

Assessment Requirements for ICTGAM528 Create games for mobile devices

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:

- · document plans and schedules relevant to game development
- implement game development and production strategies
- apply strategies for trialling and testing game prototypes
- evaluate whether games meet design brief, creative and technical requirements
- produce and demonstrate an original working game on a mobile device.

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:

- describe current successful mobile game devices
- summarise the current tools and technologies needed for creating applications on mobile devices products
- summarise the technical constraints that mobile devices place on design and development of games
- outline suitable programming languages for mobile devices
- provide a detailed summary of budgeting and scheduling considerations for game design
- · explain the importance of risk assessment and critical path planning
- explain the human resources required in the process of creating a game for a mobile device, and outline the team members' respective skills.
- outline the techniques for concept visualisation and development.

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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:

- · computer hardware and 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-b778-71c9e 9d6aff2

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