



Australian Government

Assessment Requirements for CUADIG506 Design interaction

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.

Performance Evidence

Evidence of the ability to:

- research and generate a range of ideas for interactions that meet the project brief and target audience
- draft interaction design specifications for interactive media products and develop prototypes from selected sequences
- conduct user experience testing with prototypes, and record results
- finalise interaction design specifications based on feedback and testing results.

Note: If a specific volume or frequency is not stated, then evidence must be provided at least once.

Knowledge Evidence

To complete the unit requirements safely and effectively, the individual must:

- outline various types of user experience interactions and how these may be applied across different delivery platforms
- explain features of human-computer interactions that influence design of user interactions
- describe usability testing techniques relevant to interactive media
- outline typical formats and techniques used for documenting interactive designs.

Assessment Conditions

Assessment must be conducted in a safe environment where evidence gathered demonstrates consistent performance of typical activities experienced in creative arts industry environments. The assessment environment must include access to:

- proposals or briefs on which designs can be based
- facilities and resources to develop and test design of interactivity.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational educational and training legislation, frameworks and/or standards.

Links

Companion Volume implementation guides are found in VETNet -

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