



Australian Government

CUADES521 Design events

Release: 1

CUADES521 Design events

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 design events that are held indoors in established venues, as well as those staged outdoors in locations with little or no infrastructure and amenities. It involves interpreting event information from a design brief, researching potential ideas for events, developing designs and communicating them to required personnel.

The unit applies to those who 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

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. Interpret event information	1.1 Analyse event information and determine scope, objectives and design requirements 1.2 Participate in preliminary concept meetings with required 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 the processes of design as it affects them to required personnel

ELEMENT	PERFORMANCE CRITERIA
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 analyse sources and references for design projects 2.3 Assess 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 different ideas for designs that respond to briefs 3.2 Maximise contribution of ideas to concepts in collaboration with requires personnel 3.3 Evaluate ideas in line with design brief requirements
4. Develop and document designs	4.1 Discuss designs and incorporate additional requirements, amendments and new ideas as required 4.2 Obtain agreement with required personnel in relation to consistent artistic interpretation 4.3 Evaluate initial concepts and select approach that meets design requirements 4.4 Develop event designs using agreed concepts 4.5 Complete documentation according to organisational procedures 4.6 Confirm event designs adhere to budget constraints and event schedules
5. Communicate design ideas and make amendments	5.1 Present draft event designs and plans to required personnel in format that meets organisational procedures 5.2 Participate in initial and ongoing evaluation of draft designs 5.3 Negotiate and agree on design modifications and amend documentation as required 5.4 Agree to final designs and produce comprehensive documentation for implementation according to organisational procedures 5.5 Present final designs, plans and specifications to required personnel and confirm that all requirements have been met

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	Organises, evaluates and critiques ideas and information from different complex written sources
Writing	Generates documentation in relation to the design of events
Oral communication	- Seeks the views and opinions of others - Obtains information using listening and questioning techniques - Discusses ideas and solutions - Contributes information and expresses requirements using clear language
Numeracy	Performs calculations to confirm that projected expenditure on design aspects of events can be achieved within budget
Self-management	- Works independently and collectively with 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
Teamwork	- Responds to and draws on others' perspectives when negotiating the design of events - Collaborates in the event design process, playing an active role in facilitating group interaction, influencing direction, and taking a leadership role on occasion - Considers whether, and how, others should be involved during the decision-making process
Planning and organising	- Identifies required information and risks and evaluates alternative strategies and resources using logical planning processes and an understanding of context - Manages time to complete tasks within deadlines
Initiative and enterprise	Applies knowledge of new and emerging technologies to the design process
Technology	Prepares workplace documentation using standard word processing and spreadsheet applications
Problem-solving	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

Unit Mapping Information

Supersedes and is equivalent to CUADES501 Design events.

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 CUADES521 Design events

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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 at least one outdoor and one indoor event according to different design briefs.

In the course of the above, the candidate must:

- establish and document the requirements of the design brief that includes:
 - scope and objectives
 - budget
 - schedules
 - technical feasibility
 - environmental considerations
 - social considerations
 - legislative and regulatory considerations
- present and negotiate realistic design solutions that take technical and infrastructure issues into account with required personnel
- research background information and concepts that support the purpose or theme of the event being designed
- communicate and work collaboratively with those involved in the design process.

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:

- 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
- role of design in the overall artistic direction of events
- design principles and the relationship between different design elements
- copyright, moral rights and intellectual property legislation in relation to designing events
- typical formats for documenting event designs

- industry trends and technological developments that impact on the design of events
- properties, applications and durability of different types of materials that can be used to construct event sites.

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:

- resources for designing indoor and outdoor events
- information on event locations and venues
- interaction with others.

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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