



Australian Government

CUADIG516 Design interactions

Release: 1

CUADIG516 Design interactions

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 generate ideas, design drafts and test interactions for interactive media products.

The unit applies to those who apply knowledge of human-computer interaction to design and testing of interactivity of products including games, e-learning resources or websites. They research ideas for interactions, conduct prototype testing and make adjustments to finalise their design. User experience designers liaise with a range of technical and creative team members.

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 and discuss production purpose and requirements with relevant personnel 1.2 Identify technical parameters of required interactive media products 1.3 Outline design of interactions and determine target audience and user characteristics
2. Generate ideas for interactions	2.1 Research delivery platform and analyse potential for human-computer interaction 2.2 Generate and evaluate ideas for interactions that engage users, incorporating applicable ideas

ELEMENT	PERFORMANCE CRITERIA
	2.3 Confirm different options identified in consultation with required personnel 2.4 Select systematic approach to interaction design that meets project brief requirements
3. Draft interaction design specifications	3.1 Draft design specifications for interactive sequences 3.2 Select sequences as prototypes and demonstrate prototype interactions to required personnel using wireframe 3.3 Conduct user experience tests with prototype interactive sequence 3.4 Measure user engagement, identify design inconsistencies and re-evaluate interactions using test results 3.5 Document all feedback and incorporate into draft design specifications
4. Finalise interaction designs	4.1 Discuss and confirm additional requirements or modifications to interaction design with required personnel 4.2 Finalise interaction design specifications reflecting applicable additional requirements or 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	<ul style="list-style-type: none"> Extracts and evaluates statistical information that measures engagement
Oral communication	<ul style="list-style-type: none"> Participates effectively in spoken interactions using language and features applicable for audience Confirms project requirements and elicits relevant feedback using questioning and listening
Reading	<ul style="list-style-type: none"> Analyses and evaluates written text and technical specifications
Writing	<ul style="list-style-type: none"> Documents information using correct formatting procedures and uses specialised vocabulary when drafting design specifications Accurately incorporates modifications and factual information in specification documentation
Initiative and enterprise	<ul style="list-style-type: none"> Takes responsibility for ensuring project continually assessed and evaluated Generates and evaluates creative ideas for incorporation into the design prototype
Planning and	<ul style="list-style-type: none"> Coordinates and plans tasks that meet production requirements

SKILL	DESCRIPTION
organising	<ul style="list-style-type: none">Ensures product outcome is of the highest standard by organising and selecting applicable testing techniques
Teamwork	<ul style="list-style-type: none">Works collaboratively with production personnel throughout all stages of productionCommunicates with audiences using applicable practices and protocols
Technology	<ul style="list-style-type: none">Assists with design tasks using digital tools

Unit Mapping Information

Supersedes and is equivalent to CUADIG506 Design interaction.

Links

Companion Volume Implementation Guide is found on VETNet -

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