



**Australian Government**

# **CUADIG302 Author interactive sequences**

**Release: 1**

## CUADIG302 Author interactive sequences

### Modification History

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

### Application

This unit describes the skills and knowledge required to use an authoring tool to produce discrete interactive sequences for websites.

It applies to individuals working collaboratively with technical assistance and under direction, who develop small components such as web pages or a sequence of screens, which are integrated into a larger project.

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

### Unit Sector

Visual Communication – Digital Content and Imaging

### 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 use of authoring tool	1.1 Identify a range of appropriate authoring software and discuss their application to various delivery platforms with relevant people 1.2 Clarify design specifications of the project and deadlines with relevant people 1.3 Discuss with relevant personnel the technical requirements of the project and select appropriate authoring software
2. Prepare to author	2.1 Load selected authoring software, create a new file in website

<b>ELEMENT</b>	<b>PERFORMANCE CRITERIA</b>
sequence	<p>directory for specified task and name using standard industry naming conventions</p> <p>2.2 Source and assemble all media assets and text content, and check compliance with copyright conditions</p> <p>2.3 Display and use tools and features of authoring software</p> <p>2.4 Adopt safe ergonomic practices when using screens and keyboards for extended periods of time</p>
3. Produce interactive sequences	<p>3.1 Produce screen layout according to design specifications applying basic visual design principles and/or templates or themes</p> <p>3.2 Create interactive media components as required</p> <p>3.3 Source text content and apply style sheets to format text</p> <p>3.4 Source relevant media assets, optimise if required, and integrate using appropriate file formats</p> <p>3.5 Link all components according to production storyboard</p> <p>3.6 Manipulate HTML mark-up code where errors are occurring or to refine sequence functionality</p> <p>3.7 Apply features to optimise accessibility</p> <p>3.8 Save file to website directory structure as components are produced</p>
4. Check functionality of interactive sequence	<p>4.1 Check interactive elements function with minimal error on a variety of devices, operating systems and browsers</p> <p>4.2 Incorporate changes as required</p> <p>4.3 Present sequence to relevant people</p>

## Foundation Skills

*This section describes language, literacy, numeracy and employment skills incorporated in the performance criteria that are required for competent performance.*

<b>Skill</b>	<b>Performance Criteria</b>	<b>Description</b>
Reading	2.1, 2.2, 3.1, 3.3, 3.5, 3.6, 3.8	<ul style="list-style-type: none"> <li>Identifies and interprets information in organisational documents</li> <li>Locates correct folders for storing electronic data</li> <li>Checks textual information for accuracy</li> </ul>

Writing	2.1, 3.6, 3.8	<ul style="list-style-type: none"> <li>Selects the vocabulary and conventions appropriate to text for writing code and naming files</li> </ul>
Oral Communication	1.1-1.3, 4.3	<ul style="list-style-type: none"> <li>Asks questions and listens carefully to confirm design and technical specifications of the project</li> </ul>
Navigate the world of work	2.2, 2.4	<ul style="list-style-type: none"> <li>Complies with legislative requirements</li> </ul>
Interact with others	1.1-1.3, 4.3	<ul style="list-style-type: none"> <li>Uses appropriate communication practices and protocols to confirm requirements and present interactive sequences</li> </ul>
Get the work done	1.1-1.3, 2.1-2.3, 3.1-3.8, 4.1, 4.2	<ul style="list-style-type: none"> <li>Takes responsibility for planning and producing interactive sequences according to project requirements and design principles</li> <li>Makes decisions directed related to completion of tasks</li> <li>Uses digital tools to create, optimise and store interactive sequences</li> </ul>

## Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUADIG302 Author interactive sequences	CUFDIG302A Author interactive sequences	Updated to meet Standards for Training Packages. Minor edits to elements and performance criteria to clarify intent.	Equivalent unit

## Links

Companion Volume implementation guides are found in VETNet - <https://vetnet.education.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>