

Australian Government

CUADES523 Design virtual and hybrid events

Release: 1

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Modification History

This version first released with CUA Creative Arts and Culture Training Package version 6.0.
New unit of competency.

Application

This unit describes the skills and knowledge required to design virtual and hybrid events. It involves interpreting event information, generating and evaluating ideas and developing final design documentation. It requires understanding of current technology and platforms used for delivery of virtual and hybrid events.

The unit applies to individuals who design virtual and hybrid events for live music, dance performances, film festivals, art exhibitions, live production and other events in the creative industries. They display a high level of initiative, judgement and responsibility when developing creative solutions to design virtual and hybrid events.

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

Unit Sector

Design - design process

ELEMENT	PERFORMANCE CRITERIA
Elements describe the essential outcomes.	Performance criteria describe the performance needed to demonstrate achievement of the element.
1. Prepare to design virtual and hybrid events	1.1 Analyse design briefs and event information to determine event scope, objectives, time frames, target audience and design requirements
	1.2 Confirm roles and responsibilities in design process, as required
	1.3 Identify work health and safety (WHS) issues, licensing and regulatory requirements and operational factors that may affect the design of events

Elements and Performance Criteria

2. Generate and evaluate design ideas for the events	2.1 Develop different ideas that address design requirements
	2.2 Research, analyse and assess technology, equipment and venue options
	2.3 Collaborate with relevant personnel and discuss ideas of others
	2.4 Evaluate ideas in line with requirements of design briefs and industry trends
	2.5 Select ideas that best meet design briefs and operational factors
3. Draft design for events	3.1 Draft event designs according to design briefs, budgetary considerations and required timeframes
	3.2 Specify equipment and technology that meets design briefs
	3.3 Confirm functionality and compatibility of event technology
4. Finalise and present designs for the events	4.1 Discuss event designs with relevant personnel and agree on final modifications
	4.2 Apply changes to event designs as required
	4.3 Agree to final design and confirm design requirements for events have been met
	4.4 Develop comprehensive documentation to support design implementation
	4.5 Distribute final design and documentation to relevant personnel according to event requirements

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	Interprets and critically analyses ideas and information from different sources
Writing	• Communicates ideas and information effectively and in a style appropriate to audience and purpose
Numeracy	• Makes adjustments to expenditure to ensure the design of the events is within budget
Planning and	• Uses a planning process to organise and manage time and tasks, including timeframes

organising	
Self-management	• Works independently and collectively with responsibility for own plans, decisions and outcomes
Digital literacy	• Identifies digital technologies and systems that address event requirements

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