

**NEW ZEALAND INSTITUTES OF TECHNOLOGY AND POLYTECHNIC  
QUALIFICATIONS IN INFORMATION & COMMUNICATIONS TECHNOLOGY**

**PRESCRIPTION: PY600 PROTOTYPING CONCEPTS**

AIM OF MODULE:	To enable the student to identify when to use prototyping techniques for systems development and to gain practical experience in developing and amending prototype systems.
CREDITS:	7
STUDENT LEARNING HOURS:	70
CONTENT REVISED:	2000
PRESCRIPTION EXPIRY DATE:	November 2013

**Level and Assessment Schedule**

TOPICS	Highest Skill Level				Suggested Assessment Percentage
	R	C	A	P	
1. Prototyping Theory and Concepts		*			20
2. Developing a Prototype System			*		50
3. Amending a Prototype System			*		30
					<hr/> 100 <hr/> <hr/>

## LEARNING OUTCOMES

The student will:

- C 1 Explain when to use prototyping as a method of systems development and describe the software tools available and how they are used.
- A 2 Develop a prototype system using a provisional requirements definition as supplied.
- A 3 Amend an existing prototype, going through iterations to produce an acceptable prototype to the user.

## NOTE TO TUTORS

- Examples of suitable systems (at time of writing) include:
  - Hotel Reservation System
  - Pharmacy Prescription Records
  - FM Station Disk Database
  - Rental Car Agency Records