



Australian Government

CUADIG412 Design user interfaces

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 design user interfaces for animation, gaming and visual effects products. This involves interpreting design briefs, developing sketches and testing interface prototypes.

The unit applies to those who apply visual communication skills and work collaboratively in a team environment to develop final specifications for user interface designs.

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 project requirements	1.1 Interpret design brief in consultation with required personnel 1.2 Confirm technical parameters of animation, gaming or visual effects products 1.3 Identify target audience and user characteristics 1.4 Assess information architecture specifications
2. Produce sketches and design specifications	2.1 Develop preliminary sketches based on content architecture and audience characteristics 2.2 Develop screen layout sketches according to project requirements 2.3 Develop final interface sketches and demonstrate alignment of ideas generated to design brief 2.4 Review and modify interface sketches in consultation with required personnel

ELEMENT	PERFORMANCE CRITERIA
	2.5 Write user interface design specifications and instructions for development teams 2.6 Adopt safe ergonomic practices when using screen and keyboards for extended periods of time
3. Test and finalise user interface designs	3.1 Develop prototype of user interface according to project requirements 3.2 Plan and implement testing of interface design with sample users 3.3 Evaluate results of testing with required personnel and adjust content architecture in design specifications if required 3.4 Obtain final agreement on finished designs from 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
Oral communication	• Confirms and clarifies design, technical and user information using careful listening, direct language and questioning techniques
Reading	• Interprets and analyses technical and descriptive information in project documents
Writing	• Prepares detailed project documents using specific technical, diagrammatic and visual textual language applicable to audience and environment • Records test outcomes using industry standard textual language
Initiative and enterprise	• Interprets and translates project criteria into different creative possibilities • Makes decisions about design architecture and navigation specifications by evaluating and analysing information • Follows work health and safety requirements
Planning and organising	• Plans, organises and implements tasks required to finalise design ideas
Teamwork	• Uses appropriate communication practices and protocols to present and discuss design concepts with required personnel • Obtains agreement on design concepts from required personnel

Unit Mapping Information

Supersedes and is equivalent to CUADIG402 Design user interfaces.

Links

Companion Volume Implementation Guide is found on VETNet -

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