



Australian Government

ICT40915 Certificate IV in Digital and Interactive Games

Release 3

ICT40915 Certificate IV in Digital and Interactive Games

Modification History

Release	Comments
Release 3	This version released with ICT Information and Communications Technology Training Package version 3.1. Release 3 created to clarify packaging rules.
Release 2	This version released with ICT Information and Communications Technology Training Package version 2.0. Release 2 created to update unit codes.
Release 1	This version 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 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

CUAPPM407 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

CUAANM301 Create 2D digital animations
 CUAANM302 Create 3D digital animations
 CUAANM303 Create 3D digital models
 CUAANM402 Create digital visual effects
 CUADRA201 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

Code and title current version	Code and title previous version	Comments	Equivalence status
ICT40915 Certificate IV in Digital and Interactive Games (Release 3)	ICT40915 Certificate IV in Digital and Interactive Games (Release 2)	Updates to clarify packaging rules	Equivalent qualification

Links

Companion volumes available from the IBSA website:

http://www.ibsa.org.au/companion_volumes -

<https://vetnet.education.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2>