



Australian Government

Department of Education, Employment and Workplace Relations

CUVDIG502A Investigate technologies for the creation of digital art

Release: 1

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Modification History

Version	Comments
CUVDIG502A	This version first released with <i>CUV11 Visual Arts, Craft and Design Training Package version 1.0</i>

Unit Descriptor

This unit describes the performance outcomes, skills and knowledge required to research and explore technologies available to artists working in any digital media. Given the rapid pace of change, one focus of the unit is on maintaining currency.

Application of the Unit

Any practitioner who produces creative digital media work applies the skills and knowledge in this unit. Work could be completely digital or an integration of digital and traditional media.

Technology exploration at this level is a largely independent activity with mentoring and guidance as required. It would normally include investigation of a range of technologies and processes to develop an individual professional style. In practice, this process is integrated with the skills described in the unit CUVPRP501A Realise a body of creative work.

Licensing/Regulatory Information

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

Pre-Requisites

Not applicable.

Employability Skills Information

This unit contains employability skills.

Elements and Performance Criteria Pre-Content

Element	Performance Criteria
<i>Elements describe the essential outcomes of a unit of competency.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element. Where bold italicised text is used, further information is detailed in the required skills and knowledge section and the range statement. Assessment of performance is to be consistent with the evidence guide.</i>

Elements and Performance Criteria

1. Research digital technologies	<p>1.1 Research the detailed capabilities of different <i>digital technologies and equipment</i></p> <p>1.2 Evaluate current, emerging and experimental technologies</p> <p>1.3 Investigate the relationships between technologies and the achievement of different effects</p> <p>1.4 Determine <i>cost and supply parameters</i> for different technologies and equipment</p>
2. Select digital technologies for in-depth exploration	<p>2.1 Assess the <i>creative and professional opportunities</i> offered by different technologies</p> <p>2.2 Determine <i>limitations and constraints</i> of particular technologies</p> <p>2.3 Select technologies that suit own practice</p>
3. Integrate technologies into own work	<p>3.1 Explore <i>different ways of working with technologies</i></p> <p>3.2 Challenge and stretch the capabilities and uses of different technologies through experimentation</p> <p>3.3 Develop <i>own ways of working</i> with technologies that achieve desired outcomes</p> <p>3.4 Engage in informed discussion with others about the characteristics and opportunities of particular digital art technologies</p> <p>3.5 Establish and follow <i>safe work practices</i></p>
4. Manage digital technologies in professional practice	<p>4.1 Establish systems and habits to maintain currency of knowledge around digital art technologies</p> <p>4.2 Develop ways of working that minimise waste</p> <p>4.3 Maintain the quality and life of equipment and consumables through <i>appropriate handling and storage</i></p>

Required Skills and Knowledge

This section describes the skills and knowledge required for this unit.

Required skills

- communication skills to engage in informed discussion around digital technologies and their relationship with ideas
- critical thinking and analytical skills to evaluate and make judgements about relationships between technologies, techniques and processes
- initiative and enterprise skills to:
 - develop individual ways of working with technologies and processes
 - identify and act on opportunities for own practice presented by different materials and processes
- learning skills to develop and refine own skills to a professional practice standard
- literacy skills to analyse varied and technical information about digital technologies and processes
- problem-solving skills to identify and resolve technical problems in digital artwork
- self-management and planning skills to develop own ways of working with digital technologies and processes
- technology skills to work with the advanced features of a wide range of technologies used for digital work.

Required knowledge

- ways in which a wide range of digital technologies and processes can be used, adapted, combined and challenged by the professional artist
- ways of integrating different technologies
- types of technical and other data that may need to be stored for safety and other reasons
- cost and supply parameters for different technologies and types of equipment to support professional practice
- storage requirements and option for different materials used in digital work
- intellectual property issues and legislation associated with digital work
- sustainability issues associated with the technologies used in digital work
- OHS requirements for the set-up and operation of a professional work space.

Evidence Guide

The evidence guide provides advice on assessment and must be read in conjunction with the performance criteria, required skills and knowledge, range statement and the Assessment Guidelines for the Training Package.

Overview of assessment	
Critical aspects for assessment and evidence required to demonstrate competency in this unit	<p>Evidence of the ability to:</p> <ul style="list-style-type: none"> • apply knowledge of digital technologies and how they may be used and adapted at a professional level • evolve and refine ways of working with technologies through a demonstrated process of experimentation • integrate technologies into own work in a way that supports coherence of the creative work • demonstrate technical proficiency in the use of selected digital technologies • use safe and sustainable work practices.
Context of and specific resources for assessment	<p>Assessment must ensure access to:</p> <ul style="list-style-type: none"> • equipment, materials and tools used to produce digital work.
Method of assessment	<p>A range of assessment methods should be used to assess practical skills and knowledge. The following examples are appropriate for this unit:</p> <ul style="list-style-type: none"> • evaluation of the use of technologies in terms of the coherence of the body of work • evaluation of processes used by the candidate to develop new ways of working with technologies • evaluation of the work documentation • questioning and discussion about candidate's intentions and the work outcome • review of portfolios of evidence • review of third-party reports from experienced practitioners. <p>Assessment methods should closely reflect workplace demands (e.g. literacy) and the needs of particular groups (e.g. people with disabilities, and people who may have literacy or numeracy difficulties, such as speakers of languages other than English, remote communities and those with interrupted schooling).</p>
Guidance information	Holistic assessment with other units relevant to the industry

for assessment	sector, workplace and job role is recommended, for example: <ul style="list-style-type: none">• CUVPRP501A Realise a body of creative work.
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Range Statement

The range statement relates to the unit of competency as a whole. It allows for different work environments and situations that may affect performance. Bold italicised wording, if used in the performance criteria, is detailed below. Essential operating conditions that may be present with training and assessment (depending on the work situation, needs of the candidate, accessibility of the item, and local industry and regional contexts) may also be included.

<p><i>Digital technologies and equipment</i> may include:</p>	<ul style="list-style-type: none"> • computer hardware • digital storage • DVD technology • interactive media • lighting • mobile devices • scanner • sound technology.
<p><i>Cost and supply parameters</i> may relate to:</p>	<ul style="list-style-type: none"> • budgetary restrictions • capacity to share costs with others • location of suppliers • use of recycled materials • terms of payment.
<p><i>Creative and professional opportunities</i> may relate to:</p>	<ul style="list-style-type: none"> • creative potential: <ul style="list-style-type: none"> • communication of ideas • natural affinity with particular technologies • potential for combining traditional and digital technologies • potential for interactions between different technologies • themes in work • professional potential: <ul style="list-style-type: none"> • collaboration • emerging market trends • professional development • saleability.
<p><i>Limitations and constraints</i> may include:</p>	<ul style="list-style-type: none"> • availability of technologies and equipment • financial expenditure • safety aspects of process • studio space • timeframe • transportation.
<p><i>Different ways of</i></p>	<ul style="list-style-type: none"> • combining technologies in new ways

<i>working with technologies</i> may involve:	<ul style="list-style-type: none"> • exploring time-based arts • varying established approaches to achieve new effects • working collaboratively with a particular material or process.
<i>Own ways of working</i> relate to:	<ul style="list-style-type: none"> • approaches that reflect and support individual voice • particular nuances and subtleties unique to the individual artist.
<i>Safe work practices</i> may include:	<ul style="list-style-type: none"> • ergonomic safety • use of tools and equipment • use of consumables.
<i>Appropriate handling and storage</i> may relate to:	<ul style="list-style-type: none"> • damage prevention • interactions between different equipment • light sensitivity • temperature sensitivity • mould prevention.

Unit Sector(s)

Visual communication – digital content and imaging

Custom Content Section

Not applicable.