Australian Government

ICTDSN402 Develop digital user interfaces

Release: 1

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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 create user interfaces (UIs) for a wide range of devices and interactive multimedia in digital environments. It includes interpreting and using existing UI designs to produce UIs that meet user requirements.

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

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
Elements describe the essential outcomes.	*Performance criteria describe the performance needed to demonstrate achievement of the element.*
1. Establish user requirements	1.1 Confirm work brief and tasks according to organisational policies and procedures
	1.2 Confirm that design specifications align with user requirements according to work brief
	1.3 Identify text content and media assets according to work brief
	1.4 Select file output format aligned according to technical parameters defined in work brief

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ELEMENT	PERFORMANCE CRITERIA
2. Identify concept designs	2.1 Analyse concept sketches and document UI design ideas in required format
	2.2 Identify and apply logos and trademarks in design ideas according to organisational policies and procedures
	2.3 Identify and obtain required copyright clearances according to organisational policies and procedures
	2.4 Document creative design ideas according to work brief
	2.5 Present and seek feedback from required personnel on UI design ideas according to organisational policies and procedures
3. Confirm development approach	3.1 Document and implement UI design feedback according to organisational policies and procedures
	3.2 Identify and select industry-standard graphics software according to work brief
	3.3 Identify typographical and visual design elements
4. Produce UIs	4.1 Implement final design concepts in required UI prototype
	4.2 Integrate required interactive graphic components
	4.3 Apply required UI principles according to work brief
	4.4 Document text and presentation styles used in UI development
	4.5 Save and store UI output according to technical parameters and organisational policies and procedures
	4.6 Review and report on technical feasibility of UI prototype

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	• Interprets a range of technical information to determine and adhere to organisational requirements and prototype designs
Writing	• Develops a broad range of materials, including design documentation, using clear language in order to convey specialised information and requirements
Planning and organising	• Uses a range of processes to identify key information and issues, evaluate alternative strategies, anticipate consequences and consider implementation issues and contingencies

Skill	Description
Problem solving	• Uses formal analytical techniques to identify issues and implement solutions

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