



Australian Government

CUABRT502 Manage and operate technical requirements for virtual and hybrid events

Release: 1

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Modification History

Release 1	<p>This version first released with CUA Creative Arts and Culture Training Package version 6.0.</p> <p>New unit of competency.</p>
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Application

This unit describes the skills and knowledge required to manage and operate technical requirements for virtual and hybrid events. It involves analysing and preparing for the event, setting up, testing, and operating the technologies for the event and evaluating the outcome of the event.

The unit applies to individuals who operate live streaming technologies for virtual and hybrid events such as, live music, dance performances, film festivals, art exhibitions, live production and other events in the creative industries. They work with minimum supervision and are usually responsible for supervising others when working in events.

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

Unit Sector

Media and entertainment products - broadcast technology

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. Plan and prepare for virtual and hybrid events	<p>1.1 Plan and document the technical requirements for events</p> <p>1.2 Select live streaming technologies and equipment that respond to technical requirements for events</p> <p>1.3 Identify work, health and safety (WHS), licensing and regulatory requirements relating to technical operation of events</p> <p>1.4 Develop technical plan for events in line with</p>

	<p>technical requirements</p> <p>1.5 Discuss plan with event personnel and confirm roles and responsibilities for events</p>
2. Set up and test technical requirements for virtual and hybrid events	<p>2.1 Set up equipment and technologies for events</p> <p>2.2 Conduct live streaming rehearsals with relevant personnel in line with technical plan</p> <p>2.3 Identify and resolve technical problems and faults and inform relevant personnel as required</p>
3. Operate and monitor the technical requirements during virtual and hybrid events	<p>3.1 Operate the technical requirements during the events in line with event plan</p> <p>3.2 Monitor events progress against technical requirements and schedules during events</p> <p>3.3 Identify and rectify technical problems and faults or refer to relevant personnel as required</p>
4. Finalise and evaluate events	<p>4.1 Document the events and share with relevant personnel as required</p> <p>4.2 Obtain feedback from audience and relevant personnel on the outcome of the events</p> <p>4.3 Analyse, discuss, and evaluate event outcome against technical plan</p> <p>4.4 Identify opportunities for future improvement</p>

Foundation Skills

This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

Skill	Description
Reading	<ul style="list-style-type: none"> Interprets, organises and evaluates event information
Writing	<ul style="list-style-type: none"> Communicates ideas and information effectively and in a style appropriate to audience and purpose
Oral communication	<ul style="list-style-type: none"> Uses listening and questioning techniques to exchange, obtain and provide information
Problem solving	<ul style="list-style-type: none"> Identifies and solves technical problems and faults with independence and initiative

Initiative and enterprise	<ul style="list-style-type: none">• Develops ideas to suit technical needs, resources and constraints
Teamwork	<ul style="list-style-type: none">• Works collaboratively with others to achieve shared goals
Planning and organising	<ul style="list-style-type: none">• Assesses the nature and scope of new tasks, identifies established procedures where applicable and develops technical plans with sequenced, prioritised steps and timelines
Self-management	<ul style="list-style-type: none">• Works independently and collectively with responsibility for event goals, plans, decisions, and outcomes
Technology	<ul style="list-style-type: none">• Demonstrates understanding of current live streaming technologies used for the delivery of virtual and hybrid events

Unit Mapping Information

No equivalent unit. New unit.

Links

Companion Volume Implementation Guide is found on VETNet -

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