



Australian Government

**Assessment Requirements for ICTGAM510
Prepare games for different platforms and
delivery modes**

Release: 1

Assessment Requirements for ICTGAM510 Prepare games for different platforms and delivery modes

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:

- produce a cross-platform game project
- identify and use cross-platform integrated development environment (IDE) libraries and installers
- test and maintain a cross-platform project
- document issues identified for cross-platform development.

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:

- summarise current cross-platform IDEs
- explain evaluation techniques for cross-platform development libraries
- summarise research methods for cross-platform development and distribution
- outline testing procedures.

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 include access to:

- computer hardware and software
- games engines
- file storage
- computers running various operating systems
- IDEs and libraries

- installers for product distribution
- the internet for research purposes.

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>