Australian Government

Department of Education, Employment and Workplace Relations

CUVPRP602A Collaborate in professional creative projects

Release: 1

INDUSTRY SKILLS COUNCILS
Creating Australia's Future

CUVPRP602A Collaborate in professional creative projects

Modification History

Version	Comments
CUVPRP602A	This version first released with *CUV11 Visual Arts, Craft and Design Training Package version 1.0*

Unit Descriptor

This unit describes the performance outcomes, skills and knowledge required to collaborate in creative projects as a professional practitioner. It includes the establishment, realisation and evaluation of collaborative projects.

Application of the Unit

Independent creative practitioners apply the skills and knowledge in this unit, and collaboration is often an integral part of creative practice. Practitioners may collaborate on commercial or community projects in physical or virtual environments. They may work together on individual pieces of work or on thematically connected works in the broader context of a work brief, exhibition, competition or themed event. Projects may be self-generated or developed in response to opportunities presented by others.

This activity is self-directed.

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
Elements describe the essential outcomes of a unit of competency.	*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.*

Elements and Performance Criteria

1. Embrace collaboration as part of professional practice	1.1 Establish and maintain sustainable relationships based on mutual respect and trust
	1.2 Cultivate *collaborative communities and partnerships* based on the *potential benefits* for self and others
	1.3 Reflect on the *blockers* to effective collaboration and adopt personal philosophies and behaviours in response
	1.4 Identify and pursue *opportunities for collaboration*
2. Establish collaborative projects	2.1 Establish shared understandings of project *objectives and parameters*
	2.2 Agree on ways of working that acknowledge the *different contributions* of those involved
	2.3 Acknowledge and integrate ethical approaches to questions of intellectual property for creative content
	2.4 Identify and respond to *professional and practical project considerations*
	2.5 Organise and allocate work activities in a cost-effective and equitable manner with clear, agreed outcomes
3. Realise collaborative projects	3.1 Demonstrate a high standard of personal engagement and professionalism to promote the confidence and support of others
	3.2 Contribute and share own technical and creative expertise from ideas generation to final project realisation
	3.3 Identify and act on opportunities to extend own expertise and learn from others as projects progress
	3.4 Challenge, test and share ideas in a supportive way
	3.5 Embrace technical, creative and organisational challenges and take responsibility for finding new ideas and solutions
	3.6 Honour own commitments and take responsibility for project outcomes
4. Evaluate collaborative projects	4.1 Engage in an open process of *review and evaluation* with others involved in projects
	4.2 Reflect on own level of participation, relationships with others, and personal behaviour
	4.3 Identify and seek opportunities to refine and expand own expertise

Required Skills and Knowledge

Required skills
- communication skills to: - establish and maintain sustainable professional relationships through open and supportive communication in all project stages   - collaborate on complex issues, ideas and creative challenges   - encourage others in a collaborative process through effective modelling   - critical thinking and analytical skills to reflect on complex creative, technical and organisational issues and make judgements and decisions about those issues   - initiative and enterprise skills to identify and pursue professional work opportunities   - learning and self-management skills to independently progress a complex project and use the collaborative process as a development tool   - literacy skills to interpret and share varied information dealing with at times complex issues   - planning and organising skills to participate professionally in the set-up, monitoring and completion of a professional collaborative project   - problem-solving skills to evaluate and resolve complex problems of a technical, creative or organisational nature in a collaborative way

Required knowledge
- types of behaviours that support effective collaborative relationships   - benefits of collaboration for individuals, businesses and communities, including the value of collaboration as a problem-solving tool   - typical blockers to the collaborative process, particularly in a creative context   - different roles played by people in a collaborative process   - types of collaboration and collaborative projects that apply to particular areas of creative practice   - key project management systems and procedures that apply to any project   - typical problems encountered in a collaborative process and how they may be avoided or resolved   - ways of evaluating projects in terms of their success as collaborative undertakings   - intellectual property issues that affect the development of creative content, including the concept of shared intellectual property

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	Evidence of the ability to: • engage with the technical, creative and organisational aspects of a collaborative project to realise creative work of a professional standard • make positive contributions to the collaborative effort by modelling ethical behaviour • use the collaborative process as a means of extending own expertise.
Context of and specific resources for assessment	Assessment must ensure: • active participation with others in a professional creative project.
Method of assessment	A range of assessment methods should be used to assess practical skills and knowledge. The following examples are appropriate for this unit: • evaluation of a body of creative work realised by the candidate as part of a collaborative effort • evaluation of presentation or documentation prepared by the candidate detailing the processes and outcomes of a collaborative creative project • questioning and discussion about candidate's participation in the project • participation in discussions with the candidate and others about the project • review of portfolios of evidence • review of third-party reports from experienced practitioners. 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).
Guidance information for assessment	Holistic assessment with other units relevant to the industry sector, workplace and job role is recommended.

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.

Collaborative communities and partnerships may include:	• communities of practice • formal and informal relationships • formal and informal groups in collaborative relationships • knowledge communities • knowledge networks • learning communities • physical or virtual relationships • supply chain communities • virtual circles.
Potential benefits may include:	• capacity to undertake particular projects • community engagement • exploration of new art forms or media • increased professional profile • learning from others • new sources of ideas.
Blockers may include:	• concerns about loss of intellectual property • cultural considerations • fear • lack of trust • prejudice • unwillingness to share.
Opportunities for collaboration may include:	• community art or design projects • competition entries • consortia bids for work • exhibitions • public art • transdisciplinary projects.
Objectives and parameters may be:	• aesthetic • community participation • creative • financial • organisational • timelines.
Different contributions	• different approaches to expressing opinions or ideas

may relate to:	• inclinations to lead or follow
	• influence with others
	• interpersonal skills
	• networks
	• past experience
	• technical skills and expertise.
Professional and practical project considerations may include:	• clarity around who does what
	• methods of payment
	• need for project planning
	• reporting requirements
	• resources:
	• financial
	• human
	• physical.
Review and evaluation may include:	• brainstorming
	• formal reporting
	• professional critique
	• reviewing feedback.

Unit Sector(s)

Industry capability – professional practice