



**Australian Government**

# **Assessment Requirements for ICTGAM417 Apply digital effects to interactive products**

**Release: 1**

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## Modification History

Release	Comments
Release 1	This version first released with ICT Information and Communications Technology Training Package Version 1.0.

## Performance Evidence

Evidence of the ability to:

- prepare concept maps and storyboards according to requirements
- produce a functioning interactive product that:
  - meets a design brief
  - incorporates digital effects components
  - demonstrates use of effective and creative design principles
  - demonstrates use of visual communication principles.

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 component-based programming skills required to produce interactive products
- describe the technical constraints that hardware or software imposes on design and development
- outline the techniques for applying:
  - concept development skills
  - concept visualisation skills
  - framework integration skills.

## Assessment Conditions

Gather evidence to demonstrate consistent performance in conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the game development field of work, and include access to:

- appropriate computer hardware
- 3-D animation software
- games engines
- file storage.

Assessors must satisfy NVR/AQTF assessor requirements.

## **Links**

Companion Volume implementation guides are found in VETNet - <https://vetnet.education.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2>