



Australian Government

Assessment Requirements for ICTGAM402

Identify and apply principles of games design and game playing

Release: 1

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Modification History

Release	Comments
Release 1	This version first released with ICT Information and Communications Technology Training Package Version 1.0.

Performance Evidence

Evidence of the ability to:

- determine the methodology used for games genres
- differentiate game genres
- identify the consumer demographic for games products
- differentiate game design and play principles
- prepare an outline of a game design according to industry and organisational requirements.

Note: If a specific volume or frequency is not stated, then evidence must be provided at least once.

Knowledge Evidence

To complete the unit requirements safely and effectively, the individual must:

- describe 3-D digital model design techniques
- outline procedures and processes for computer game development
- identify current game-play hardware and software products
- outline the technical constraints that hardware and software impose on design and development.

Assessment Conditions

Gather evidence to demonstrate consistent performance in conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the game development field of work, and include access to:

- the internet

- computer hardware and software appropriate for researching games and the games industry.

Assessors must satisfy NVR/AQTF assessor requirements.

Links

Companion Volume implementation guides are found in VETNet -

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