



Australian Government

Assessment Requirements for ICTGAM424

Develop story and content in 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 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:

- develop at least one game storyline according to industry standards.

In the course of the above, the candidate must:

- create character profiles according to game environment and storyline
- write plot synopsis with a supporting background story
- create a storyboard
- comply with copyright and intellectual property protection regulations.

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:

- budgeting and scheduling considerations in game development
- copyright and intellectual property protection regulations applicable to written narrative and concept graphics
- different story requirements in particular game genres
- role of story writing in game development
- research methods used in observing latest changes and narrative development in games
- tools and techniques used in developing game narrative
- organisational procedures that may be used in the development of story and content in digital games.

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:

- a range of industry standard games across all platforms and genres
- a range of industry standard consoles and hand-held game devices
- the internet
- word processing software
- industry standard game development software
- required hardware, software and games engine
- file storage and version control environment
- copyright and intellectual property legislation.

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>