



**Australian Government**

# **Assessment Requirements for CUADES523 Design virtual and hybrid events**

**Release: 1**

# Assessment Requirements for CUADES523 Design virtual and hybrid events

## Modification History

Release 1	This version first released with CUA Creative Arts and Culture Training Package version 6.0. New unit of competency.
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## Performance Evidence

The candidate must demonstrate the ability to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including evidence of the ability to:

- design at least two events, one virtual and one hybrid, according to different design briefs and requirements.

In the course of the above, the candidate must:

- research and develop design ideas that support the event objectives and respond to design requirements within required timeframes and budgets
- develop final design and documentation for each event
- communicate and work collaboratively in the design process for each event.

## Knowledge Evidence

The candidate must be able to demonstrate knowledge to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including knowledge of:

- safety, licensing and regulatory implications relating to virtual and hybrid events, including:
  - work health and safety (WHS) requirements
  - copyright and intellectual property requirements
- key features of design briefs relating to events in performance evidence, including:
  - event scope and objectives
  - target audience
  - budget
  - agenda
  - technology requirements
  - environmental and social considerations
  - safety, licensing and regulatory requirements

- key design requirements for virtual and hybrid events, including:
  - technologies and platforms that can be used for virtual and hybrid events
  - accessibility requirements and inclusive design features
  - formats for documenting event designs
  - documentation associated with the design of events
- types of hybrid or virtual events in the creative industries, including:
  - live music
  - dance performance
  - film festivals
  - art exhibitions
  - live production
- design principles relating to events described in performance evidence, and the relationship between different design elements of events
- event budgetary constraints
- key roles and responsibilities for the design of virtual and hybrid events
- industry trends and technological developments that impact on the design of events
- technical and equipment requirements of virtual and hybrid events described in performance evidence.

## Assessment Conditions

Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.

This includes access to:

- information on the design requirements for virtual and hybrid events described in performance evidence
- resources for designing virtual and hybrid events
- relevant personnel for interaction.

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

## Links

Companion Volume Implementation Guide is found on VETNet -

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