

OCR AAQ Computing: Application Development

UX & UI Essentials Worksheet

Name: _____

Date: _____

Task 1: Key Term Matching (4 Marks)

Match each term to its correct definition by writing the corresponding letter (A–D) in the box.

Term	Answer	Definition
1. User Interface (UI)	[]	A. How smooth, logical, and satisfying an application feels to use overall.
2. User Experience (UX)	[]	B. A quick, low-fidelity diagram used to plan page layout before adding color and graphics.
3. Accessibility	[]	C. The visual design elements a user interacts with, such as buttons, fonts, and menus.
4. Wireframe	[]	D. Designing systems so users with disabilities (e.g. color blindness) can navigate them.

Task 2: UI vs. UX Spotter (4 Marks)

Circle whether each scenario primarily describes a UI design choice or a UX design choice.

- Increasing contrast between background color and body text so it is easier to read. [UI / UX]
- Shortening a checkout process from five steps down to two steps to reduce user frustration. [UI / UX]
- Adding alt-text descriptions to images for users who rely on screen readers. [UI / UX]
- Choosing rounded, modern buttons with a hover animation for the main navigation bar. [UI / UX]

Task 3: Quick Scenario Analysis (3 Marks)

Scenario: A local pharmacy is designing a mobile app for elderly users to order prescriptions online.

• Identify two UI choices that would make the app difficult for this audience:

1. _____
2. _____

- Identify one UX issue that would cause users to abandon their order halfway through:

1. _____

Task 4: Basic Wireframing (3 Marks)

In the frame below, sketch a quick layout for a mobile music player screen. Clearly label three distinct interactive controls (e.g., search bar, play/pause button, volume slider).

[Draw Mobile Screen Layout Here]

You may want to insert more pages.