



Australian Government

Department of Education, Employment and Workplace Relations

UEENEEH109A Set up and test gaming and game equipment

Release: 1

UEENEEH109A Set up and test gaming and game equipment

Modification History

Not applicable.

Unit Descriptor

Unit Descriptor

1) Scope:

1.1) Descriptor

This unit covers setting-up of electronic gaming and games equipment to manufactures' instructions in compliance with regulations. It encompasses safe working practices, connection and secure placement of gaming/games equipment, following written and oral instruction and procedures and customer relations.

Application of the Unit

Application of the Unit 2)

This unit is intended for competency development entry-level employment based programs incorporated in approved contracts of training or approved training programs. It may also be used to augment previously acquired competencies.

Licensing/Regulatory Information

License to practice 3)

The skills and knowledge described in this unit do not require a license to practice in the workplace. However, practice in this unit is subject to regulations directly related to occupational health and safety, access to gaming premises and where applicable contracts of training such as apprenticeships.

Note:

1. Compliance with permits may be required in various

License to practice

3)

jurisdictions and typically relates to the operation of plant, machinery and equipment such as elevating work platforms, powder operated fixing tools, power operated tools, vehicles, road signage and traffic control, lifting equipment and the like. Permits may also be required for some work environments such as confined spaces, working aloft, near live electrical apparatus and site rehabilitation.

2. Compliance may be required in various jurisdictions relating to currency in First Aid, confined space, lifting and risk safety measures.

Pre-Requisites

Prerequisite Unit(s)

4)

Competencies

4.1)

Granting competency in this unit shall be made only after competency in the following unit(s) has/have been confirmed.

UEENEEE1 01A Apply Occupational Health and Safety regulations, codes and practices in the workplace

Literacy and numeracy skills

4.2)

Participants are best equipped to achieve competency in this unit if they have reading, writing and numeracy skills indicated by the following scales. Description of each scale is given in Volume 2, Part 3 ‘Literacy and Numeracy’

Reading 3 Writing 3 Numeracy 3

Employability Skills Information

Employability Skills 5)

This unit contains Employability Skills

The required outcomes described in this unit of competency contain applicable facets of Employability Skills. The Employability Skills Summary of the qualification in which this unit of competency is packaged will assist in identifying Employability Skill requirements.

Elements and Performance Criteria Pre-Content

6) Elements describe the essential outcomes of a competency standard unit. Performance Criteria describe the required performance needed to demonstrate achievement of the element. Assessment of performance is to be consistent with the Evidence Guide.

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
1 Prepare to set up gaming equipment.	1.1 OHS procedures for a given work area are identified, obtained and understood through established routines and procedures.
	1.2 Established OHS risk control measures and procedures are followed in preparation for the work.
	1.3 Safety hazards, which have not previously been identified, are reported and advise on risk control measures, are sought from the work supervisor.
	1.4 Details and location of the equipment to be set up are obtained from purchase documentation or from work supervisor to establish the scope of work to be undertaken.
	1.5 Advice is sought from the work supervisor to ensure the work is co-ordinated effectively with others.

ELEMENT	PERFORMANCE CRITERIA
	<p>1.6 Materials that may be required for the work are obtained and checked in accordance with routines and procedures.</p> <p>1.7 Tools and testing devices needed to carry out the work are obtained and checked for correct operation and safety.</p>
2 Set up gaming equipment.	<p>2.1 Established OHS risk control measures and procedures for carrying out the work are followed.</p> <p>2.2 Circuits/equipment are checked as being isolated where necessary in strict accordance OHS requirements and procedures.</p> <p>2.3 Equipment is placed in accordance with regulatory and customer requirements.</p> <p>2.4 Equipment is connected in accordance with manufacturer's instructions and regulatory and customer requirements. (see note 1)</p> <p>2.5 Equipment operating functions are set to regulatory and customer requirements and tested for correct operation.</p> <p>2.6 Procedures for referring non-routine events to immediate supervisor for directions are followed.</p> <p>2.7 Equipment set up is carried out efficiently without waste of materials or damage to apparatus and the surrounding environment or services and using sustainable energy practices.</p>
3 Complete system set up and report.	<p>3.1 OHS risk control work completion measures and procedures are followed.</p> <p>3.2 Work area is cleaned and made safe in accordance with established routines.</p> <p>3.3 Documentation detailing equipment maintenance and operating instructions is handed over to the customer.</p> <p>3.4 Work supervisor is notified of the completion of</p>

ELEMENT

PERFORMANCE CRITERIA

the work in accordance with established routine.

Note 1:

Connection of equipment may include both plug connected power supply and network

Required Skills and Knowledge

REQUIRED SKILLS AND KNOWLEDGE

8) This describes the essential skills and knowledge and their level, required for this unit.

Evidence shall show that knowledge has been acquired of safe working practices and setting up and testing gaming/games equipment.

All knowledge and skills detailed in this unit should be contextualised to current industry practices and technologies.

KS01-EH109A

Gaming and game equipment set up and testing

Evidence shall show an understanding of gaming and game equipment set up and testing, applying safe working practices and relevant Standards, Codes and Regulations to an extent indicated by the following aspects:

T1. Enterprise communication methods

- Communicating with personnel encompassing:
 - Oral communications
 - Written procedures and work instructions
- Communicating with suppliers
- Communicating with customers

T2. Enterprise customer relations protocols

- Purpose of customer relations
- Procedures for dealing with customers
- Dealing with customer issues

T3. Regulatory requirements and codes of practice for the gaming equipment

- Types of equipment permitted —
 - Location restrictions and requirements
 - Operational restrictions and requirements
- Security encompassing:
 - Access to customers premises
 - Access to machines

T4. Gaming machine systems and equipment overview

- Gaming industry terminology
- Functions and specifications of the machine and its components
- Types of gaming machines
- Operational features of different machines and systems

T5. Gaming machine equipment adjustment and maintenance

- Machine access and security encompassing:

REQUIRED SKILLS AND KNOWLEDGE

- master reset procedures,
- opening and closing doors,
- period reset procedures,
- use of audit and reset key
- Tests, adjustments and clearances encompassing:
 - Coin/note jams
 - Hopper to coin chute
 - Screens
 - Touch screen calibration
- Removals, installs and checks encompassing:
 - Bank note acceptors,
 - Card readers
 - Coin comparators,
 - Divertor
 - Drop doors
 - Hopper
 - Lighting
 - Machine positioning and mounting
 - Printer paper roll feeding
 - Switches
- Attendant screens and functions

T6. Electronic Safe working practices

- Risk management and assessment of risk encompassing:
 - Principle and purpose of risk management, and
 - Processes for conducting a risk assessment
- Hazards associated with low-voltage, extra-low voltage and high-currents encompassing:
 - Parts of an electronic systems and equipment that operate at low-voltage and extra-low voltage,
 - Parts of an electronic systems and equipment where high-currents are likely.
- Risks and control measures associated with high-voltage encompassing:
 - Parts of an electronic systems and equipment that operate at high-voltage,
 - The terms used - 'touch voltage', 'step voltage', 'induced voltage' and 'creepage' as they relate to the hazards of high-voltage, and
 - Control measures used for dealing with the hazards of high-voltage.
- Risks and control measures associated with low voltage encompassing:
 - Risks associated with installation, fault finding, maintenance and repair.
 - Control measures before, while and after working on electronic systems or

REQUIRED SKILLS AND KNOWLEDGE

- equipment
- Isolation and tagging-off procedures.
- Risks and restrictions in working live.
- Control measures for working live.
- Safety, selection, use, maintenance and care of test equipment encompassing:
 - Safety characteristics of electrical testing devices,
 - Chemical cleaning solvents, glues and joining wastes used in electronics,
 - Safe use of electrical testing device, and
 - Checks and storage methods for maintaining the safety of testing devices.

Evidence Guide

EVIDENCE GUIDE

9) The evidence guide provides advice on assessment and must be read in conjunction with the Performance Criteria, Required Skills and Knowledge, the Range Statement and the Assessment Guidelines for this Training Package. .

The Evidence Guide forms an integral part of this unit. It must be used in conjunction with all parts of the unit and performed in accordance with the Assessment Guidelines of this Training Package.

Overview of Assessment 9.1)

Longitudinal competency development approaches to assessment, such as Profiling, require data to be reliably gathered in a form that can be consistently interpreted over time. This approach is best utilised in Apprenticeship programs and reduces assessment intervention. It is the Industry-preferred model for apprenticeships. However, where summative (or final) assessment is used it must include the application of the competency in the normal work environment or, at a minimum, the application of the competency in a realistically simulated work environment. It is recognised that, in some circumstances, assessment in part or full can occur outside the workplace. However, it must be in accord with industry and regulatory policy.

Methods chosen for a particular assessment will be influenced by various factors. These include the extent of the assessment, the most effective locations for the assessment activities to take place, access to physical resources, additional safety measures that may

be required and the critical nature of the competencies being assessed.

The critical safety nature of working with electricity, electrical equipment, gas or any other hazardous substance/material carries risk in deeming a person competent. Sources of evidence need to be 'rich' in nature to minimise error in judgment.

Activities associated with normal everyday work influence decisions about how/how much the data gathered will contribute to its 'richness'. Some skills are more critical to safety and operational requirements while the same skills may be more or less frequently practised. These points are raised for the assessors to consider when choosing an assessment method and developing assessment instruments. Sample assessment instruments are included for Assessors in the Assessment Guidelines of this Training Package.

**Critical aspects
of evidence
required to
demonstrate
competency in
this unit** 9.2)

Before the critical aspects of evidence are considered all prerequisites shall be met.

Evidence for competence in this unit shall be considered holistically. Each Element and associated performance criteria shall be demonstrated on at least two occasions in accordance with the 'Assessment Guidelines – UEE11'. Evidence shall also comprise:

- A representative body of work performance demonstrated within the timeframes typically expected of the discipline, work function and industrial environment. In particular this shall incorporate evidence that shows a candidate is able to:
 - Implement Occupational Health and Safety workplace procedures and practices, including the use of risk control measures as specified in the performance criteria and range statement
 - Apply sustainable energy principles and practices as specified in the performance criteria and range statement
 - Demonstrate an understanding of the essential knowledge and associated skills as described in this unit. It may be required by some jurisdictions that RTOs provide a percentile graded result for the purpose of regulatory or

- licensing requirements.
- Demonstrate an appropriate level of skills enabling employment
 - Conduct work observing the relevant Anti Discrimination legislation, regulations, polices and workplace procedures
 - Demonstrated consistent performance across a representative range of contexts from the prescribed items below:
 - Set up and test gaming/games equipment as described in 8) and including:
 - A Placing equipment in accordance with regulatory and customer requirements.
 - B Connecting equipment to manufacturer's instructions and regulatory and customer requirements.
 - C Setting functional controls to regulatory and customer's requirements.
 - D Testing functional operation.
 - E Completing necessary documentation including handing over equipment maintenance and operating instructions documents to the customer.
 - F Dealing with unplanned events by drawing on essential knowledge and skills to provide appropriate solutions incorporated in a holistic assessment with the above listed items

Note:

Successful completion of relevant vendor training may be used to contribute to evidence on which competency is deemed. In these cases the alignment of outcomes vendor training with performance criteria and critical aspects of evidence shall be clearly identified.

Context of and specific resources for assessment 9.3)

This unit should be assessed as it relates to normal work practice using procedures, information and resources typical of a workplace. This should include:

- OHS policy and work procedures and instructions.
- Suitable work environment, facilities, equipment and materials to undertake actual work as prescribed by this unit.

These should be part of the formal learning/assessment environment.

Note:

Where simulation is considered a suitable strategy for assessment, conditions must be authentic and as far as possible reproduce and replicate the workplace and be consistent with the approved industry simulation policy.

The resources used for assessment should reflect current industry practices in relation to setting up and testing gaming/games equipment.

Method of assessment

9.4)

This unit shall be assessed by methods given in Volume 1, Part 3 'Assessment Guidelines'.

Note:

Competent performance with inherent safe working practices is expected in the industry to which this unit applies. This requires that the specified essential knowledge and associated skills are assessed in a structured environment which is primarily intended for learning/assessment and incorporates all necessary equipment and facilities for learners to develop and demonstrate the essential knowledge and skills described in this unit.

Concurrent assessment and relationship with other units

9.5)

There are no concurrent assessment recommendations for this unit.

The critical aspects of occupational health and safety covered in unit UEENEEE101A and other discipline specific occupational health and safety units shall be incorporated in relation to this unit.

Range Statement

RANGE STATEMENT

10) This relates to the unit as a whole providing the range of contexts and conditions to which the performance criteria apply. It allows for different work environments and situations that will affect performance.

This unit shall be in relation to setting up and testing a representative range of gaming machines connected to a network and commercial games machines to customer and regulatory requirement.

Generic terms used throughout this Vocational Standard shall be regarded as part of the Range Statement in which competency is demonstrated. The definition of these and other terms that apply are given in Volume 2, Part 2.1.

Unit Sector(s)

Not applicable.

Competency Field

Competency Field	11)
	Electronics