ICT50215 Diploma of Digital and Interactive Games

Release 3
**ICT50215 Diploma of Digital and Interactive Games**

**Modification History**

<table>
<thead>
<tr>
<th>Release</th>
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<tr>
<td>Release 3</td>
<td>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.</td>
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<tr>
<td>Release 2</td>
<td>This version released with ICT Information and Communications Technology Training Package version 2.0. Release 2 created to update unit codes.</td>
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<tr>
<td>Release 1</td>
<td>This version first released with ICT Information and Communications Technology Training Package Version 1.0.</td>
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**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
- 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

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

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

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

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

Qualification Mapping Information

<table>
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<th>Code and title current version</th>
<th>Code and title previous version</th>
<th>Comments</th>
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<tr>
<td>ICT50215 Diploma of Digital and Interactive Games (Release 2)</td>
<td>ICT50215 Diploma of Digital and Interactive Games (Release 1)</td>
<td>Updated unit codes.</td>
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Links