Australian Government

Assessment Requirements for ICTGAM521 Create interactive 3-D environments for digital games

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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:

- interpret design requirements, produce concept art accompanied by documentation that justifies and explains design decisions
- implement design requirements into a working 3-D environment
- create working interactions between the user and the environment
- deliver a finished 3-D environment and report on design decisions to others.

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 the budgeting and scheduling considerations for game design
- discuss the process used to develop computer games
- outline the technology requirements and human resources required to create games, including the team's respective skills
- explain current game-play hardware and software products, including any constraints that product impose on graphics and code development and creative visual design.

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.

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