



Australian Government

**Assessment Requirements for ICTGAM508
Develop complex 3-D software for games
and interactive media**

Release: 1

Assessment Requirements for ICTGAM508 Develop complex 3-D software for games and interactive media

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:

- employ multiple 3-D frameworks, engines and libraries
- build a complex graphical user interface (GUI) for a 3-D environment
- create and maintain code documentation, using appropriate tools.

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:

- provide a detailed explanation of complex 3-D application development
- outline debugging techniques
- summarise documentation techniques
- explain object-oriented 3-D programming concepts
- describe object-oriented 3-D programming language
- discuss techniques for using a GUI to interact with a user
- describe techniques for using multiple games-oriented libraries.

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:

- suitable 3-D equipment
- software and hardware
- technical manuals
- existing multiple frameworks, search engines or games-oriented libraries.

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>