



Australian Government

Assessment Requirements for SITTVAF003 Operate a games location

Release: 1

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Modification History

Not applicable.

Performance Evidence

Evidence of the ability to complete tasks outlined in elements and performance criteria of this unit in the context of the job role, and:

- conduct group and individual games according to rules and procedures on at least ten occasions within commercial time constraints and deadlines determined by the customer or organisation
- follow operational procedures for above games, including set up, inspection, cleaning, maintenance and close down
- complete accurate games documentation during each game operation.

Knowledge Evidence

Demonstrated knowledge required to complete the tasks outlined in elements and performance criteria of this unit:

- equipment and supplies for games locations:
 - administrative supplies
 - game components
 - maintenance items
 - prizes
 - promotional material
- types of games:
 - coin-operated
 - computerised
 - manual
 - pay per use
- signage and displays for games locations:
 - directional signage
 - games rules
 - prizes
 - promotional offers
- security procedures for games operations
- individual operations and rules for games as specified in the performance evidence, and challenges associated with operating specific games

- features of games equipment and how to make simple repairs
- health and safety requirements for games operations:
 - customer behaviour
 - ensuring safety in the games location
 - game-specific issues
- types of documentation and reports to be completed when operating a games location:
 - equipment checklists
 - incident reports
 - participant numbers
 - safety checklists
- record keeping, documentation and distribution procedures for games relevant to the work context
- ways to conserve resources and minimise waste and use of energy in games operations.

Assessment Conditions

Skills must be demonstrated in an operational games area. This can be:

- an industry workplace
- a simulated industry environment set up for the purposes of assessment.

Assessment must ensure access to:

- a real or simulated games location with operational games
- organisational policies and procedures:
 - games operation procedures and reporting templates
 - safety procedures
 - emergency procedures
 - incident reporting templates
- customers sufficient in number to reflect typical workplace conditions; these can be:
 - customers in an industry workplace who are assisted by the individual during the assessment process; or
 - individuals who participate in role plays or simulated activities, set up for the purpose of assessment, in a simulated industry environment operated within a training organisation.

Assessors must satisfy the Standards for Registered Training Organisations' requirements for assessors; and:

- have worked in industry for at least three years where they have applied the skills and knowledge of this unit of competency.

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=68c40a93-e51d-4e0f-bc06-899dff092694>