In the 2014 NAP-ICT Literacy assessment, each student completed four test modules. Each module could be completed in a maximum of 25 minutes (controlled by the testing software). The modules followed a linear narrative and were designed to reflect students’ typical ‘real-world’ use of ICT. The modules included a range of school-based and out-of-school-based themes.

All the modules included a series of questions that typically took less than a minute to complete. These questions were followed by more involved tasks that were completed using purpose-built software.

The *Computer Game* module is used in this demonstration. In this module, students were asked to work on a project to create an educational game for the class. Students completing the assessment used design software, created a survey to select the subject for the computer game, interpreted the survey results and used purpose-built software to develop the game.
INSTRUCTIONS

You are working on a project to create an educational computer game for your class.

You will need to:

1. Design a survey to find out what subject area to use for the game.
2. Interpret the survey results.
3. Design and build the game.

Click on 'I've finished' when you have read the instructions.
You want to find out what subject the class would like for the computer game. You decide to use an online survey.

Click on the web site that is the best choice for creating your survey.
Access Denied!

Internet access to the requested website has been denied based on your user profile and the Marmoset Secondary College Internet Usage Policy.

Details
User: Student_01
IP Address: 255.255.255.0
Blocked URL: www.myexcellentsurvey.napictl.com.au
Create a New Survey

1. How would you like to create a new survey?
   - Use a survey template
   - Create a new survey without a template

You are given access to the website. Create a survey to find out what subject your class would like for the educational computer game. Name your survey **Game Survey**, then click 'Save'. Click on 'I've finished' when you have completed this task.
You plan to choose the most popular subject for your game.
Students can choose between Maths, Science and English.
Create a survey question so that students can select the subject they prefer for the game.
Click on 'I've finished' when you have completed this task.
Hi Ms Smith,

I created a survey about which computer game to make for our class. Can you please look at it to see if it is OK?

The URL for the survey is: www.MyExcellentSurvey.napictl.com.au/sdh&^%$R@)%zxcv

Thanks!

Send this email to your teacher, Ms Smith. Her email address is: smith.qz@ictmail.acer.edu.au
Send a copy to the assistant teacher, Mr Chen (chen.yy) at the same domain.
From: smith.qz@ictmail.edu.au

Subject: Password required

Hi Student Name,

The survey looks good but I would like to make a few small changes. I tried to edit the survey but it says I need to enter a password. Can you let me know the password?

Many thanks,
Ms Smith.
Hi Everyone,

I created a survey about which computer game to make for our class. Would you like to try it?

The URL for the survey is: www.MyExcellentSurvey.napictl.com.au/sdh^%$R&@)zxcv

Thanks!
**Survey Results**

**Your question**

Q1. Vote for subjects for a computer game! Fill in all three choices with the numbers 1 to 3.

<table>
<thead>
<tr>
<th>The Results</th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Vote</td>
<td>English Game</td>
<td>Science Game</td>
<td>Maths Game</td>
</tr>
<tr>
<td>1</td>
<td>11</td>
<td>2</td>
<td>12</td>
</tr>
<tr>
<td>2</td>
<td>6</td>
<td>9</td>
<td>10</td>
</tr>
<tr>
<td>3</td>
<td>8</td>
<td>14</td>
<td>3</td>
</tr>
</tbody>
</table>

**Actions**

- New Survey
- Email Results
- Graph Results
- Edit Data

Your class has now completed the survey. You want to create a graph of the results. Choose the option that will make a graph.
There are four types of graph available. Click the 'View' button on each graph type to view the graph. Click on the graph type that best shows that Maths is the most popular choice.
You chose this graph.

Explain briefly why it is the best for showing that Maths is the most popular choice.
You will now create a simple maths computer game.

You will be assessed on how well you:

1. Design the game.
2. Format text and objects.
3. Make the game fun to use and educational.

This is the big task for this module.

Before you begin this task you will watch a demonstration of how to use the Game Builder software.
Further information about NAP-ICT Literacy

The NAP-ICT Literacy Report and Assessment Framework can be downloaded from the National Assessment Program website: http://www.nap.edu.au