



**Australian Government**

**CUADES421 Research and apply  
techniques for the design of wearable  
objects**

**Release: 1**

# CUADES421 Research and apply techniques for the design of wearable objects

## Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package Version 5.0.

## Application

This unit describes the skills and knowledge required to test and apply the design process to the production of prototypes of wearable objects. It involves planning resources required to meet the design brief, testing different approaches based on research and developing prototypes of wearable objects that meet brief requirements.

It applies to individuals who generate design ideas and solutions for wearable objects, including fashion accessories and clothing, costumes, footwear, millinery and jewellery.

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

## Unit Sector

Design – design process

## 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 organise requirements	1.1 Interpret design briefs in consultation with required personnel 1.2 Research financial, physical and human resources required for developing design concept to prototype stage 1.3 Investigate environmental, ethical and technical factors that impact on selection and use of resources 1.4 Select and prepare resources based on research into designs and approaches used for similar wearable objects
2. Test design approaches	2.1 Produce preliminary visuals according to design brief requirements 2.2 Experiment and test design approaches using different

ELEMENT	PERFORMANCE CRITERIA
	techniques 2.3 Evaluate, challenge and refine testing processes 2.4 Critique own work and seek feedback as required 2.5 Document outcomes of testing according to organisational policies and procedures 2.6 Select final design approach based on outcomes of testing and input from others
3. Make prototypes of wearable objects	3.1 Scope work and determine requirements for object fabrication 3.2 Select and organise materials, tools and equipment for fabrication according to design approach 3.3 Make prototype consistent with design concepts and brief 3.4 Respond to feedback and refine work as required 3.5 Present prototypes within agreed timeframes

## 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"> <li>Evaluates detailed textual and visual information and determines conceptual and production requirements, including applicable legislation and standards</li> </ul>
Writing	<ul style="list-style-type: none"> <li>Documents information and outcomes from the idea development and testing process using clear, specific language and industry-related terminology</li> </ul>
Oral Communication	<ul style="list-style-type: none"> <li>Elicits feedback and confirms understanding using questioning and active listening techniques</li> <li>Participates in discussions using language and non-verbal features applicable to audience and context</li> </ul>
Numeracy	<ul style="list-style-type: none"> <li>Identifies financial needs and calculates resource requirements for prototype production</li> </ul>
Self-management	<ul style="list-style-type: none"> <li>Understands purpose of own role and related responsibility for compliance with legal and ethical requirements and standards when planning and undertaking design work</li> </ul>
Teamwork	<ul style="list-style-type: none"> <li>Collaborates with others and discusses work process and outcomes, elicits feedback and identifies improvements</li> <li>Selects and uses applicable communication conventions and</li> </ul>

<b>SKILL</b>	<b>DESCRIPTION</b>
	techniques to respond to feedback and present prototypes to others
Planning and organising	<ul style="list-style-type: none"><li>• Plans, organises and completes tasks required to meet project and time requirements</li><li>• Makes a series of analytical decisions about design options and required resources to inform production of visual representations of potential designs, using input from others when required</li></ul>
Initiative and enterprise	<ul style="list-style-type: none"><li>• Directs own exploration of techniques and processes, and critically evaluates test samples against established criteria for designs</li></ul>

## Unit Mapping Information

Supersedes and is equivalent to CUADES401 Research and apply techniques for the design of wearable objects.

## Links

Companion Volume Implementation Guide is found on VETNet -

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