



Australian Government

Department of Education, Employment and Workplace Relations

ICAICT420A Develop client user interface

Release: 1

ICAICT420A Develop client user interface

Modification History

Release	Comments
Release 1	This Unit first released with <i>ICA11 Information and Communications Technology Training Package version 1.0</i>

Unit Descriptor

This unit describes the performance outcomes, skills and knowledge required to design and document a client user interface that integrates with front end applications.

Application of the Unit

This unit applies to software designers and developers who are required to build a screen that will integrate between users and applications.

Licensing/Regulatory Information

No licensing, legislative, regulatory or certification requirements apply to this unit at the time of endorsement but users should confirm requirements with the relevant federal, state or territory authority.

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. Prepare design for interface	<p>1.1 Review requirements and other documentation to determine user needs</p> <p>1.2 Investigate system environment to determine the impact of user interface design</p> <p>1.3 Review organisational goals to ensure consistency with organisational styles</p> <p>1.4 Define data query and report formats for the user interface design where appropriate</p> <p>1.5 Document needs and findings and obtain approval for the proposed interface from the appropriate person</p>
2. Design and document user interface	<p>2.1 Design menu structures according to requirements and acceptance criteria and following design principles</p> <p>2.2 Design screen dialogues according to requirements and acceptance criteria and following design principles</p> <p>2.3 Design batch procedures where appropriate to technical specifications and acceptance criteria</p> <p>2.4 Design online help and tutorials for the prototype following design principles</p> <p>2.5 Document prototype according to organisational goals</p> <p>2.6 Submit prototype to appropriate person for sign-off</p>

Required Skills and Knowledge

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

Required skills

- communication skills to:
 - liaise and negotiate with clients and staff
 - present information
- literacy skills to:
 - analyse and evaluate information
 - develop online help and tutorials
 - write business reports
- technical skills to:
 - design and document user interface, including screen dialogues and batch procedures
 - prepare and review technical documentation.

Required knowledge

- client business area
- current industry design principles
- current industry-accepted hardware and software products, including broad knowledge of general features and capabilities
- current industry-accepted user interfaces, including broad knowledge of general features and capabilities
- front-end systems
- web design principles.

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"> • determine impact of user interface design in the system environment and identify appropriate data query and report formats • design menu structures according to design principles • design screen dialogues in line with requirements and acceptance criteria • design batch procedures • develop online help and tutorials for prototype.
Context of and specific resources for assessment	<p>Assessment must ensure access to:</p> <ul style="list-style-type: none"> • design specifications • organisational standards for documentation and version control • project management process and hierarchy • usability test plan • agreed usability metrics • appropriate learning and assessment support when required • modified equipment for people with special needs.
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"> • direct observation of candidate defining data query and report formats for the user interface design based on analysis of requirements • verbal or written questioning to assess candidate's knowledge of requirements for designing online help and tutorials • review of candidate's user interface prototype.
Guidance information for assessment	<p>Holistic assessment with other units relevant to the industry sector, workplace and job role is recommended, where appropriate.</p> <p>Assessment processes and techniques must be culturally appropriate, and suitable to the communication skill level, language, literacy and numeracy capacity of the candidate and the</p>

	<p>work being performed.</p> <p>Indigenous people and other people from a non-English speaking background may need additional support.</p> <p>In cases where practical assessment is used it should be combined with targeted questioning to assess required knowledge.</p>
--	---

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.

Requirements may refer to:	<ul style="list-style-type: none"> • application • business • network • people in the organisation • system.
Documentation may involve:	<ul style="list-style-type: none"> • business performance data • business policies customer feedback • business strategic plans • change-management plans • current systems design plans • project management plans.
User may include:	<ul style="list-style-type: none"> • department within the organisation • person within a department • third party.
System environment may include:	<ul style="list-style-type: none"> • application • business • computers • financial system • information system • management system • network • software.
Organisational goals may include:	<ul style="list-style-type: none"> • preventative maintenance and diagnostic policy • problem solution processes • roles and technical responsibilities in the IT department • vendor and product service level support agreements • work environment.
Appropriate person may include:	<ul style="list-style-type: none"> • authorised business representative • client • supervisor.
Acceptance criteria may include:	<ul style="list-style-type: none"> • cost implications • logistical considerations • technical

	<ul style="list-style-type: none">• timeframe.
<i>Design principles</i> may include:	<ul style="list-style-type: none">• consistency• ease of learning• familiarity• flexibility• invisible technology• product compatibility• protection• responsiveness• robustness• simplicity• task compatibility• user compatibility• workflow compatibility.

Unit Sector(s)

General ICT