

Australian Government

Assessment Requirements for ICTGAM529 Analyse business opportunities in the digital games environment

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:

- research the key organisations and types of projects undertaken in the Australian digital games industry
- document the resources, roles and skills requirements of a games development team, and the interaction required between team members
- research and document the main factors to consider for starting up and operating a small business in the digital games industry, including legal, government, environmental and financial considerations.

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 sources of information about the Australian digital games industry
- explain the process of subcontracting
- explain various methods that could be used to allow interaction and collaboration between different members of a development team
- explain how rating standards affect digital game production and marketing
- explain risk and critical-path management
- outline copyright and intellectual property laws as they pertain to the development of digital games.

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
- the internet for research purposes
- relevant legislation, including copyright and intellectual property legislation, and work health and safety legislation.

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