



Australian Government

CUADIG502 Design digital applications

Release: 1

CUADIG502 Design digital applications

Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package version 2.0.

Application

This unit describes the skills and knowledge required to design digital applications, which may consist of one or many technologies integrated in various combinations.

It applies to individuals who work with clients to design specifications for digital applications, which are then built by other specialised team members. Digital applications may be operated in a web or mobile device environment.

No licensing, legislative or certification requirements apply to this unit at the time of publication.

Unit Sector

Visual Communication – Digital Content and Imaging

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Determine project requirements	1.1 Analyse project brief to identify purpose of, and target audience for, digital applications 1.2 Consult with clients or relevant personnel to clarify project requirements, including project timelines 1.3 Identify target audience characteristics and determine how these influence design 1.4 Identify content and application functions and how these are accessed, searched and delivered
2. Research digital applications	2.1 Research digital applications and analyse how these meet audience, function and content requirements

ELEMENT	PERFORMANCE CRITERIA
	<p>2.2 Identify issues relating to delivery platform and technical and industry standards, and determine how these may affect digital application options</p> <p>2.3 Consult relevant personnel to confirm all digital application options are considered</p> <p>2.4 Select applications that will meet creative, production and technical requirements</p>
3. Draft design specifications	<p>3.1 Design architecture of digital application to show interrelationship of various components and screens</p> <p>3.2 Specify interactive features, functionality and navigation</p> <p>3.3 Identify content and data displays, and specify how these will be logically structured and integrated into and/or generated in the digital application</p> <p>3.4 Specify levels of access permissions as required</p> <p>3.5 Specify media assets as required</p> <p>3.6 Specify user interfaces, taking screen sizes into account</p> <p>3.7 Specify report generation if required</p> <p>3.8 Specify production requirements, including appropriate testing strategies</p> <p>3.9 Produce draft design specifications and instructions for design and development teams to use</p>
4. Review and confirm design specifications	<p>4.1 Use a range of techniques to present draft design specifications, and discuss with client</p> <p>4.2 Review designs against creative and technical requirements, and client and audience needs</p> <p>4.3 Adjust designs as necessary after discussions with relevant personnel</p> <p>4.4 Clarify ownership of intellectual property to comply with production and organisational requirements</p> <p>4.5 Confirm, with client, acceptance of design specifications, including deliverables, milestones and timelines</p>

Foundation Skills

This section describes language, literacy, numeracy and employment skills incorporated in the performance criteria that are required for competent performance.

Skill	Performance Criteria	Description
Reading	1.1, 1.3, 1.4, 2.1, 2.2, 3.1-3.9, 4.4	<ul style="list-style-type: none"> Selects and applies a range of reading strategies to interpret texts
Writing	3.1-3.9	<ul style="list-style-type: none"> Uses text, graphic diagrammatic and visual formats to draft and confirm specifications and instructions
Oral Communication	1.2, 2.3, 4.1, 4.5	<ul style="list-style-type: none"> Participates effectively in spoken interactions using language and features appropriate to the audience Uses questioning and listening strategies to confirm project requirements and elicit relevant feedback
Navigate the world of work	4.4	<ul style="list-style-type: none"> Understands and adheres to organisational and legislative requirements
Interact with others	1.2, 2.3, 4.1, 4.5	<ul style="list-style-type: none"> Collaborates with others throughout all stages of the design process Selects and uses appropriate practices and protocols to communicate with a range of audiences
Get the work done	1.1-1.4, 2.1-2.4, 3.1-3.6, 3.8, 3.9, 4.1-4.5	<ul style="list-style-type: none"> Takes responsibility for planning, organising and implementing tasks required to complete project, coordinating with others when required Analyses information to make decisions that affect the entire project Uses digital tools to specify architecture, navigation and content to meet project brief specifications

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUADIG502 Design digital applications	CUFDIG502A Design web environments	Updated to meet Standards for Training Packages. Title changed. Minor edits to performance criteria.	Equivalent unit

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>