Australian Government

Assessment Requirements for ICTGAM425 Create visual design components in 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 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:

- design, implement and evaluate a graphical user interface (GUI) with basic functionalities according to game and interactive media requirements.

In the course of the above, the candidate must:

- align visual design components to design brief requirements
- evaluate and select a graphics software package
- develop concept art and design specifications for splash screens, start screens and game field screens according to design brief
- create at least three visual design components and incorporate into GUI
- implement game development and production strategies
- develop technical specifications applicable to visual design components and overall usability.

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:

- GUI design principles and related programming techniques
- human resources required in process of creating visual design components
- technology requirements and technical constraints they impose on design and development
- techniques in applying concept development skills and concept visualisation skills
- organisational procedures and documentation processes that may be used in creating visual design components in interactive games
- standards applicable to creating visual design components.

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 design brief
- required hardware, software and peripheral devices applicable in games development
- games engine
- the internet
- industry standard graphics software and included tools and features
- file storage
- word processing software.

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