



Australian Government

CUADIG402 Design user interfaces

Release: 1

CUADIG402 Design user interfaces

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 design user interfaces for interactive media products such as web environments, games or e-learning resources.

It applies to individuals who apply visual communication skills and work collaboratively in a team environment to develop final specifications for user interface designs.

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

Unit Sector

Visual Communication – Digital Content and Imaging

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. Identify project requirements	1.1 Discuss concept with relevant personnel to clarify design briefs 1.2 Confirm technical parameters of interactive media products, including delivery platform 1.3 Identify target audience and user characteristics 1.4 Assess information architecture specifications
2. Produce design specifications	2.1 Visualise concepts and develop preliminary sketches based on content architecture and audience characteristics 2.2 Use visual design principles to sketch screen layouts showing main spatial zones 2.3 Specify functional areas within screen layouts 2.4 Specify metaphors if required, and look and feel of user

ELEMENT	PERFORMANCE CRITERIA
	interfaces 2.5 Develop final detailed sketches taking into consideration all ideas generated 2.6 Review interfaces with relevant personnel and modify design if required to meet requirements of brief 2.7 Write user interface design specifications and instructions for development teams to use 2.8 Adopt safe ergonomic practices when using screen and keyboards for extended periods of time
3. Test and finalise user interface designs	3.1 Develop prototype of user interface 3.2 Plan and implement testing of interface design with sample users 3.3 Evaluate results of testing and adjust information architecture in design specifications if required 3.4 Obtain final agreement on finished designs from relevant personnel

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, 1.2, 1.3, 1.4	Interprets and analyses technical and descriptive information in project documents
Writing	2.1-2.5, 2.7, 3.2	- Uses specific technical, diagrammatic and visual textual language appropriate to audience and environment to prepare detailed project related documentation - Writes test documents to collect appropriate information
Oral Communication	1.1, 2.6, 3.2, 3.4	Uses careful listening and questioning techniques to confirm and clarify design, technical and user information and clear, direct language to obtain agreement from others
Navigate the world of work	2.8	Follows work health and safety requirements

Interact with others	1.1, 2.6, 2.7, 3.2, 3.4	• Uses appropriate communication practices and protocols to discuss and present design concepts to a range of people
Get the work done	1.1-1.4, 2.1, 2.5, 3.2-3.4	• Plans, organises and implements tasks required to finalise design ideas • Interprets and translates project criteria into a range of creative possibilities • Analyses and evaluates information to make decisions about design architecture and navigation specifications

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUADIG402 Design user interfaces	CUFDIG402A Design user interfaces	Updated to meet Standards for Training Packages. Minor edits to elements and performance criteria.	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 CUADIG402 Design user interfaces

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Performance Evidence

Evidence of the ability to:

- develop sketches for user interfaces that consider:
 - visual design principles
 - target audience characteristics
 - content architecture specifications
- produce user interface design specifications for an interactive media product that:
 - respond to the design brief
 - meet technical and creative parameters
 - are in appropriate format
 - include instructions for development teams
- develop a prototype user interface design
- plan and conduct testing of prototype and analyse findings for incorporation into designs
- review ideas and design specifications with relevant personnel.

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:

- describe user characteristics considered in design and development of interfaces
- explain spatial and functional areas of screen layout
- explain steps in testing a prototype design
- describe what is included in information architecture and design specifications
- list typical formats and techniques for documenting user interface designs
- identify basic health and safety requirements when working on computers and keyboards.

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 on which to base user interface designs
- sample users.

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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