



**Australian Government**

# **Assessment Requirements for ICTGAM412 Design interactive media**

**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:

- define hardware and software requirements for the human-computer interaction environment
- research event handling systems and graphic user interfaces (GUI)
- design a simple application, using correct methods of hardware event handling, within the context of a video game environment
- produce a custom control for use within a large project
- present a completed project on time.

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:

- explain programming techniques appropriate to interactive media
- define specific terminology used by computer game developers
- describe common human-computer interaction devices and their application
- describe common widgets and their usage
- define a 'heads-up display'
- 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:

- computer hardware and software
- games engines
- file storage.

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>