ICTGAM402 Identify and apply principles of games design and game playing

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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.

Application

This unit describes the skills and knowledge required to identify and apply principles of games design and game playing.

It applies to individuals who support the design, development and programming of basic digital games as part of a larger development team in the game development industry.

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

Unit Sector

Game development

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. Analyse and document, the methodology relating to various computer game genres	1.1 Review game-play elements in an example of a chosen, or given, game genre 1.2 Identify the objectives of play in an example of a chosen, or given, game genre
2. Interpret consumer demographics for various games products	2.1 Identify the target markets for various types of games 2.2 Interpret the choices and patterns of buyers and players 2.3 Review the social, emotional, and cognitive aspects of contemporary interactive game play
3. Review the historical aspects of game-play and	3.1 Review and describe the history of the games industry

ELEMENT	PERFORMANCE CRITERIA
game design	3.2 Review the game play, and design, for non-computer based games
	3.3 Review the uses of games in commercial, industrial, education, military training, and therapeutic and assessment contexts
4. Identify industry game-design principles	4.1 Research and identify current industry game-design principles
	4.2 Identify the game-design principles for a chosen or given game
5. Outline the development of a computer game	5.1 Outline the game design and play strategies
	5.2 Outline the technical limitations, and constraints, of current hardware and software

Foundation Skills

This section describes language, literacy, numeracy and employment skills incorporated in the performance criteria that are required for competent performance.

Skill	Performance Criteria	Description
Reading	1.1, 1.2, 2.1-2.3, 3.1-3.3, 4.1, 4.2, 5.1, 5.2	• Interprets and comprehends technical documentation, specifications, market information, statistics, diagrams, objects and images to analyse various aspects of game play and game design, and to identify target markets and interpret consumer demographics
Writing	3.1, 5.1, 5.2	• Uses accurate spelling and grammar, together with game development specific technical terminology, to produce documents as required by the job role
Oral Communication	1.1, 1.2, 2.1, 2.3, 3.1, 3.2, 3.3, 4.1, 4.2, 5.1, 5.2	• Uses effective listening and open questioning techniques to obtain information about games, game development and the target markets
Numeracy	2.2, 2.3	• Interprets numerical and statistical information relating to target markets, and the games industry
Get the work done	1.1, 1.2, 2.1-2.3, 3.1-3.3, 4.1, 4.2, 5.1, 5.2	• Uses a range of digitally based technologies to access, extract and share relevant information

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
ICTGAM402 Identify and apply principles of games design and game playing	ICAGAM402A Identify and apply principles of games design and game playing	Updated to meet Standards for Training Packages	Equivalent unit

Links

Companion Volume implementation guides are found in VETNet - https://vetnet.education.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2