



Australian Government

Assessment Requirements for MSFID6014 Design for retail interiors

Release: 1

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Modification History

Not applicable.

Performance Evidence

There must be evidence the candidate has completed the tasks outlined in the elements and performance criteria of this unit, and:

- developed and presented designs that meet the requirements of the brief for 3 retail interiors that individually or cumulatively include:
 - analysis of brand, client profiles and marketing
 - custom joinery or display designs.
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Knowledge Evidence

There must be evidence the candidate has knowledge of:

- regulations, conditions and variables relating to the specific retail context:
 - access and accessibility
 - building conditions
 - building standards
 - decision making processes
 - electricity supply
 - egress
 - flexibility of structural changes
 - Fire Resistant Level (FRL) of materials
 - guidelines for traffic flow
 - guidelines relating to the specific use such as health standards
 - lease conditions
 - occupancy rates
 - other occupancy
 - public use patterns
 - safety standards
 - services available
 - size
- Australian Standards, regulatory requirements and the National Construction Code (NCC) affecting the design of retail tenancies within Class 6 buildings:
 - accessibility

- egress
- FRL of materials
- mathematical procedures for estimation and measurement
- branding and marketing, including:
 - brand and brand values
 - brand image
 - client base
 - visual identity
- type and scope of client and/or project brief that informs work in a retail context:
 - budget
 - target market
 - commercial requirements
 - brand analysis
 - point of sale requirements
 - consumer research
 - functional requirements
 - commercial requirements
 - product stock and range
 - retail display requirements
 - lighting
 - signage
 - visual identity
 - way finding
 - shop fronts
 - consumer and user centered processes for design
- how different aspects of space impact on potential solutions, including:
 - colour
 - size
 - shape
 - level of light
 - structural features
- types and features of resources that support the provision of design advice, and how they are used, including:
 - research tools
 - product tools
 - communication tools
- elements and principles of design, their interrelationships, and how they are used in interior design
- ergonomics, anthropometrics, proxemics and aesthetic values
- design process, key stages and associated planning techniques

- types of information that may inform the design process:
 - commercial
 - cultural
 - environmental
 - historical
 - political
 - technological
- types of creative methodologies used in the design process
- types and features of drawings and other visual presentation techniques used to present design solutions
- digital and non-digital sketching and drawing techniques to architectural drawing standards.

Assessment Conditions

Skills must have been demonstrated in the workplace or in a simulated environment that reflects workplace conditions and contingencies. The following conditions must be met for this unit:

- use of suitable facilities, equipment and resources, including:
 - design briefs
 - retail environments for design
 - measuring equipment
 - information technology for research and design presentation.

Assessors must satisfy the NVR/AQTF mandatory competency requirements for assessors.

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=0601ab95-583a-4e93-b2d4-cfb27b03ed73>