BOSTES | BOARD OF STUDIES
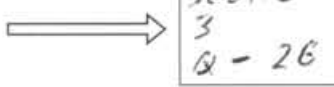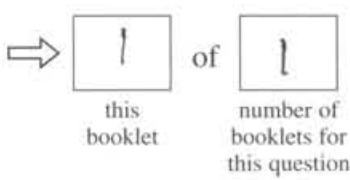TEACHING &
EDUCATIONAL
STANDARDS NSW

2014 HIGHER SCHOOL CERTIFICATE
EXAMINATION

Examination

Information and Digital
Technology   Web

Instructions

■ Write the question number you are answering in this box.

⟹   section
3
Q - 26

■ Write the number of this booklet and the total number of booklets that you have used for this question (eg: **1** of **3**).

⟹   1   of   1

      this   number of
     booklet   booklets for
              this question

■ Write your Centre Number and Student Number at the top of this page.

■ Write in black or blue pen (black is recommended).

■ You may ask for an extra writing booklet if you need more space.

■ If you have not attempted the question(s), you must still hand in the writing booklet, with 'NOT ATTEMPTED' written clearly on the front cover.

■ You may NOT take any writing booklets, used or unused, from the examination room.

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Start here.

a) Games these days are always changing after their release date due to online patch's and DLC. Therefore we need the support for these games to adapt and update which is easily done if the support is on the internet. Compared to this online support the hard copy manuals and support given out with the game will become outdated and it is much cheaper to update a website than rolling out new hard copy support. As well as it being much faster.

b) Purchasing images is all well and good for this company but there are some hitch's when it comes to copywright. The main problem is if the images have run the copywright date but they are still in use by the company. This can lead to all manner of legal complications if the copywright is not renewed. The creators of the images could also try to claim part of the profits of the game due to their image being the front of the game.

c) There are many ways that the company can test their website to ensure that all of their supporters or customers can access their content.

Firstly the website should be run through a code checker which can be found on the internet. This will find any bugs in the code and show you where they are. Alternativley you could try running the website and if it crashes you know there is a problem in the code.

Another way to test the websites compatibility is to open and run it in many different internet browsers to ensure that none of them have problems with loading or interacting with the website. Similarly try accessing the site with different types and brands of computers as well as mobile devices to ensure that the website is not too intesive for lower end computers and internet providers. While checking this also test the

Additional writing space on back page.

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website with a few different resolutions of computer and mobile screens to make sure that your customers can all at least veiw your website properly.

If the company follows these steps then they can rest assured that the majority of the users visiting their website will find a functioning website, where they can properly access the games and other content on the website.

☐ ⟸ Tick this box if you have continued this answer in another writing booklet.

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