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.

Application

This unit describes the skills and knowledge required to develop, write and test scripts and related content for interactive games.

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

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. Identify story components	1.1 Identify creative concepts for the script 1.2 Identify game genres and story components for script development
2. Develop script components	2.1 Develop a script structure consistent with the genre and the game design brief 2.2 Develop script components for the main plot, background stories, and level or mission stories consistent with the genre and game design brief
3. Write a draft script	3.1 Write a script synopsis 3.2 Write a draft script for the main characters and their interactions using the structure and components previously

ELEMENT	PERFORMANCE CRITERIA
	determined, according to the brief
	3.3 Write a draft script for background stories and level/mission stories using the previously determined structure and components, according to the brief
	3.4 Develop character and narrator dialogue
	3.5 Initiate storyboards for draft scripts in the required format
4. Review the script based on feedback	4.1 Present the synopsis and storyboards to the client and the relevant personnel for feedback
	4.2 Collate, and respond to, comments and feedback
	4.3 Revise scripts and storyboards consistent with feedback
	4.4 Undertake focus testing with the intended audience
5. Write the final script	5.1 Collate, and respond to, comments and feedback from focus testing
	5.2 Rewrite the script synopsis where required
	5.3 Rewrite the script or dialogue where required
	5.4 Initiate revised storyboards where required
	5.5 Present the final script in agreed format to the client and colleagues

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, 4.2, 4.4, 5.1	• Interprets and comprehends a range organisational and client documentation, to identify the aim of the proposed games • Reviews feedback containing a wide range of vocabulary and terminology, ranging from simple to highly technical, depending on the source of the feedback
Writing	2.1, 2.2, 3.1, 3.2, 3.3, 3.4, 3.5, 4.3, 4.4, 5.2, 5.3, 5.4	• Uses correct spelling and grammar, together with descriptive language, to create a cohesive and well-structured script for the game, plot, characters,

		environment and elements
		• Develops focus testing documentation using plain English and non-leading questioning techniques
Oral Communication	1.1, 1.2, 4.2, 4.3, 5.1, 5.4	• Participates in a verbal exchange of ideas and uses detailed and clear language, effective listening skills and open questioning techniques to elicit and clarify information and feedback
		• Presents the script using persuasive presentation techniques, plain English (translating games specific terminology where necessary)
Interact with others	4.1, 4.4, 5.5	• Cooperates with others as part of routine activities through the explanation and testing of gaming scripts
Get the work done	1.1, 1.2, 2.1, 2.2, 3.1-3.5, 4.1-4.4, 5.1-5.5	• Makes decisions and implements procedures for routine and non-routine tasks, using formal decision-making processes
		• Plans, organises and completes work according to defined requirements and schedules
		• Uses a high level of creativity and initiative in writing scripts
		• Uses information and communications technology (ICT) based tools to write, source and analyse information
		• Understands the importance of secure information in relation to own work, and takes responsibility for data management

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
ICTGAM407 Write scripts for interactive games	ICAGAM407A Write scripts for interactive games	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

PwC's Skills for Australia