



**Australian Government**

**Assessment Requirements for ICTGAM537  
Prepare games for different platforms and  
delivery modes**

**Release: 1**

# Assessment Requirements for ICTGAM537 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 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:

- produce a cross-platform game project for delivery across, at least three different platforms, according to project requirements.

In the course of the above, the candidate must:

- identify and use cross-platform integrated development environment (IDE) libraries and installers
- use platform-specific input devices
- document issues identified and work performed for cross-platform development.

## 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:

- features and functions of industry standard cross-platform software, hardware, installation methods and IDEs
- evaluation techniques for cross-platform development libraries
- research methods for cross-platform development and distribution
- different sources of cross-platform libraries
- testing and debugging procedures relating to the preparation of game packages for different platforms and delivery modes
- industry standard platform-specific input devices.

## 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:

- hardware and software applicable to preparation of game packages for different platforms and delivery modes
- project requirements
- pre-existing game package
- games engine
- file storage
- digital devices running various operating systems
- cross-platform IDEs and libraries
- installers for product distribution
- the internet.

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>