Australian Government

CUADIG504 Design games

Release: 1

CUADIG504 Design games

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 design technically feasible games and document production requirements.

It applies to individuals who generate and develop a game idea through to documentation of the mechanics and design. They communicate the vision for a game to the rest of the team.

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. Identify project requirements	1.1 Confirm objective and outcomes of a game proposal or brief in consultation with relevant personnel
	1.2 Identify factors that may impact game's design
	1.3 Clarify target audience to determine format and delivery platform of the game in discussion with relevant personnel
2. Research games and generate ideas	2.1 Identify and source a full range of genres, in consultation with relevant personnel
	2.2 Select and play different genres as a source of inspiration, including traditional and state of the art games
	2.3 Search game literature to identify various games' objectives and game theory

ELEMENT	PERFORMANCE CRITERIA
	2.4 Generate a range of ideas for game designs that are technically feasible, respond to the proposal or brief, and provide creative solutions to design issues
	2.5 Discuss ideas and creative solutions in collaboration with relevant personnel
3. Select a game genre	3.1 Identify a range of game genres with potential to meet the game brief, and present to relevant personnel for consideration
	3.2 Select the game genre that meets the creative, technical and production requirements of proposal or brief in consultation with relevant personnel
4. Draft game design document	4.1 Propose a game concept that is original and compelling for users
	4.2 Establish game strategy outcomes
	4.3 Develop the structure of the game and document all elements, including style and game mechanics
	4.4 Develop criteria to determine the scope of a prototype game sequence to be used in the development phase
	4.5 Confirm the proposed prototype can test effectiveness of the game-play elements
	4.6 Develop a register of game assets in consultation with relevant personnel
	4.7 Use various presentation techniques to present a draft game design document for feedback from other team members
5. Finalise game design document	5.1 Review game design objectives based on feedback on the draft game design document
	5.2 Discuss and confirm additional requirements or modifications to the game design with relevant personnel
	5.3 Specify game production requirements, including appropriate testing strategies
	5.4 Produce final game design document to reflect all additional requirements or modifications

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	1.1-1.3, 2.1- 2.4, 3.1, 3.2, 4.2-4.4, 5.1, 5.4	• Selects and critically analyses information from a variety of sources to clarify details and inform concept development • Integrates detailed information and ideas from a variety of sources
Writing	1.1, 1.3, 4.1-4.4, 4.6, 4.7, 5.1, 5.4	• Uses text, diagrammatic and visual formats to develop detailed specifications and final documentation of game design analysis
Oral Communication	1.1, 1.3, 2.1, 2.5, 3.1, 3.2, 4.6, 4.7, 5.2	• Participates effectively in spoken interactions using language and features appropriate to the audience • Uses questioning and listening strategies to confirm project requirements and elicit relevant feedback
Numeracy	5.3	• Uses estimation and other assessment skills and knowledge to incorporate financial and timeline calculations into production specifications
Interact with others	1.1, 1.3, 2.1, 2.5, 3.1, 3.2, 4.6, 4.7, 5.2	• Collaborates with others throughout all stages of the design process • Selects and uses appropriate practices and protocols to communicate with a range of audiences
Get the work done	1.1-1.3, 2.2-2.5, 3.1, 3.2, 4.1-4.7, 5.1-5.4	• Adopts a methodical and logical approach to planning, organising and implementing tasks required to meet requirements • Generates complex creative ideas in alignment with the design brief • Takes responsibility for analysing information and making decisions to ensure designs meet all requirements • Uses digital tools to assist with game design

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUADIG504 Design games	CUFDIG504A Design games	Updated to meet Standards for Training Packages. Minor edits to performance criteria.	Equivalent unit

Links

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

PwC's Skills for Australia