



**Australian Government**

# **ICTGAM528 Create games for mobile devices**

**Release: 1**

## ICTGAM528 Create games for mobile devices

### Modification History

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

### Application

This unit describes the skills and knowledge required to demonstrate innovative game development strategies, to create games for mobile devices.

It applies to individuals with high-level technical, creative and communication skills working as concept artists, games designers, games programmers, animators and other personnel working in the game development industry.

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

### Unit Sector

Game development

### Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Research and document mobile gaming device technologies	1.1 Research, identify and describe the current mobile devices suitable for games 1.2 Identify a suitable mobile device 1.3 Identify the technical limitations and constraints of the mobile gaming device 1.4 Research and identify the tools and technology for creating applications for the mobile device 1.5 Identify a suitable tool for the mobile gaming device 1.6 Research, identify, and describe market-successful mobile game devices

<b>ELEMENT</b>	<b>PERFORMANCE CRITERIA</b>
2. Plan the project	2.1 Create or obtain the project brief and documents 2.2 Identify the game production assets required to meet creative and production requirements, and the technical specifications 2.3 Define developer roles and skills 2.4 Create a schedule for production and testing 2.5 Determine the strategies for monitoring the production progress against the schedule
3. Create game assets	3.1 Create graphics assets 3.2 Create music and sound assets
4. Develop a game prototype	4.1 Develop a game prototype using a programming language 4.2 Create and check game-play elements, according to creative and technical requirements 4.3 Test and run game-play on mobile devices 4.4 Identify whether or not the game meets creative, production and technical requirements
5. Evaluate the game prototype	5.1 Demonstrate the initial prototype to relevant personnel 5.2 Evaluate against criteria, including achievement of a creative and user-friendly product 5.3 Discuss, and agree, on required changes to the prototype 5.4 Assist, if required, in tests and user trials 5.5 Evaluate the feedback from user trials 5.6 Confirm the endorsement from relevant personnel to develop the prototype into a complete product
6. Transform the prototype into a final proof-of-concept prototype	6.1 Make the necessary changes, as indicated by user trials 6.2 Integrate all the game elements, as required by specifications 6.3 Polish the game

## Foundation Skills

*This section describes language, literacy, numeracy and employment skills incorporated in the performance criteria that are required for competent performance.*

<b>Skill</b>	<b>Performance</b>	<b>Description</b>
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	<b>Criteria</b>	
Reading	1.1, 2.2, 4.2, 4.4, 5.5, 6.2	<ul style="list-style-type: none"> <li>• Interprets, analyses and comprehends briefs, instructions, and conceptual information to inform design specifications</li> <li>• Interprets and comprehends a large range of diagrams, icons, symbols, text, numbers, and letters necessary to use complex programming software</li> </ul>
Writing	1.1, 1.6, 2.1, 2.3, 2.4, 2.5, 4.1, 4.2, 5.6	<ul style="list-style-type: none"> <li>• Uses plain English and industry terminologies to develop plans and schedules</li> <li>• Develops an interactive product using complex programming language</li> </ul>
Oral Communication	5.1, 5.3, 5.6	<ul style="list-style-type: none"> <li>• Speaks clearly and concisely, converting highly technical language and terminology to plain English, when providing information</li> <li>• Elicits information using effective listening and questioning techniques</li> </ul>
Interact with others	5.3, 5.6	<ul style="list-style-type: none"> <li>• Collaborates with others as part of familiar routine activities to achieve requirements</li> </ul>
Get the work done	1.1, 1.2, 2.1-2.6, 3.1	<ul style="list-style-type: none"> <li>• Actively sources information, applications and tools with the potential to meet the development requirements</li> <li>• Plans work schedules and organises and completes tasks required to achieve outcomes</li> <li>• Uses creativity and initiative in game design</li> <li>• Uses systematic, analytical processes in routine and non-routine situations, conducting evaluations, gathering information and assessing potential solutions</li> </ul>

## Unit Mapping Information

<b>Code and title current version</b>	<b>Code and title previous version</b>	<b>Comments</b>	<b>Equivalence status</b>
ICTGAM528 Create games for mobile devices	ICAGAM528A Create games for mobile devices	Updated to meet Standards for Training Packages	Equivalent unit

## Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.education.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2>