



**Australian Government**

# **CUADIG401 Author interactive media**

**Release: 1**

## CUADIG401 Author interactive media

### 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 author a complete interactive media product, for example, an entire website.

It applies to individuals who apply sound knowledge of mark-up and scripting languages to develop templates, themes styles sheets, forms and form objects for programmers and the technical support team. They may also use a variety of authoring software used to produce complex interactions such as digital simulations, games and puzzles. They work primarily on client-side technologies.

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. Identify multimedia elements	1.1 Assess design specifications to determine technical and creative objectives of the project 1.2 Locate and assess content required for production 1.3 Discuss issues of integration and formats of media assets with relevant personnel, and confirm production timelines 1.4 Determine, with relevant personnel, an interactive sequence to become the prototype
2. Identify scope of	2.1 Identify a range of industry-standard authoring software and

<b>ELEMENT</b>	<b>PERFORMANCE CRITERIA</b>
authoring software	assess in relation to specified delivery platform 2.2 Discuss suitability of authoring software to meet specified outcomes with relevant personnel 2.3 Select authoring software to meet production requirements
3. Use authoring software	3.1 Load authoring software and create a file directory structure for the specified task and name using standard industry or enterprise naming conventions 3.2 Display and use tools and features of authoring software relevant to the authoring process 3.3 Adopt safe ergonomic practices when using screens and keyboards for extended periods of time.
4. Create interactive sequence	4.1 Slice and reassemble the user interface appropriate to the authoring software 4.2 Import and assemble components in appropriate sequence according to creative requirements 4.3 Create interactive features according to creative and technical requirements, sourcing and writing appropriate mark-up and scripting languages as required 4.4 Check that interactive sequence conforms to navigation design 4.5 Integrate media assets to optimum levels of technical performance 4.6 Check interactive sequence conforms to loading specifications 4.7 Test for interoperability and accessibility, eliminate all bugs and validate scripting 4.8 Present interactive sequence as a prototype ensuring sequence meets creative, production and technical requirements 4.9 Save output file formats and identify for specified purpose
5. Evaluate interactive prototype	5.1 Present prototype to relevant personnel 5.2 Evaluate prototype against design specifications, including achievement of a creative and user-centred product 5.3 Discuss and agree on any required changes and make adjustments to prototype 5.4 Assist in user testing as required 5.5 Evaluate feedback from user testing 5.6 Seek confirmation from relevant personnel to transform prototype into final product

ELEMENT	PERFORMANCE CRITERIA
6. Finalise interactive media product	6.1 Make necessary changes as indicated by user testing 6.2 Replicate prototype functionality to complete the interactive product 6.3 Make final checks to ensure sequences conform to design specifications 6.4 Test for interoperability and accessibility, eliminate bugs and validate scripting 6.5 Save to specified storage system accessible to production team 6.6 Assist in loading product to specified platform as required

## Foundation Skills

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

Skill	Performance Criteria	Description
Reading	1.1, 1.2, 3.1, 4.2-4.4, 4.6-4.9, 5.2, 5.5, 6.1, 6.3, 6.4, 6.5	<ul style="list-style-type: none"> <li>Selects and applies a range of reading strategies to interpret design and technical requirements</li> <li>Reviews and interprets feedback from user trials to enable completion of final product</li> <li>Validates scripting to ensure accurate operation of interactive media</li> <li>Locates correct folders for logical storing of electronic data to assist with production</li> </ul>
Writing	3.1, 4.3, 4.9, 6.5	<ul style="list-style-type: none"> <li>Creates a range of texts incorporating specific scripting language, mark-up and standard file naming conventions</li> </ul>
Oral Communication	1.3, 1.4, 2.2, 4.8, 5.1-5.6	<ul style="list-style-type: none"> <li>Uses clear language, questioning and listening techniques to specify and discuss interactive prototypes and final product</li> </ul>
Navigate the world of work	3.3	<ul style="list-style-type: none"> <li>Complies with legislative responsibilities</li> </ul>
Interact with others	1.3, 1.4, 2.2, 4.8, 5.1-5.6	<ul style="list-style-type: none"> <li>Uses appropriate communication practices and protocols to confirm requirements and present prototypes to a range of personnel</li> </ul>
Get the work	1.1-1.4, 2.1-2.3, 3.1,	<ul style="list-style-type: none"> <li>Takes responsibility for managing a range of tasks</li> </ul>

done	3.2, 4.1-4.9, 5.1-5.6, 6.1-6.6	<p>concurrently to produce an interactive prototype and final product which meets creative, production and technical requirements</p> <ul style="list-style-type: none"><li>• Applies evaluation and diagnostic tests to identify necessary adjustments</li><li>• Uses authoring and graphics software to create, test, evaluate and adjust interactive prototypes</li><li>• Identifies, saves and stores final prototypes in digital format</li></ul>
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## Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUADIG401 Author interactive media	CUFDIG401A Author interactive media	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.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>