



Australian Government

Assessment Requirements for ICTGAM507 Develop intermediate 3-D software for games and 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 1.0.

Performance Evidence

Evidence of the ability to:

- create at least one 3-D framework or library that includes an appropriate graphical user interface (GUI)
- check for coding errors and debug the application
- select and deploy documentation tools
- create documentation generated by appropriate tools.

Note: If a specific volume or frequency is not stated, then evidence must be provided at least once.

Knowledge Evidence

To complete the unit requirements safely and effectively, the individual must:

- explain 3-D application development
- provide a detailed explanation of debugging techniques
- outline documentation techniques
- discuss object-oriented 3-D programming concepts and language.

Assessment Conditions

Gather evidence to demonstrate consistent performance in conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the game development field of work, and must include access to:

- suitable 3-D hardware and software
- technical materials and manuals
- the detailed 3-D framework, or engine, on which to build the application.

Assessors must satisfy NVR/AQTF assessor requirements.

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.education.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2>