



Australian Government

Department of Education, Employment and Workplace Relations

CUFMEM03A Integrate and use scripting language in authoring a multimedia product

Release: 1

CUFMEM03A Integrate and use scripting language in authoring a multimedia product

Modification History

Not applicable.

Unit Descriptor

This unit describes the skills and knowledge required to integrate and use scripting language in authoring a multimedia product within the cultural industries.

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Application of the Unit

Not applicable.

Licensing/Regulatory Information

Not applicable.

Pre-Requisites

Not applicable.

Employability Skills Information

Not applicable.

Elements and Performance Criteria Pre-Content

Not applicable.

Elements and Performance Criteria

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Element	Performance Criteria
1 Investigate mark-up and scripting options	1.1 Obtain production and technical specifications 1.2 Identify areas where mark-up and scripting

- languages may be required
- 1.3 Locate script/mark-up libraries for pre-written scripts or programming
 - 1.4 Brief programmer on customised scripts/mark-up languages
 - 1.5 Determine applicability of mark-up to product functionality
 - 1.6 Present and discuss scripting options with relevant personnel to ensure compliance with technical specifications
 - 1.7 Select mark-up language and scripting options
- 2 Integrate mark-up and scripting language
 - 2.1 Apply and integrate mark-up and scripting language into authoring process
 - 2.2 Ensure scripted elements comply with all navigation and graphic design interface considerations
 - 2.3 Eliminate or merge redundant scripting and mark-up elements
 - 3 Test mark-up and scripting language
 - 3.1 Test routines to verify script (programming) elements fulfil requirements
 - 3.2 Test that mark-up and language elements run true to requirements
 - 3.3 Conduct tests to ensure that elements conform to required technical specifications
 - 3.4 Test for faults and document findings
 - 3.5 Use standard techniques to remove any faults
 - 4 Evaluate mark-up and scripting language
 - 4.1 Liaise with relevant personnel to evaluate process and record all decisions
 - 4.2 Archive suitable and relevant scripts for future use

Required Skills and Knowledge

Not applicable.

Evidence Guide

Underpinning skills and knowledge

Assessment must include evidence of essential knowledge of, and skills in, the following areas:

computer scripts which may be used
evaluation of technical requirements, and more

Linkages to other units

This unit has linkages to the following units and combined training delivery and/or assessment is recommended:

CUFMEM06A - Design a multimedia product

CUSRAD02A - Conduct research

CUFMEM02A - Author a multimedia product

Critical aspects of evidence

Assessment must be customised to meet the needs of the particular sector in which performance is being assessed. Assessment should only address those variable circumstances, listed in the range of variables statements, which apply to the chosen context.

The following evidence is critical to the judgement of competence in this unit:

the development of skills and knowledge to integrate mark-up and scripting language into authoring multimedia products.

Method and context of assessment

Assessment may take place on the job, off the job or a combination of both of these.

Off the job assessment must be undertaken in a closely simulated workplace environment.

Assessment may incorporate a range of methods to assess performance and the application of essential underpinning knowledge, and might include:

practical demonstration (direct observation may need to occur on more than one occasion to establish consistency of performance)

role play

case studies

work samples or simulated workplace activities

oral questioning/interview aimed at evaluating the processes used in developing and realising the creative concept

projects/reports/logbooks

third party reports and authenticated prior achievements

portfolios of evidence which demonstrate the processes used in developing and realising the creative concept

Resource requirements

Assessment requires access to a range of resources and equipment listed in the range of variables statement, currently used by the multimedia industry.

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Range Statement

Relevant personnel may include:

project manager
navigation designer
interface designer
graphic artists
other specialist technical staff

Production specifications may include:

budget
resources
purpose
audience
navigation design

Technical specifications may include:

file format
file size
operating systems
browser specifications
hardware specifications including memory size, RAM
delivery platforms

Script languages may include:

HTML
XML
Javascript
PERL
Lingo

Delivery platforms may include:

world wide web
CD-ROM
DVD

Multimedia productions may include or be included in:

aspects or sections of film/ video production:

feature
documentary
short film and/or video
animations
commercials
live or pre-recorded performances

music video

television production of any type (music, drama, comedy, variety, sport)

live or pre-recorded television productions

educational product

game

promotional product

information product

training product

e-commerce
a range of others

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Unit Sector(s)

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