



**Australian Government**

# **ICTDSN401 Design digital user interfaces**

**Release: 1**

# ICTDSN401 Design digital user interfaces

## Modification History

Release	Comments
Release 1	This version first released with the Information and Communications Technology Training Package Version 8.0. Newly created unit of competency to address in-demand skills needs.

## Application

This unit describes the skills and knowledge required to design user interfaces (UIs) for a wide range of devices and interactive multimedia in digital environments. It includes identifying user requirements, developing UI prototypes and testing UI designs.

The unit applies to individuals who may work in UI and user experience (UX) design roles who apply information and communications technology (ICT) skills and knowledge to produce UI prototypes.

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

## Unit Sector

Design thinking

## 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. Establish user requirements	1.1 Confirm work brief and tasks according to organisational policies and procedures 1.2 Review technical parameters for interactive media products and delivery platforms according to work brief 1.3 Identify user characteristics and system architecture specifications 1.4 Create UI mood board according to work brief
2. Produce concept designs	2.1 Select and source required sketching software and tools 2.2 Develop preliminary concept sketches according to work

ELEMENT	PERFORMANCE CRITERIA
	brief 2.3 Source and confirm sketching component serviceability according to work brief 2.4 Obtain sketch components and sketch screen layouts according to organisational policies and procedures 2.5 Develop final concept sketches according to work brief 2.6 Seek feedback from required personnel 2.7 Document UI design specifications according to work brief
3. Develop UI workspaces	3.1 Assess staging relationships in specified digital environment 3.2 Analyse UI toolkits and workspaces 3.3 Confirm and document required UI toolkits according to work brief 3.4 Create UI workspace according to work brief 3.5 Confirm that UI workspace aligns with user requirements and UI concept designs
4. Finalise UI designs	4.1 Develop UI prototype according to work brief 4.2 Plan testing procedures with sample users 4.3 Test UI prototype according to work brief 4.4 Evaluate results of testing and adjust design specifications according to work brief 4.5 Seek and integrate feedback on adjusted UI prototype 4.6 Present final UI prototype to required personnel according to organisational policies and procedures

## 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
Reading	<ul style="list-style-type: none"> <li>Interprets technical information and guidelines to determine work requirements</li> </ul>
Writing	<ul style="list-style-type: none"> <li>Uses specific technical, diagrammatic and visual textual language appropriate to environment to prepare prototype designs</li> </ul>
Planning and organising	<ul style="list-style-type: none"> <li>Uses a range of processes to identify key information and issues, evaluate alternative strategies, anticipate consequences and consider implementation issues and contingencies</li> </ul>

Skill	Description
Oral communication	<ul style="list-style-type: none"><li>• Uses clear language, listening and questioning techniques to confirm and clarify design, technical and user information</li></ul>

## Unit Mapping Information

No equivalent unit. Newly created unit.

## Links

Companion Volume Implementation Guide is found on VETNet - -

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