphic designs developed</p> <p>PC9. comply with your organization’s policies, procedures and guidelines when developing media content and graphic designs for software products and applications</p>
<p>A. Organizational Context (Knowledge of the company/ organization and its processes)</p>	<p>You need to know and understand:</p> <p>KA1. your organization’s policies, procedures and guidelines for developing media content and graphic designs for software products and applications, and your role and responsibilities in relation to this</p> <p>KA2. the scope of work to be carried out and the importance of keeping within these boundaries</p> <p>KA3. your organization’s knowledge base and how to access and update this</p> <p>KA4. standard templates and tools available and how to use these to document your media content and graphic designs</p> <p>KA5. the importance of collating feedback on your media content and graphic designs</p> <p>KA6. how to analyze and use feedback to improve your media content and graphic designs</p> <p>KA7. who you may need to involve to provide feedback on your media content and graphic designs</p> <p>KA8. how recording corrective actions for problems and defects can improve future designs</p> <p>KA9. who needs to approve media content and graphic designs</p> <p>KA10. different sources of information for help to develop media content and graphic designs</p>
<p>B. Technical Knowledge</p>	<p>You need to know and understand:</p> <p>KB12. how to interpret and follow different design specifications, including:</p> <ul style="list-style-type: none"> • Business Requirements Specification (BRS) • User Requirements Specification (URS) • Software Requirements Specification (SRS) • High Level Design (HLD) <p>KB13. the process for converting design specifications into media content and graphic designs</p>

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	<p>KB14. current practice in developing media content and graphic designs</p> <p>KB15. how to develop media content and graphic designs</p> <p>KB16. how to determine whether components are suitable for re-use</p> <p>KB17. the different types of problems that may occur and how these may be resolved</p> <p>KB18. how to test media content and graphic designs are fit for purpose</p>
Skills (S)	
A. Core Skills/ Generic Skills	Writing Skills
	You need to know and understand how to: SA1. communicate with colleagues in writing
	Reading Skills
	You need to know and understand how to: SA2. read instructions, guidelines, procedures, rules and service level agreements
	Oral Communication (Listening and Speaking skills)
You need to know and understand how to: SA3. listen effectively and orally communicate information	
B. Professional Skills	Decision Making
	You need to know and understand how to: SB1. make decisions on suitable courses of action
	Plan and Organize
	You need to know and understand how to: SB2. plan and organize your work to achieve targets and deadlines
	Customer Centricity
	You need to know and understand how to: SB3. check your own work meets customer requirements SB4. meet and exceed customer expectations
	Problem Solving
	You need to know and understand how to: SB5. apply problem-solving approaches in different situations
	Analytical Thinking
	You need to know and understand how to: SB6. configure data and disseminate relevant information to others SB7. analyze data and activities
	Critical Thinking
	You need to know and understand how to: SB8. apply balanced judgments to different situations
Attention to Detail	
You need to know and understand how to:	

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	SB9. check your work is complete and free from errors
	SB10. get your work checked by peers
	Team Working
	You need to know and understand how to:
	SB11. work effectively in a team environment
C. Technical Skills	You need to know and understand how to:
	SC1. use information technology effectively to input and/or extract data accurately
	SC2. agree objectives and work requirements
	SC3. keep up to date with changes, procedures and practices in your role



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NOS Version Control

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Industry Sub-sector	IT Services	Last reviewed on	31/03/2018
		Next review date	31/03/2019

