



**Australian Government**

# **ICTNWK551 Build decks using wireless markup language**

**Release: 1**

# ICTNWK551 Build decks using wireless markup language

## Modification History

Release	Comments
Release 1	This version first released with ICT Information and Communications Technology Training Package Version 6.0.

## Application

This unit describes the skills and knowledge required to create wireless markup language (WML) decks.

It applies to individuals who create specialised language intended for devices such as mobile phones that implement the Wireless Application Protocol (WAP) specification that provides navigational support, data input, hyperlinks, text and image presentation.

No licensing, legislative or certification requirements apply to this unit at the time of publication.

## Unit Sector

Networking

## Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Design WML deck	1.1 Analyse existing hypertext markup language (HTML) page design and identify information accessible via hand-held device 1.2 Design deck logical structure and confirm deck size meets required boundaries 1.3 Determine content structure according to organisational requirements and user needs 1.4 Identify links between sets of cards according to WML deck requirements
2. Create deck	2.1 Design user input cards and multiple item selection according to WML design specifications 2.2 Code deck cards according to WML design specifications

ELEMENT	PERFORMANCE CRITERIA
	2.3 Demonstrate cards compliance to international WML standards
3. Test deck	3.1 Test deck on multiple devices and confirm compatibility with required hand-held devices 3.2 Validate and test WML files according to standard testing procedures 3.3 Document test results and submit to required personnel

## Foundation Skills

*This section describes language, literacy, numeracy and employment skills incorporated in the performance criteria that are required for competent performance.*

SKILL	DESCRIPTION
Learning	<ul style="list-style-type: none"> <li>Monitors outcomes of decisions, considering results and identifying key concepts and principles that may be adaptable in the future</li> </ul>
Oral communication	<ul style="list-style-type: none"> <li>Uses listening and questioning techniques to confirm requirements and participates in a verbal exchange of ideas, feedback and solutions</li> </ul>
Reading	<ul style="list-style-type: none"> <li>Interprets technical material to determine and confirm job requirements</li> </ul>
Writing	<ul style="list-style-type: none"> <li>Demonstrates sophisticated writing skills using specialised language, stylistic devices and required conventions to express precise meaning</li> </ul>
Planning and organising	<ul style="list-style-type: none"> <li>Operates from a broad conceptual plan, developing the operational detail in stages, regularly reviewing priorities and performance during implementation and identifying and addressing issues</li> </ul>
Problem solving	<ul style="list-style-type: none"> <li>Recognises anomalies and subtle deviations to normal expectations, focussing attention and remedying problems as they arise</li> </ul>
Self-management	<ul style="list-style-type: none"> <li>Demonstrates adherence to explicit and implicit protocols within familiar work contexts</li> </ul>
Technology	<ul style="list-style-type: none"> <li>Identifies and applies complex principles, concepts, language and practices associated with the digital world</li> </ul>

## Unit Mapping Information

Supersedes and is equivalent to ICTNWK522 Build decks using wireless markup language.

## **Links**

Companion Volume Implementation Guide is found on VETNet -

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