



Australian Government

Department of Education, Employment and Workplace Relations

ICA50905 Diploma of Information Technology (Multimedia)

Release: 1

ICA50905 Diploma of Information Technology (Multimedia)

Modification History

Not Applicable

Description

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This qualification provides the skills and knowledge for an individual to be competent in designing, developing, utilising and securing multimedia. A person competent in these competencies could work in the area of online services or multimedia development. The qualification has a relatively small core unit base with the potential for inclusion of a wide range of design, ICT and multimedia units to suit particular needs. It does not include 'streams' as such but has grouped its electives list into 7 Electives Clusters as guidance for users who may wish to select related and complementary units.

In order to provide individuals with some guidance as to natural groupings present in the listed electives, this qualification shows the electives grouped into the following Electives Clusters:

- Design
- Animation
- Games Development
- Website
- Multimedia Development
- Digital and Video
- Communication

Complementary, 'non-ICT' qualifications can be found in several other Training Packages including:

- CUF07 Screen and Media
- ICP05 Printing and Graphic Arts
- CUV03 Visual Arts, Craft and Design
- BSB07 Business Services

Job Roles

Possible job titles include:

- Audio/Video Engineer
- Contract Manager - Multimedia
- Digital Media Specialist
- Game Development Producer
- Games Developer
- Interaction Media Developer
- Multimedia Authoring Specialist
- Multimedia Designer
- Multimedia Developer
- Multimedia Developer/Engineer
- Multimedia Producer
- Multimedia Programmer
- Multimedia Specialist Producer
- PC Games Programmer
- Project Manager - Multimedia
- PS2 Lead Programmer
- Software Engineer Games
- Software Support Engineer

- Streaming Media Specialist
- Web Designer
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Pathways Information

Not Applicable

Licensing/Regulatory Information

Not Applicable

Entry Requirements

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The following units contain the basic fundamentals of ICT knowledge and skills for all qualifications at Certificate III in IT and above. These units or demonstrated equivalence are required for entry into this qualification:

BSBCM106A	Follow workplace safety procedures
ICAD2012B	Design organisational documents using computing packages
ICAU1128B	Operate a personal computer
ICAU2005B	Operate computer hardware
ICAU2006B	Operate computing packages
ICAU2013B	Integrate commercial computing packages
ICAU2231B	Use computer operating system
ICAW2001B	Work effectively in an IT environment
ICAW2002B	Communicate in the workplace

Employability Skills Summary

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The following table contains a summary of the Employability Skills required for a Multimedia Designer. The Employability Skills facets described here are broad industry requirements that may vary depending on qualification packaging options.

Employability Skill	Industry requirements for this qualification include:
Communication	<ul style="list-style-type: none"> communicating clear concepts and solutions to complex issues in an unambiguous manner to colleagues and clients using plain English literacy and communication skills in relation to analysis, evaluation and presentation of information for example when negotiating with clients using report writing skills for business, requiring depth in some areas, and analysis and evaluation of information, for example when developing supporting documentation
Teamwork	<ul style="list-style-type: none"> briefing design team members and allocating work roles to facilitate the orderliness and timeliness of the design process participating in teams concerned with planning and evaluating the production of multimedia products
Problem Solving	<ul style="list-style-type: none"> ensuring projects meet client specifications resolving technical problems by re-designing or amending the brief in consultation with the client
Initiative and Enterprise	<ul style="list-style-type: none"> making adjustments or recommendations to enhance the design according to the brief and in consultation with the client transferring and applying theoretical concepts and/or

Employability Skill	Industry requirements for this qualification include:
	technical or creative skills to a range of situations
Planning and Organising	<ul style="list-style-type: none"> designing the production cycle and project plan for a multimedia product using project planning skills in relation to scope, time, cost, quality, communications and risk management for example when reviewing user requirements
Self-management	<ul style="list-style-type: none"> taking personal responsibility and autonomy in performing complex technical operations or organising others
Learning	<ul style="list-style-type: none"> investigating and becoming conversant with current privacy legislation providing learning and development opportunities for the project team
Technology	<ul style="list-style-type: none"> identifying technology needs, sourcing, purchasing, installing, configuring and testing multimedia components including software and hardware

Packaging Rules

Qualification Structure

To attain the ICA50905 Diploma of Information Technology (Multimedia) 19 units must be achieved:

- 6 core units; plus
- 13 elective units

Achieve 6 Core Units

Core

*CUFDIG401A Author interactive media**

ICAS5202B Ensure privacy for users

ICPMM581B Manage multimedia production

ICPMM582B Manage multimedia projects

ICPPP411B Undertake a complex design brief

PSPPM502B Manage complex projects

Achieve 8 Elective Units from any of the ICA50905 Elective Cluster lists below

Note: the grouping of units into these clusters is for guidance only. It is *not* a requirement of this qualification that a complete cluster be completed.

Elective Clusters

Design

*CUFDIG303A Produce and prepare photo images**

*CUFDIG502A Design web environments**

*CUFMEM07A Apply principles of visual design and communication to the development of a multimedia product**

*CUFMEM10A Design and create a multimedia interface**

*ICPPP311B Develop a detailed design concept**

Animation

CUFANM01A Develop and implement designs for animation

*CUFANM301A Create 2D digital animation**

*CUFANM302A Create 3D digital animation**

*CUFIMA05A Create 3D digital models and images**

Games Development

CUFDIG504A Design games

*ICAA4058B Apply skills in object-oriented design**

*ICAB4075B Use a library or pre-existing components**

*ICAB4219B Apply introductory object-oriented language skills**

*ICAB5223B Apply intermediate object-oriented language skills**

ICAB5226B Apply advanced object-oriented language skills

*ICAT4242B Perform unit test for a class**

Website

ICAA5035C Research and review hardware technology options for organisations

*ICAB4137B Produce basic client side script for dynamic web pages**

ICAB5165B Create dynamic web pages

*ICAI4189B Ensure website content meets technical protocols and standards**

*ICAT4183B Confirm accessibility of website design for people with special needs**

ICAT4185B Create a website testing procedure

ICAT4186B Conduct operational acceptance tests of websites

CUFDIG201A Maintain interactive content

Multimedia Development

CUFDIG302A Author interactive sequence

*CUFDIG501A Coordinate the testing of interactive media products**

*CUFMEM10A Design and create a multimedia interface**

CUFDIG505A Design information architecture

CUFWRT07A Write an interactive sequence for multimedia

*CUFWRT601A Write scripts**

*ICPKN315B Apply knowledge and requirements of the multimedia sector**

Digital and Video

*CUFCAM01A Set up and operate a basic video camera**

*CUFCAM03A Compose camera shots and operate a camera**

CUFCAM501A Shoot material for screen productions under special conditions

*CUFMEM13A Incorporate, design and edit digital video**

*ICPMM321B Capture a digital image**

*ICPMM346B Incorporate video into multimedia presentations**

Communication

BSBPMG505A Manage project quality

CUSADM07A Establish and maintain work and contractual relationships

CUSGEN03A Collaborate with colleagues in planning and producing a project

ICAS5102B Establish and maintain client user liaison

Achieve 5 Elective Units Chosen from the Following Sources (Listed in Recommended Order)

- from the Elective Cluster units above; and/or
- elsewhere in the *ICA05 Information and Communications Technology Training Package* at Diploma or Advanced Diploma (up to 3 units can be selected at Certificate IV); and/or

- preferred Training Packages at Diploma or Advanced Diploma (CUF07 Screen and Media; ICP05 Printing and Graphic Arts; SIR07 Retail Services; CUV03 Visual Arts, Craft and Design); and/or
- any other Training Package (up to a maximum of 2 units) at Diploma or Advanced Diploma based on documented industry or enterprise needs
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Prerequisite Requirements

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There are no specific prerequisites for ICA05 core units in this qualification, however prerequisite arrangements for non-ICA05 core and any elective units should be checked with the originating Training Package.

However, it should be noted that units shown in *italics* and with * in the following lists may have been completed in Certificate IV in IT (Multimedia) if this was the pathway to this Diploma qualification.