CUADIG505 Design information architecture

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 2.0.

Application

This unit describes the skills and knowledge required to design the information architecture of an interactive media product.

It applies to individuals who work collaboratively with clients and senior team members to develop content, structure and navigation of interactive media products. They also test the prototype.

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 Discuss design briefs with relevant personnel to clarify production requirements
	1.2 Identify technical parameters of interactive media products, including the delivery platform, that may influence the architecture
	1.3 Identify characteristics of target audience or users who will seek and search content
	1.4 Assess content to be integrated into or generated by interactive media products
2. Classify and organise content	2.1 Research and select relevant thesaurus and metadata standards or tagging methodology

ELEMENT	PERFORMANCE CRITERIA
	2.2 Organise and construct a content inventory, using classification techniques such as taxonomy or folksonomy, to detail levels of hierarchy
	2.3 Assign content labels that are appropriate and meaningful for target audiences
	2.4 Identify content search and browse requirements
	2.5 Discuss proposed content classification with relevant personnel to confirm it meets project requirements
3. Draft information architecture design specifications	3.1 Sketch overall architecture, showing relationships and pathways between interactive content
	3.2 Design forms that detail content input process, if required
	3.3 Specify search functionality and search return displays
	3.4 Construct wireframes of the content architecture and navigation pathways
	3.5 Write draft design specifications and advice for development teams
	3.6 Present draft design specifications for discussion and feedback from other team members
	3.7 Amend draft design specifications to accommodate feedback as required
	3.8 Discuss final draft design specifications with clients and adjust if necessary to meet project requirements
4. Finalise information architecture designs	4.1 Conduct usability testing using appropriate testing techniques
	4.2 Incorporate changes to information architecture in design specifications based on test results
	4.3 Obtain final agreement from relevant personnel for finished design

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	1.2-1.4, 2.1, 2.2, 2.4, 3.1-3.5, 3.7	• 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	1.1-1.4, 2.2, 2.3, 3.1, 3.2, 3.5, 3.7, 4.2	• Develops detailed design specifications incorporating amendments and instructions for others • Applies labels that can easily be interpreted by target audience
Oral Communication	1.1, 2.5, 3.8	• 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
Interact with others	1.1, 2.5, 3.6, 3.8, 4.3	• 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	1.1-1.4, 2.1-2.5, 3.1-3.8, 4.1-4.3	• Adopts a methodical and logical approach to planning, organising and implementing tasks required to meet requirements • Takes responsibility for analysing information and making decisions to ensure designs meet all requirements • Uses digital tools to assist with design tasks

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUADIG505 Design information architecture	CUFDIG505A Design information architecture	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