Assessment Requirements for CUADIG504 Design games

Release: 1

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Modification History

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

Performance Evidence

Evidence of the ability to:

- research and generate ideas for games
- design games which:
    - are original and compelling for the user
    - are technically feasible
    - meet requirements of the game proposal or brief
- document all game aspects including strategy outcomes, style, mechanics and game assets
- specify a prototype game sequence that effectively tests game-play elements
- specify testing strategies
- present and discuss design specifications.

Note: If a specific volume or frequency is not stated, then evidence must be provided at least once.

Knowledge Evidence

To complete the unit requirements safely and effectively, the individual must:

- explain the objectives and theories that underpin some common games
- identify and describe common traditional and digital game genres
- describe technical parameters of various platforms and their influence on game design
- explain the term 'game mechanics' in relation to game design
- list and describe strategies to test the function and operation of games
- describe formats for documenting and presenting game designs.

Assessment Conditions

Assessment must be conducted in a safe environment where evidence gathered demonstrates consistent performance of typical activities experienced in creative arts industry environments. The assessment environment must include access to:

- game proposals or briefs on which designs can be based
- equipment and facilities for games design.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational educational and training legislation, frameworks and/or standards.

Links

Companion Volume implementation guides are found in VETNet - https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5