



Australian Government

Assessment Requirements for ICTGAM414

Create audio for digital 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:

- research game audio requirements
- locate and obtain suitable audio resources
- record and manipulate audio
- generate sound effects
- compose simple music tracks for a game
- use audio programming libraries in a game.

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:

- describe audio-editing tools
- discuss and explain different audio formats and their application to games
- discuss and explain the capabilities of audio-programming libraries
- explain copyright as it applies to audio recordings
- discuss music-creation tools and their relation to music theory.

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:

- appropriate computer hardware, software and peripheral devices
- digital audio editing software
- games engines and file storage

- copyright and intellectual property legislation.

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>