

Assessment Requirements for ICTGAM421 Identify and apply games design and game play principles

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 6.0.

Performance Evidence

The candidate must demonstrate the ability to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including evidence of the ability to:

 identify games design and game playing principles in at least two games from at least two different game genres.

In the course of the above, the candidate must:

- determine methodology used
- differentiate game genres and identify differing characteristics
- identify consumer demographic for each game product
- differentiate game design and play principles
- prepare an outline of a game design according to industry and organisational requirements.

Knowledge Evidence

The candidate must be able to demonstrate knowledge to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including knowledge of:

- 3-D digital model design techniques
- · procedures and processes in game development
- industry standard game-play hardware and software products
- technical constraints hardware and software impose on design and development
- industry and organisational requirements.

Assessment Conditions

Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.

This includes access to:

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- the internet
- required hardware and software required in researching games and the games industry.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational education and training legislation, frameworks and/or standards.

Links

Companion Volume Implementation Guide is found on VETNet - https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2

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