



**Australian Government**

**Assessment Requirements for CUAAIR301  
Present programs on air**

**Release: 1**

# Assessment Requirements for CUAAIR301 Present programs on air

## Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package version 2.0.

## Performance Evidence

Evidence of the ability to:

- operate a basic studio panel and present information live-to-air in a conversational and natural manner
- mix and maintain audio levels at a consistent level throughout a program
- deal with operational problems with equipment that occur during live-to-air program
- archive and document program materials according to station procedures.

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 the range of presentation materials that might be required for on-air sessions
- list equipment used in a studio and briefly describe their functions
- describe some of the challenges of presenting programs live-to-air
- outline presentation styles used in broadcasting information
- explain the basics of mixing audio inputs to achieve required sound
- identify work health and safety requirements as they relate to the operations of a broadcast studio.

## Assessment Conditions

Assessment must be conducted in a safe environment where evidence gathered demonstrates consistent performance of typical activities experienced in creative arts industry environments. The assessment environment must include access to:

- a basic radio studio
- interaction with others.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational educational and training legislation, frameworks and/or standards.

## **Links**

Companion Volume implementation guides are found in VETNet -

<https://vetnet.education.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>