



Australian Government

Assessment Requirements for ICTGAM407

Write scripts for interactive games

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:

- identify the key components of the story
- develop the script structure and components
- write scripts consistent with the game design brief and client requirements
- communicate and liaise with the relevant personnel to review scripts
- prepare a final script and present to the client.

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:

- discuss budgeting and scheduling considerations for game development
- discuss the components that drive script narrative and engage the target audience
- describe the contribution of script writing to narrative development and engaging game play
- outline focus testing processes and procedures
- discuss game genres and narrative structures
- list industry formats for game scripts
- outline research methods for:
 - keeping abreast of competitors' work in developing stories and scripts for games
 - obtaining factual information as a basis for character, location and narrative development
 - locating the owners of copyright and intellectual property used in the development of games
 - describing script structures and character profiling for interactive games
 - discussing scriptwriting techniques and the requirements for interactive games

- identifying procedures for seeking permission from copyright owners for the use of protected elements in scripts
- describing different storyboarding techniques.

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:

- reference materials for scriptwriting
- the internet for research purposes
- a range of state-of-the-art computer games, across all platforms and genres
- a range of games consoles and hand-held game devices, computer hardware, software, and peripheral devices
- games engines.

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>