



Australian Government

CUADES501 Design events

Release: 2

CUADES501 Design events

Modification History

Release	Comments
Release 2	This version released with CUA Creative Arts and Culture Training Package version 2.0. Updated assessment conditions section. Updated modification history section to reflect changed name of training package.
Release 1	This version first released with CUA Creative Arts and Culture Training Package version 1.0.

Application

This unit describes the performance outcomes, skills and knowledge required to design events that are held indoors in established venues, as well as those staged outdoors in locations with little or no infrastructure and amenities.

Individuals who apply these skills are expected to display a high level of initiative, judgement and responsibility as they negotiate creative solutions to design briefs with commissioning organisations and other members of design teams.

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

Unit Sector

Design

Elements and Performance Criteria

Elements	Performance Criteria
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Interpret event information	1.1 Analyse event information to determine scope, objectives and design requirements 1.2 Participate in preliminary concept meetings with relevant personnel to discuss requirements 1.3 Identify environmental and social issues and other factors that may affect the design of events

	1.4 Discuss and agree on the designer's role in relation to overall staging of events 1.5 Explain to key personnel the processes of design as it affects them
2. Conduct and evaluate research	2.1 Identify and source references that may inform the design process 2.2 Assess venues and outdoor sites and critically analyse sources and references for the design projects 2.3 Take account of the impact and potential of new and emerging technologies to inform the design 2.4 Collect, collate and adapt materials to develop initial design concepts
3. Generate and assess ideas	3.1 Generate a range of ideas for designs that respond to briefs and provide creative and technical solutions to event issues 3.2 Collaborate with relevant personnel to maximise contribution of ideas to initial concepts 3.3 Continue to evaluate ideas about cost and time implications, technical feasibility, and suitability to meet briefs
4. Develop and document designs	4.1 Continually discuss designs and incorporate additional requirements, amendments and new ideas as required 4.2 Ensure that agreement is reached with relevant personnel in relation to consistent artistic interpretation 4.3 Evaluate initial concepts and select the most appropriate approach, giving due consideration to budget, available time and ongoing reflection and discussion 4.4 Use initial concepts as the basis for developing event designs 4.5 Complete documentation according to organisational procedures 4.6 Ensure that event designs and plans can be achieved within budget constraints and event schedules 4.7 Incorporate relevant legislative and regulatory requirements into the design of events
5. Communicate design ideas and make amendments	5.1 Present draft event designs and plans to relevant personnel in an appropriate format 5.2 Participate in the initial and ongoing evaluation of draft designs 5.3 Negotiate and agree to design modifications and amend documentation accordingly 5.4 Agree to final designs and produce accurate and

	comprehensive documentation to support implementation 5.5 Present final designs, plans and specifications to relevant personnel and confirm that all requirements have been met
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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, 2.1, 2.2, 4.3	Organises, evaluates and critiques ideas and information from a range of complex written sources
Writing	4.4, 4.5, 5.1, 5.4	Generates documentation in relation to the design of events
Oral communication	1.2, 1.4, 1.5, 2.2, 3.2, 3.3, 4.1, 4.2, 4.3, 5.1, 5.2, 5.3, 5.4, 5.5	- Seeks the views and opinions of others - Obtains information by listening and questioning - Discusses ideas and solutions - Uses clear language to contribute information and express requirements
Numeracy	4.3, 4.6	Performs calculations to confirm that projected expenditure on design aspects of events can be achieved within budget
Navigate the world of work	1.1, 1.3, 1.4, 3.3, 4.3, 4.5, 4.6, 4.7, 5.1, 5.5	- Works independently and collectively with a strong sense of responsibility for own goals, plans, decisions and outcomes - Takes responsibility for meeting legal and regulatory requirements within scope of own role - Applies organisational procedures when designing events
Interact with others	1.2, 1.4, 1.5, 2.2, 3.2, 3.3, 4.1, 4.2, 4.3, 5.1, 5.2, 5.3, 5.4, 5.5	- Responds to and draws on others' perspectives when negotiating the design of events - Collaborates to achieve joint outcomes in the event design process, playing an active role in facilitating effective group interaction, influencing direction, and taking a leadership role on occasion

Get the work done	1.1, 1.2, 1.3, 1.4, 2.1, 2.2, 2.3, 2.4, 3.1, 3.2, 3.3, 4.1, 4.2, 4.3, 4.4, 4.5, 4.6, 4.7, 5.1, 5.2, 5.3, 5.4, 5.5	• Uses a combination of logical planning processes and an understanding of context to identify relevant information and risks, and evaluate alternative strategies and resources • Considers whether, and how, others should be involved, often using consultative or collaborative processes during the decision-making process • Invests time in developing and shaping several options before making a final choice, using a combination of lateral and analytical thinking to tailor and strengthen an idea to suit needs, resources and constraints • Manages time efficiently to complete tasks within deadlines • Applies knowledge of new and emerging technologies to the design process • Uses standard word processing and spreadsheet applications to prepare workplace documentation
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Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUADES501 Design events (Release 2)	CUADES501 Design events (Release 1)	Updated assessment conditions section. Updated modification history section to reflect changed name of training package.	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 CUADES501 Design events

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Performance Evidence

Evidence of the ability to:

- design at least one outdoor and one indoor event that meet the requirements of their respective design briefs
- negotiate realistic design solutions that take technical and infrastructure issues into account
- research background information and concepts that support the purpose or theme of the event being designed
- work collaboratively with those involved in the design process.

Note: If a specific volume or frequency is not stated, then evidence must be provided for each of the above points at least once.

Knowledge Evidence

To complete the unit requirements the individual must:

- explain factors that need to be considered depending on whether events are being held in established venues, or outdoors in locations with little or no infrastructure and amenities
- explain the role of design in the overall artistic direction of events
- explain design principles and the relationship between different design elements
- explain copyright, moral rights and intellectual property legislation in relation to designing events
- describe typical formats for documenting event designs
- describe industry trends and technological developments that impact on the design of events
- describe the properties, applications and durability of different types of materials that can be used to construct event sites.

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:

- design briefs
- resources, tools and materials used to develop event designs
- interaction with others to support design development.

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

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