



Australian Government

CUADIG514 Design games

Release: 1

CUADIG514 Design games

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 technically feasible games, including interpreting game design briefs, researching game ideas and literature, and drafting and finalising game design documents.

The unit applies to those who generate, research and develop a game idea through to documentation of the mechanics and design. They are responsible for communicating 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
<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 Identify objective and intended outcomes of game brief in consultation with required personnel 1.2 Identify factors that may impact on design of game 1.3 Clarify target audience and determine format and delivery platform of game in discussion with required personnel
2. Research games and generate ideas	2.1 Identify different game genres in consultation with required personnel 2.2 Play different genres, including traditional and digital games 2.3 Identify different games' objectives using game theory and game literature 2.4 Generate ideas for game designs that are technically feasible and

ELEMENT	PERFORMANCE CRITERIA
	that respond to game brief 2.5 Discuss game ideas in collaboration with required personnel 2.6 Select game genre and idea that responds to the game brief
3. Draft game design document	3.1 Determine structure of game and document all elements 3.2 Develop prototype game sequence to be used in development phase 3.3 Confirm prototype can test effectiveness of gameplay elements 3.4 Develop register of game assets in consultation with required personnel 3.5 Present draft game design document for feedback from required personnel using various presentation techniques
4. Finalise game design document	4.1 Review and adjust game design objectives as required 4.2 Discuss and confirm additional modifications to game design with required personnel 4.3 Specify game production requirements and proposed testing strategies 4.4 Produce final game design document, reflecting additional modifications

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
Numeracy	Incorporates financial and timeline calculations into production specifications using estimation and other assessment skills and knowledge
Oral communication	- Uses language and features required for audience - Confirms project requirements and elicits relevant feedback using questioning and listening strategies
Reading	Selects and critically analyses information from different sources
Writing	Develops detailed specifications and final documentation of game design analysis using text, diagrammatic and visual formats
Initiative and enterprise	- Generates complex creative ideas in alignment with game brief - Clarifies details and informs concept development
Planning and organising	Adopts methodical and logical approach to planning, organising and implementing tasks required

SKILL	DESCRIPTION
Teamwork	Communicates with a range of audiences using selected and applicable practices and protocols
Technology	Assists with game design using digital tools

Unit Mapping Information

Supersedes and is equivalent to CUADIG504 Design games.

Links

Companion Volume Implementation Guide is found on VETNet -

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