



Australian Government

CUADES421 Research and apply techniques for the design of wearable objects

Release: 1

CUADES421 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 5.0.

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 involves planning resources required to meet the design brief, testing different approaches based on research and developing prototypes of wearable objects that meet brief requirements.

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 required personnel 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
2. Test design approaches	2.1 Produce preliminary visuals according to design brief requirements 2.2 Experiment and test design approaches using different

ELEMENT	PERFORMANCE CRITERIA
	techniques 2.3 Evaluate, challenge and refine testing processes 2.4 Critique own work and seek feedback as required 2.5 Document outcomes of testing according to organisational policies and procedures 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 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 those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

SKILL	DESCRIPTION
Reading	Evaluates detailed textual and visual information and determines conceptual and production requirements, including applicable legislation and standards
Writing	Documents information and outcomes from the idea development and testing process using clear, specific language and industry-related terminology
Oral Communication	- Elicits feedback and confirms understanding using questioning and active listening techniques - Participates in discussions using language and non-verbal features applicable to audience and context
Numeracy	Identifies financial needs and calculates resource requirements for prototype production
Self-management	Understands purpose of own role and related responsibility for compliance with legal and ethical requirements and standards when planning and undertaking design work
Teamwork	- Collaborates with others and discusses work process and outcomes, elicits feedback and identifies improvements - Selects and uses applicable communication conventions and

SKILL	DESCRIPTION
	techniques to respond to feedback and present prototypes to others
Planning and organising	- Plans, organises and completes tasks required to meet project and time requirements - Makes a series of analytical decisions about design options and required resources to inform production of visual representations of potential designs, using input from others when required
Initiative and enterprise	Directs own exploration of techniques and processes, and critically evaluates test samples against established criteria for designs

Unit Mapping Information

Supersedes and is equivalent to CUADES401 Research and apply techniques for the design of wearable objects.

Links

Companion Volume Implementation Guide is found on VETNet -

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

Assessment Requirements for CUADES421 Research and apply techniques for the design of wearable objects

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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:

- design two wearable objects using at least two different researched design techniques.

In the course of the above, the candidate must:

- interpret requirements in a design brief in consultation with required personnel
- identify and prepare resources required to respond to the design brief
- test and use different approaches and techniques for the design of wearable objects, and document the results of testing
- create a prototype based on selected design approach
- adhere to applied standards and legislative requirements to design and making of wearable objects.

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:

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

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:

- briefs for the design of wearable objects
- 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 education and training legislation, frameworks and/or standards.

Links

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