



**Australian Government**

**Assessment Requirements for ICTGAM406  
Create visual design components for  
interactive games**

**Release: 1**

# Assessment Requirements for ICTGAM406 Create visual design components for interactive games

## 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:

- demonstrate original approaches to the creative development of a graphical user interface (GUI)
- implement game development and production strategies
- maintain the integrity of the design brief
- develop concept art and design specifications for splash screens, start screens and game field screens, consistent with a design brief
- develop technical specifications for visual design components and overall usability
- implement and evaluate a working GUI with basic functionalities.

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:

- outline the principles of GUI design and related programming techniques
- list the human resources required in the process of creating visual design components
- list technology requirements and outline technical constraints that they impose on design and development
- discuss techniques for applying concept development skills
- discuss techniques for applying concept visualisation skills.

## 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:

- a design brief
- computer hardware, software, and peripheral devices suitable for games development
- games engines
- the internet for research purposes.

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>