



Australian Government

Department of Education, Employment and Workplace Relations

CUV30303 Certificate III in Design Fundamentals

Release: 1

CUV30303 Certificate III in Design Fundamentals

Modification History

Not Applicable

Description

Not Applicable

Pathways Information

Not Applicable

Licensing/Regulatory Information

Not Applicable

Entry Requirements

Not Applicable

Employability Skills Summary

The following table contains a summary of the **Employability Skills** required for a junior design assistant in a graphic design studio. The Employability Skills facets described here are broad industry requirements that may vary depending on qualification packaging options.

Communication

- Passing on key safety information to colleagues.
- Presenting concepts to others.
- Interpreting briefs and conceptual visions.
- Producing graphic art work which is consistent with the conceptual vision.
- Liaising with resource suppliers.

Teamwork

- Checking safety procedures with other team members.
- Discussing concepts, industry developments and work issues with colleagues.

Problem Solving

- Identifying safety issues and reporting them to appropriate person.
- Refining concepts to incorporate feedback from others.
- Adjusting techniques to achieve a particular effect.
- Responding to computer problems.

Initiative and Enterprise

- Developing several possible concepts to communicate an idea.
- Producing a range of samples in response to a brief or conceptual vision.

Planning and Organising

- Collecting and analysing information to develop concepts and ideas.
- Organising the presentation of a concept to others.
- Organising work tasks to ensure safety.
- Organising information systematically.
- Preparing text and graphic files for print processing.
- Identifying techniques and processes required to produce digital images and graphic art work.
- Sourcing and analysing information to inform design practice.
- Organising resources, taking into account cost and other constraints.

Self-management

- Following workplace procedures, particularly in relation to OHS.
- Maintaining personal safety standards.
- Challenging one's own ideas and approaches.
- Career planning.

Learning

Communication

- Passing on key safety information to colleagues.
- Presenting concepts to others.
- Interpreting briefs and conceptual visions.
- Producing graphic art work which is consistent with the conceptual vision.
- Liaising with resource suppliers.
- Evaluating information gained from research and integrating ideas into the development of own work.
- Using practice, feedback and discussion and evaluation opportunities to continuously improve skills and knowledge.
- Improving skills through experimentation with materials and techniques.
- Keeping up to date with industry developments.

Technology

- Using the internet for research.
- Using a range of software applications to produce graphic art work.

Packaging Rules**Core Units**Complete **9 core units**

BSBDES301A	Explore the use of colour
BSBDES302A	Explore and apply the creative design process to 2D forms
BSBDES303A	Explore and apply the creative design process to 3D forms
BSBDES304A	Source and apply design industry knowledge
BSBDES305A	Source and apply information on the history and theory of design
BSBOHS201A	Participate in OHS processes
CUVCOR03B	Develop, refine and communicate concept for own work
CUVCOR08B	Produce drawings to represent and communicate the concept
CUVDES04B	Integrate colour theory and design processes in response to a brief

Elective Units

Complete **5 other units** from other areas of the Visual Arts Craft and Design Training Package or any relevant endorsed Training Package

Remaining units may be selected from other areas of the Visual Arts Craft and Design

Core Units

Training Package or any relevant endorsed Training Package at the appropriate level.

The total package of units must meet the requirements of the Australian Qualifications Framework Descriptor for a Certificate III. In all cases selection of electives must be guided by the job outcome sought, local industry requirements and the level of the qualification.

Notes on the Certificate III in Design Fundamentals

The Certificate III in Design Fundamentals is designed as a qualification that provides a pathway to a career in Design. There are limited job outcomes at this level, though in areas such as graphic and digital design there may be some employment opportunities as a Junior Design Assistant.

Examples of other Training Packages, which may be relevant to this qualification, are as follows:

- Business Services, e.g. computer technology
- Entertainment, e.g. props, sets, scenic art, costume
- Financial Services, e.g. bookkeeping
- Furnishing e.g. furniture production
- Hospitality, e.g. food and beverage
- Information Technology, e.g. Internet
- Manufactured Mineral Products, e.g. ceramics
- Metal and Engineering, e.g. jewellery
- Museums and Library/Information Services, e.g. exhibitions
- Music, e.g. performance
- Printing and Graphic Arts, e.g. pre-press
- Retail, e.g. customer service, sales
- Screen and Media, e.g. digital content, set and scenery construction
- Textile, Clothing and Footwear, e.g. clothing production
- Tourism, e.g. guiding

Appropriate elective units might include:

CUVCRS03B Produce computer-aided drawings

CUVCRS16B Prepare text and graphic files for print processing

CUVVSP12B Produce digital images

CUVVSP19B Produce video art

CUVVSP27B Produce jewellery