



Australian Government

DEFSIM005 Fault find and repair simulator sound systems

Release: 1

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Modification History

Release	Comments
1	This unit was released in DEF Defence Training Package release 1.0 and meets the Standards for Training Packages.

Application

This unit describes the knowledge and skills required to conduct fault finding and repairs to the simulator sound systems. This includes analysing fault reports, identifying and rectifying faults, conducting functional tests and the documentation and certification processes. In the context of this unit, simulators are used to replicate land, air, sea and undersea systems to facilitate training and development.

Simulator sound systems include communication systems, amplifiers, samplers, speakers, microphones and headsets, equalisers, mixers, tone generators, switching and control systems and audio computers.

This unit was developed in a Defence environment but may be relevant to others who work in this field.

The skills and knowledge described in this unit must be applied within the legislative, regulatory and policy environment in which they are carried out. Organisational policies and procedures must be consulted and adhered to.

Those undertaking this unit would work independently, or as part of a team, with minimal supervision, while performing complex tasks, including complex problem solving, in a limited range of contexts. They would use discretion and judgement and take responsibility for the quality of their outputs.

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

Competency Field

Simulator Operations

Elements and Performance Criteria

ELEMENTS	PERFORMANCE CRITERIA
Elements describe the essential outcomes	Performance criteria describe the performance needed to demonstrate achievement of the element. Where bold italicised text is used,

	further information is detailed in the range of conditions section.
1. Receive and analyse fault report	1.1 Receive and analyse simulator sound system fault report. 1.2 Identify and select appropriate fault finding method(s) that will apply across the range of simulator sound system systems. 1.3 Prepare the simulator sound system for fault finding.
2. Identify and find fault	2.1 Apply fault finding method(s). 2.2 Identify and analyse fault indicators. 2.3 Identify simulator sound system fault. 2.4 Confirm that the fault is the one initially reported.
3. Repair fault	3.1 Identify and confirm cause of fault. 3.2 Identify and confirm repair method(s). 3.3 Complete simulator sound system repair. 3.4 Conduct post repair safety check. 3.5 Restart simulator sound system.
4. Conduct functional test	4.1 Test simulator sound systems to ensure operational integrity. 4.2 Confirm operational parameters.
5. Finalise repair process	5.1 Finalise simulator sound system repair reports including a detailed synopsis of the fault and the repair process and any certification requirements. 5.2 Report the operational status of the simulator sound system.

Foundation Skills

The foundation skills demands of this unit have been mapped for alignment with the Australian Core Skills Framework (ACSF). The following tables outline the performance levels indicated for successful attainment of the unit.

ACSF levels indicative of performance:

1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
Learning					Reading					Writing					Oral communication					Numeracy				

Performance variables

1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
Support					Context					Text complexity					Task complexity				

Further information on ACSF and the foundation skills underpinning this unit can be found in the Foundation Skills Guide on the GSA website.

Unit Mapping Information

No equivalent unit.

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=6bdbab1e-11ed-4bc9-9cba-9e1a55d4e4a9>

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