



Australian Government

CUADES523 Design virtual and hybrid events

Release: 1

CUADES523 Design virtual and hybrid events

Modification History

Release 1	This version first released with CUA Creative Arts and Culture Training Package version 6.0. New unit of competency.
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Application

This unit describes the skills and knowledge required to design virtual and hybrid events. It involves interpreting event information, generating and evaluating ideas and developing final design documentation. It requires understanding of current technology and platforms used for delivery of virtual and hybrid events.

The unit applies to individuals who design virtual and hybrid events for live music, dance performances, film festivals, art exhibitions, live production and other events in the creative industries. They display a high level of initiative, judgement and responsibility when developing creative solutions to design virtual and hybrid events.

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. Prepare to design virtual and hybrid events	1.1 Analyse design briefs and event information to determine event scope, objectives, time frames, target audience and design requirements 1.2 Confirm roles and responsibilities in design process, as required 1.3 Identify work health and safety (WHS) issues, licensing and regulatory requirements and operational factors that may affect the design of events

2. Generate and evaluate design ideas for the events	2.1 Develop different ideas that address design requirements 2.2 Research, analyse and assess technology, equipment and venue options 2.3 Collaborate with relevant personnel and discuss ideas of others 2.4 Evaluate ideas in line with requirements of design briefs and industry trends 2.5 Select ideas that best meet design briefs and operational factors
3. Draft design for events	3.1 Draft event designs according to design briefs, budgetary considerations and required timeframes 3.2 Specify equipment and technology that meets design briefs 3.3 Confirm functionality and compatibility of event technology
4. Finalise and present designs for the events	4.1 Discuss event designs with relevant personnel and agree on final modifications 4.2 Apply changes to event designs as required 4.3 Agree to final design and confirm design requirements for events have been met 4.4 Develop comprehensive documentation to support design implementation 4.5 Distribute final design and documentation to relevant personnel according to event requirements

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	Interprets and critically analyses ideas and information from different sources
Writing	Communicates ideas and information effectively and in a style appropriate to audience and purpose
Numeracy	Makes adjustments to expenditure to ensure the design of the events is within budget
Planning and	Uses a planning process to organise and manage time and tasks, including timeframes

organising	
Self-management	• Works independently and collectively with responsibility for own plans, decisions and outcomes
Digital literacy	• Identifies digital technologies and systems that address event requirements

Unit Mapping Information

No equivalent unit. New unit.

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 CUADES523 Design virtual and hybrid 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 two events, one virtual and one hybrid, according to different design briefs and requirements.

In the course of the above, the candidate must:

- research and develop design ideas that support the event objectives and respond to design requirements within required timeframes and budgets
- develop final design and documentation for each event
- communicate and work collaboratively in the design process for each event.

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:

- safety, licensing and regulatory implications relating to virtual and hybrid events, including:
 - work health and safety (WHS) requirements
 - copyright and intellectual property requirements
- key features of design briefs relating to events in performance evidence, including:
 - event scope and objectives
 - target audience
 - budget
 - agenda
 - technology requirements
 - environmental and social considerations
 - safety, licensing and regulatory requirements
- key design requirements for virtual and hybrid events, including:

- technologies and platforms that can be used for virtual and hybrid events
- accessibility requirements and inclusive design features
- formats for documenting event designs
- documentation associated with the design of events
- types of hybrid or virtual events in the creative industries, including:
 - live music
 - dance performance
 - film festivals
 - art exhibitions
 - live production
- design principles relating to events described in performance evidence, and the relationship between different design elements of events
- event budgetary constraints
- key roles and responsibilities for the design of virtual and hybrid events
- industry trends and technological developments that impact on the design of events
- technical and equipment requirements of virtual and hybrid events described in performance evidence.

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:

- information on the design requirements for virtual and hybrid events described in performance evidence
- resources for designing virtual and hybrid events
- relevant personnel for interaction.

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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