



**Australian Government**

# **ICT40915 Certificate IV in Digital and Interactive Games**

**Release 1**

# ICT40915 Certificate IV in Digital and Interactive Games

## Modification History

Release	Comments
Release 1	This qualification first released with ICT Information and Communications Technology Training Package Version 1.0.

## Qualification Description

This qualification provides the skills and knowledge for an individual to be competent in supporting the design, development and programming of basic digital games briefs as part of a larger development team. The qualification has a small suite of core units with an opportunity to select units from specialist groups of electives across the different artistic or programming fields of the industry.

## Licensing/Regulatory Information

No licensing, legislative or certification requirements apply to this qualification at the time of publication.

## Entry Requirements

Nil

## Packaging Rules

**Total number of units = 16**

**4 core units** plus

**12 elective units**

The elective units consist of:

- 5 units from one of the following specialist elective groups:
  - Group A Design
  - Group B Programming
  - Group C Art.

Of the remaining elective units:

- up to 7 may be from the specialist elective groups below or from Group D general elective units below or elsewhere in ICT Information and Communications Technology Training Package
- up to 3 may be from elsewhere in ICT Information and Communications Technology Training Package or from any other Training Package or accredited course at Certificate IV or Diploma level.

The elective units chosen must be relevant to the work outcome and meet local industry needs.

### Core units

BSBWHS304 Participate effectively in WHS communication and consultation processes

ICTGAM401 Produce an interactive game

ICTICT418 Contribute to copyright, ethics and privacy in an ICT environment

ICTICT419 Work effectively in the digital media industry

### Elective units

#### Specialist elective units

##### *Group A Design*

CUFPPM404A Create storyboards

ICTGAM402 Identify and apply principles of games design and game playing

ICTGAM403 Create design documents for interactive games

ICTGAM405 Write story and content for digital games

ICTGAM406 Create visual design components for interactive games

ICTGAM407 Write scripts for interactive games

##### *Group B Programming*

ICTGAM404 Apply artificial intelligence in game development  
ICTICT406 Build a graphical user interface  
ICTPRG301 Apply introductory programming techniques  
ICTPRG405 Automate processes  
ICTPRG406 Apply introductory object-oriented language skills  
ICTPRG413 Use a library or pre-existing components  
ICTPRG415 Apply skills in object-oriented design  
ICTPRG417 Apply mathematical techniques for software development  
ICTPRG527 Apply intermediate object-oriented language skills

### ***Group C Art***

CUFANM301A Create 2D digital animations  
CUFANM302A Create 3D digital animations  
CUFANM303A Create 3D digital models  
CUFANM402A Create digital visual effects  
CUVDRA201A Develop drawing skills  
ICTDMT402 Produce interactive animation  
ICTDMT403 Produce and edit digital images  
ICTGAM301 Apply simple modelling techniques  
ICTGAM302 Design and apply simple textures to digital art  
ICTGAM303 Review and apply the principles of animation  
ICTGAM408 Use 3-D animation interface and toolsets  
ICTGAM409 Create 3-D characters for interactive games  
ICTGAM410 Develop 3-D components for interactive games  
ICTGAM412 Design interactive media  
ICTGAM413 Design and create 3-D digital models  
ICTGAM414 Create audio for digital games  
ICTGAM416 Prepare and complete image rendering processes  
ICTGAM417 Apply digital effects to interactive products  
ICTGAM418 Use simple modelling for animation

### **General elective units**

#### ***Group D***

BSBCRT401 Articulate, present and debate ideas  
ICTICT408 Create technical documentation  
ICTICT417 Identify, evaluate and apply current industry specific technologies to meet industry standards  
ICTICT420 Develop client user interface

## Qualification Mapping Information

<b>Code and title current version</b>	<b>Code and title previous version</b>	<b>Comments</b>	<b>Equivalence status</b>
ICT40915 Certificate IV in Digital and Interactive Games	ICA40911 Certificate IV in Digital and Interactive Games	Updated to meet Standards for Training Packages	Equivalent qualification

## Links

Companion volumes available from the IBSA website:

[http://www.ibsa.org.au/companion\\_volumes](http://www.ibsa.org.au/companion_volumes) - [http://www.ibsa.org.au/companion\\_volumes](http://www.ibsa.org.au/companion_volumes)