



**Australian Government**

# **CUAINN501 Adopt an innovative approach to creating production elements**

**Release: 1**

# CUAINN501 Adopt an innovative approach to creating production elements

## Modification History

Release	Comments
Release 1	This version first released with <i>CUA Live Performance and Entertainment Training Package Version 1.0</i> .

## Application

This unit describes the performance outcomes, skills and knowledge required to undertake research and experiment with techniques and media to achieve innovative effects for sets, props or scenic art for productions in the screen, media, entertainment and events industries.

Individuals who apply these skills are expected to display a high level of initiative and judgement as they take responsibility for facilitating an innovative approach to realising production designs.

No licensing, legislative or certification requirements apply to this unit at the time of publication.

## Unit Sector

Innovation

## Elements and Performance Criteria

<b>Elements</b> <i>Elements describe the essential outcomes.</i>	<b>Performance Criteria</b> <i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Identify need for new techniques and media	1.1 Analyse design or production elements to determine areas where research and experimentation may be appropriate 1.2 Proactively assess the potential to use new techniques and media to maximise the effectiveness of production elements 1.3 Discuss ideas with relevant personnel and expand the range of ideas and options as a result of input from others
2. Conduct research	2.1 Undertake research to identify historical, cultural and other factors that might influence the use of techniques or media 2.2 Research, adapt and use relevant ideas and approaches from others giving due consideration to intellectual property, moral rights and copyright requirements 2.3 Identify specialists who may be able to contribute to the realisation of production elements 2.4 Maintain references in an accessible form to allow for use by other colleagues as required 2.5 Use research material to adapt styles for practical construction and performance needs
3. Experiment with new techniques and media	3.1 Coordinate trials to establish the best way to achieve desired effects under different lighting conditions 3.2 Follow safety procedures during experimentation according to organisational and legislative requirements 3.3 Assess results of experimentation, balancing the need for creative effectiveness and cost considerations 3.4 Take safety issues for production and performance personnel into account when developing new approaches 3.5 Select, adapt or introduce new materials, tools, equipment or technology for the achievement of innovative effects 3.6 Share information on the results of experimentation and make decisions about the use of techniques and media, taking into account problems encountered during trials 3.7 Use techniques arising from experimentation to create innovative production elements

## 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, 2.1, 2.2, 2.4, 2.5	<ul style="list-style-type: none"> <li>Organises, evaluates and critiques ideas and information from a range of complex written sources</li> </ul>
Writing	2.4, 3.6	<ul style="list-style-type: none"> <li>Maintains documentation in relation to research and experimentation</li> </ul>
Oral communication	1.3, 2.3, 3.1, 3.6	<ul style="list-style-type: none"> <li>Discusses ideas and solutions</li> <li>Obtains information by listening and questioning</li> <li>Seeks the views and opinions of others</li> </ul>
Navigate the world of work	3.2, 3.4	<ul style="list-style-type: none"> <li>Follows safety procedures</li> <li>Complies with intellectual property and copyright requirements</li> </ul>
Interact with others	1.3, 2.3, 3.1, 3.6	<ul style="list-style-type: none"> <li>Works collaboratively with a range of personnel to develop innovative approaches to creating production elements</li> <li>Responds to and draws on others' perspectives when evaluating the outcome of testing and trials</li> <li>Contributes to creating a climate where people feel comfortable to suggest, explore, adapt and adopt new ideas</li> </ul>
Get the work done	1.1, 1.2, 1.3, 2.1, 2.2, 2.3, 2.4, 2.5, 3.1, 3.3, 3.4, 3.5, 3.6, 3.7	<ul style="list-style-type: none"> <li>Uses a combination of lateral and analytical thinking to tailor and strengthen ideas to suit needs, resources and constraints</li> <li>Uses the internet as a research tool</li> <li>Distributes information electronically</li> </ul>

## Unit Mapping Information

Code and Title Current Version	Code and Title Previous Version	Comments	E/N
CUAINN501 Adopt an innovative approach to creating production elements	CUESCE04C Use research, innovation and experimentation to produce scenic art CUESET04C Use research, innovation and experimentation to create props CUESET07C Use research, innovation and experimentation to create sets	Updated to meet Standards for Training Packages.	N

## Links

Companion volumes are available at: - <http://www.ibsa.org.au>