Australian Government

ICTGAM425 Create visual design components in interactive games

Release: 1

ICTGAM425 Create visual design components in interactive games

Modification History

Release	Comments
Release 1	This version first released with ICT Information and Communications Technology Training Package Version 6.0.

Application

This unit describes the skills and knowledge required to create visual design components for games and interactive media using industry standard authoring tools.

It applies to individuals who contribute and support the design, development and programming of digital games as part of a larger development team.

No licensing, legislative or certification requirements apply to this unit at the time of publication.

Unit Sector

Game development

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
Elements describe the essential outcomes.	*Performance criteria describe the performance needed to demonstrate achievement of the element.*
1. Identify industry standard visual design components in games and interactive media	1.1 Obtain project brief and documents and standards applicable to creating visual design components 1.2 Research and identify features of visual design components in games and interactive media 1.3 Discuss design considerations made in interactive visual design components with required personnel

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ELEMENT	PERFORMANCE CRITERIA
2. Identify, select and use graphics software packages in creating visual design components	2.1 Identify and review range of industry-standard graphics software available 2.2 Assess software applicable to visual design component requirements 2.3 Discuss technical specifications applicable to rendering and editing processes with required personnel 2.4 Select graphics software package according to project brief and visual design component requirements 2.5 Run graphics software and become familiar with interface 2.6 Create and name new files and organise a file structure according to organisational procedures 2.7 Learn tools and features within graphics software package used in creating visual design components
3. Create visual design components for games and interactive media	3.1 Design a basic graphical user interface (GUI) according to game and interactive media requirements 3.2 Identify and describe interaction processes of GUI elements 3.3 Document design and programming requirements needed in GUI implementation 3.4 Create visual design components for use in GUI using graphics software
4. Evaluate implementation	4.1 Present and demonstrate visual design component to required personnel 4.2 Assess and evaluate usability of design components and confirm project brief and requirements have been fulfilled 4.3 Seek feedback from required personnel and identify changes in improving visual design and interactivity of components 4.4 Apply changes to visual design components as required and obtain final sign-off

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Foundation Skills

This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

SKILL	DESCRIPTION
Learning	• Identifies, investigates and applies information from a variety of texts containing highly technical language and expands own knowledge of chosen graphics software programs
Numeracy	• Uses whole numbers, decimals and percentages applicable to measurement, font size, scale, ratio, coordinates, colour, shading and other attributes and variables in developing design specifications and GUI components
Oral communication	• Uses listening and questioning techniques and effective mode of communication to articulate complex concepts and present design using industry language for intended audience
Reading	• Identifies and interprets a range of documents containing complex terminology, and applies the information in selecting software and designing the GUI • Interprets and comprehends diagrams, icons, symbols, text, numbers and letters necessary to design a GUI
Writing	• Prepares documentation detailing GUI design and programming requirements using comprehensive structure, layout and complex industry language
Teamwork	• Cooperates with others as part of routine activities applicable to gaming design concepts
Initiative and enterprise	• Uses a high level of creativity, innovation and initiative in interactive game design
Planning and organising	• Plans, organises and completes work according to defined requirements and schedules • Takes responsibility in making decisions and task sequencing
Self-management	• Makes decisions and implements procedures in both routine and non-routine tasks using formal decision-making processes • Identifies importance of secure information applicable to own work and takes responsibility for data structure, format and management
Technology	• Completes tasks using digital systems and tools

Unit Mapping Information

Supersedes and is equivalent to ICTGAM406 Create visual design components for interactive games.

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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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