Assessment Requirements for ICTGAM430 Design interactive media

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:

- create an application, accessing and using technologies and showcasing captured events from hardware devices
- create an application using a human-computer interface devices and event-handling call-backs showcasing the captured events with GUI widgets
- design a simple application, using required hardware event handling methods, within the context of game environment
- produce a custom control.

In the course of the above, the candidate must:

- present completed project to required deadline
- comply with organisational procedures.

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:

- programming techniques applicable to interactive media
- specific terminology used by game developers
- hardware and software requirements in a human-computer interaction environment
- a range of human-computer interaction devices and their application
- widgets and their usage
- operations in 'heads-up' display environments
- technical constraints imposed by hardware and software on design and development
- file storage and organisational procedures that may be used in designing interactive media.

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:

- required hardware and software and peripheral devices
- human-computer hardware interface devices
- a range of event-handling systems
- the internet
- application libraries
- widgets
- graphical user interface software and libraries
- games engine
- a range of browsers and digital devices
- client requirements documentation
- file storage.

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