CUADIG312 Author interactive sequences

Release: 1

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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 use an authoring tool to produce discrete interactive sequences for websites. It involves planning the use of the authoring tool, preparing authoring software for authoring and producing interactive sequences according to project requirements.

The unit applies to those 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
Elements describe the essential outcomes.	*Performance criteria describe the performance needed to demonstrate achievement of the element.*
1. Plan use of authoring tool	1.1 Identify different applicable authoring software and discuss their application to various delivery platforms with required personnel
	1.2 Clarify design specifications, technical requirements and deadlines of the project in discussion with required personnel
	1.3 Select authoring software that meets project requirements
2. Prepare to author sequence	2.1 Load selected authoring software and prepare sequence according to operating procedures
	2.2 Source and assemble all media assets and text content, and confirm compliance with copyright conditions

ELEMENT	PERFORMANCE CRITERIA
	2.3 Display and use tools and features of authoring software
3. Produce interactive sequences	3.1 Produce screen layout according to design specifications
	3.2 Create interactive media components as required
	3.3 Source text content and apply style sheets to format text
	3.4 Source applicable media assets, optimise if required, and integrate using required file formats
	3.5 Link all components according to production storyboard
	3.6 Manipulate mark-up code where errors are occurring or to refine sequence functionality
	3.7 Apply features to optimise accessibility
	3.8 Save file to website directory structure as components are produced
4. Check functionality of interactive sequence	4.1 Check interactive elements function according to project requirements on different devices, operating systems and browsers
	4.2 Incorporate changes as required
	4.3 Present sequence to required personnel

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	• Identifies and interprets information in organisational documents • Locates required folders for storing electronic data • Checks textual information meets project requirements
Writing	• Selects the vocabulary and conventions applicable to text for writing code and naming files
Oral Communication	• Asks questions and listens carefully to confirm design and technical specifications of the project
Self-management	• Complies with legislative requirements
Teamwork	• Confirms requirements and presents interactive sequences using applicable communication practices and protocols
Planning and organising	• Takes responsibility for planning and producing interactive sequences according to project requirements and design principles

SKILL	DESCRIPTION
Initiative and enterprise	• Makes decisions directed related to completion of tasks
Technology	• Creates, optimises and stores interactive sequences using digital tools

Unit Mapping Information

Supersedes and is equivalent to CUADIG302 Author interactive sequences.

Links

Companion Volume Implementation Guide is found on VETNet -
https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5