Australian Government

ICT50215 Diploma of Digital and Interactive Games

Release 3

ICT50215 Diploma of Digital and Interactive Games

Modification History

Release	Comments
Release 3	This version released with ICT Information and Communications Technology Training Package version 4.0. Release 3 created to update the elective list unit codes and titles.
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 a variety of skill areas within the digital and interactive games industry. It provides an opportunity to develop the design, graphic/digital media and programming skills required in the development of digital games briefs, either as a small independent specialist or as part of a larger team. The qualification also provides opportunities to work in new and emerging games genres, such as online game development, mobile device gaming, interactive internet and TV game development.

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

5 core units *plus*
11 elective units

The elective units consist of:

- 5 from one of the following specialist groups:
  Group A Programming
  Group B Art
  Group C Digital media.

Of the remaining elective units:

- up to 6 may be from the specialist elective groups below or from Group D general elective units below
- up to 3 may be from elsewhere in ICT Information and Communications Technology Training Package or any other Training Package or accredited course at Diploma or Advanced Diploma level.

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

Core units

BSBWHS403 Contribute to implementing and maintaining WHS consultation and participation processes

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ICTGAM501 Create design concepts for digital games and 3-D media
ICTGAM503 Create a complex 3-D interactive computer game
ICTGAM523 Collaborate in the design of 3-D game levels and environments
ICTICT419 Work effectively in the digital media industry
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Elective units

Specialist elective units

Group A Programming

ICTGAM419 Build a database to support a computer game

ICTGAM506 Create complex code for mobile game devices

ICTGAM507 Develop intermediate 3-D software for games and interactive media

ICTGAM508 Develop complex 3-D software for games and interactive media

ICTGAM509 Design interactive 3-D applications for scientific and mathematical modelling

ICTGAM510 Prepare games for different platforms and delivery modes

ICTGAM511 Manage testing of games and interactive media

ICTGAM527 Integrate database with online game

ICTPRG425 Use structured query language

ICTPRG515 Review developed software

ICTPRG523 Apply advanced programming skills in another language

ICTPRG532 Apply advanced object-oriented language skills

ICTWEB508 Develop website information architecture

Group B Art

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ICTGAM512 Create and implement designs for a 3-D games environment
ICTGAM514 Design and create models for a 3-D and digital effects
environment
ICTGAM515 Design and create advanced particles, fluids and bodies for
3-D digital effects
ICTGAM516 Animate a 3-D character for digital games
ICTGAM517 Produce a digital animation sequence
ICTGAM518 Animate physical attributes of models and elements
ICTGAM519 Manage technical art and rigging in 3-D animation
ICTGAM520 Create and combine 3-D digital games and components
ICTGAM526 Create complex 3-D characters for games
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Group C Digital media

CUADIG502 Design digital applications

CUADIG503 Design e-learning resources

CUADIG507 Design digital simulations

CUASOU407 Edit sound

ICTGAM521 Create interactive 3-D environments for digital games

ICTGAM522 Complete digital editing for the 3-D and digital effects environment

ICTGAM524 Integrate multiple data sources into interactive 3-D environments

ICTGAM525 Apply digital texturing for the 3-D environment in digital games

General elective units

Group D

BSBCRT501 Originate and develop concepts

BSBSUS501 Develop workplace policy and procedures for sustainability

ICTGAM504 Manage interactive media production

ICTGAM528 Create games for mobile devices

ICTGAM529 Analyse business opportunities in the digital games environment

ICTGAM530 Develop and implement physics in a 3-D digital game

ICTGAM531 Complete compositing to create elements for the 3-D and digital effects environment

ICTICT408 Create technical documentation

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ICTICT514 Identify and manage the implementation of current industry
specific technologies
ICTICT517 Match ICT needs with the strategic direction of the
organisation
ICTPMG501 Manage ICT projects
ICTWEB411 Produce basic client-side script for dynamic web pages
ICTWEB429 Create a markup language document to specification
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Qualification Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
ICT50215 Diploma of Digital and Interactive Games (Release 2)	ICT50215 Diploma of Digital and Interactive Games (Release 1)	Updated unit codes.	Equivalent qualification

Links

Companion Volume Implementation Guides are available from VETNet - https://vetnet.education.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2