



Australian Government

CUADES401 Research and apply techniques for the design of wearable objects

Release: 1

CUADES401 Research and apply techniques for the design of wearable objects

Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package version 2.0.

Application

This unit describes the skills and knowledge required to test and apply the design process to the production of prototypes of wearable objects.

It applies to individuals who generate design ideas and solutions for wearable objects, including fashion accessories and clothing, costumes, footwear, millinery and jewellery.

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

Unit Sector

Design – design process

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. Plan and organise requirements	1.1 Interpret design briefs, in consultation with clients or colleagues 1.2 Research financial, physical and human resources required for developing design concept to prototype stage 1.3 Investigate environmental, ethical and technical factors that impact on selection and use of resources 1.4 Select and prepare resources based on research into designs and approaches used for similar wearable objects, and relevant standards or legislative requirements
2. Test design approaches	2.1 Produce preliminary visuals 2.2 Experiment with range of techniques and processes to test design

ELEMENT	PERFORMANCE CRITERIA
	approaches 2.3 Evaluate, challenge and refine testing processes 2.4 Critique own work and seek feedback as required 2.5 Document outcomes of testing 2.6 Select final design approach based on outcomes of testing and input from others
3. Make prototypes of wearable objects	3.1 Scope work and determine requirements for object fabrication 3.2 Select and organise materials, tools and equipment for fabrication according to design approach 3.3 Make prototype or sample consistent with design concepts and brief 3.4 Respond to feedback and refine work as required 3.5 Present prototypes within agreed timeframes

Foundation Skills

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

Skill	Performance Criteria	Description
Reading	1.1-1.4	Evaluates detailed textual and visual information to determine conceptual and production requirements, including relevant legislation and standards
Writing	1.2, 1.4, 2.5	Uses clear, specific language and industry-related terminology to document information and outcomes from the idea development and testing process
Oral Communication	1.1, 2.4, 2.6, 3.4, 3.5	- Uses questioning and active listening techniques to elicit feedback and confirm understanding - Participates in discussions using language and non-verbal features appropriate to audience and context
Numeracy	1.2, 3.1	Identifies financial needs and calculates resource requirements for prototype production
Navigate the world of work	1.3, 1.4	Understands purpose of own role and related responsibility for compliance with legal and ethical requirements and standards when planning and

		undertaking design work
Interact with others	1.1, 2.4, 2.6, 3.4, 3.5	• Collaborates with others to discuss work process and outcomes, elicit feedback and identify improvements • Selects and uses appropriate communication conventions and techniques to respond to feedback and present prototypes to others
Get the work done	1.2, 1.4, 2.1-2.3, 2.6, 3.1-3.5	• Plans, organises and completes tasks required to meet project and time requirements • Makes a series of analytical decisions about design options and appropriate resources to inform production of visual representations of potential designs, using input from others when required • Directs own exploration of techniques and processes, and critically evaluates effectiveness of test samples against established criteria for designs

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUADES401 Research and apply techniques for the design of wearable objects	CUVDES403A Research and apply techniques for the design of wearable objects	Updated to meet Standards for Training Packages. Minor edits to elements and performance criteria to clarify intent.	Equivalent unit

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>

Assessment Requirements for CUADES401 Research and apply techniques for the design of wearable objects

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Performance Evidence

Evidence of the ability to:

- interpret requirements in a design brief in consultation with relevant people
- identify and prepare resources required to respond to the design brief
- test and use a range of approaches and techniques for the design of wearable objects, and document the results of testing
- create a prototype based on selected design approach.

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:

- outline the role of testing and experimentation in the design process
- outline factors that impact on the selection and use of resources
- identify materials, tools and equipment, and their capabilities and application, to designing and making wearable objects
- describe the techniques used in the manufacture of wearable objects
- outline legislation and ethical considerations relevant to the design and making of wearable objects.

Assessment Conditions

Assessment must be conducted in a safe environment where evidence gathered demonstrates consistent performance of typical activities experienced in creative arts industry environments. The assessment environment must include access to:

- briefs for the design of wearable objects
- suitable materials, equipment and tools for production of prototypes

- an appropriate work space.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational educational and training legislation, frameworks and/or standards.

Links

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