



**Australian Government**

# **ICTDMT405 Produce interactive animations**

**Release: 1**

# ICTDMT405 Produce interactive animations

## Modification History

Release	Comments
Release 1	This version first released with ICT Information and Communications Technology Training Package Version 6.0.

## Application

This unit describes the, skills and knowledge required to create interactive animation for a range of applications, including web pages, e-learning, simulations and advertisements.

It applies to individuals who possess a sound knowledge of digital media and provide support within a team and are independently responsible for the design and development of animations in multiple environments, including graphic design, software, application and website design, as well as multi-media projects.

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

## Unit Sector

Digital media technologies

## Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Analyse project requirements	1.1 Determine task requirements for dynamic functionality of animation 1.2 Determine required language to achieve functionality 1.3 Determine and evaluate current requirements for specified application
2. Design animations	2.1 Design animation according to task requirements 2.2 Design animation to meet specifications of sound and interactive functions 2.3 Design animation that enhances the purpose, clarity or useability according to intended audience and context of animation

ELEMENT	PERFORMANCE CRITERIA
	2.4 Confirm design specifications with required personnel
3. Produce animations	3.1 Create animation according to task requirements 3.2 Research and experiment with a range of animation techniques to enhance user experience 3.3 Test and debug scripts and demonstrate required functionality 3.4 Test and debug scripts on different browsers, operating systems and devices
4. Publish animations	4.1 Publish animation in an acceptable format 4.2 Incorporate animations on required platform or location, including hypertext markup language (HTML) page, application or software 4.3 Document work and confirm function with appropriate personnel 4.4 Save and back up work

## Foundation Skills

*This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.*

Skill	Description
Oral Communication	<ul style="list-style-type: none"><li>• Uses listening and questioning techniques to confirm requirements and articulate complex concepts and matters using relevant industry for intended audience</li></ul>
Reading	<ul style="list-style-type: none"><li>• Researches technical and conceptual information from a range of sources to identify and evaluate appropriate design elements and animation techniques for a specific audience</li></ul>
Writing	<ul style="list-style-type: none"><li>• Prepares complex documentation design and work performed using applicable language, layout, format and structure for a specific audience</li></ul>
Teamwork	<ul style="list-style-type: none"><li>• Selects and uses appropriate conventions, and protocols, when communicating with co-workers and others in a range of work contexts</li></ul>
Planning and organising	<ul style="list-style-type: none"><li>• Accepts responsibility for planning and sequencing complex tasks and workload, negotiating key aspects with others taking into account capabilities, efficiencies and effectiveness</li><li>• Uses a logical sequence of steps to identify and solve functional problems relating to animation</li></ul>

Problem solving	<ul style="list-style-type: none"><li>• Addresses less predictable problems and applies problem-solving processes in determining a solution</li><li>• Uses a logical sequence of steps to identify and solve functional problems relating to animation</li></ul>
Self-management	<ul style="list-style-type: none"><li>• Makes routine decisions and implements standard procedures for routine tasks, using formal decision-making processes for more complex and non-routine situations</li></ul>
Technology	<ul style="list-style-type: none"><li>• Interprets the purposes, specific functions and key features of common digital systems and tools, and operates them effectively to complete routine tasks</li></ul>

## Unit Mapping Information

Supersedes and is equivalent to ICTDMT402 Produce interactive animation.

## Links

Companion Volume Implementation Guide is found on VETNet -

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