



Australian Government

CUADIG403 Create user interfaces

Release: 1

CUADIG403 Create 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 create a user interface for an interactive media product.

It applies to individuals who respond to design specifications and generate a range of design options that incorporate user-centred design principles and comply with platform standards. They work in a team environment with some supervision or guidance.

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. Clarify project requirements	1.1 Discuss, with relevant personnel, the design specifications to clarify target user, audience and purpose of interactive media products 1.2 Identify text content and media assets to be integrated into user interfaces 1.3 Determine file output format suitable for the delivery platform of interactive media products
2. Generate ideas	2.1 Research interactive media product user interfaces, designs, images, artwork and other creative sources that may inspire design ideas 2.2 Collect logos, trademarks and other relevant information that

ELEMENT	PERFORMANCE CRITERIA
	may influence or be incorporated into design ideas 2.3 Obtain and record copyright clearance, if required, for images used in designs 2.4 Use sketches and concepts in specifications to generate a range of technically feasible and creative design ideas 2.5 Present interface design ideas to relevant personnel for discussion and feedback
3. Plan approach	3.1 Select final design, incorporating any feedback from relevant personnel 3.2 Identify a range of appropriate industry-standard graphics software 3.3 Discuss and select graphics software, with relevant personnel, to meet specified outcomes 3.4 Explore a range of typographical and visual design elements that could be used in development of interface designs
4. Produce user interfaces	4.1 Use graphics software to develop structure for user interfaces based on final design concepts 4.2 Source or create and integrate all graphic interactive components 4.3 Apply visual design and communication principles to development of user interfaces 4.4 Apply principles of user-centred design and standards for accessibility to development of user interfaces 4.5 Document styles for text and presentation for use in style sheets and templates or themes 4.6 Save user interfaces in an appropriate output format that satisfies technical parameters 4.7 Adopt safe ergonomic practices when using equipment for long periods of time
5. Finalise user interfaces	5.1 Review user interfaces to assess effectiveness of creative solutions, appropriateness to users and audience, and technical feasibility 5.2 Discuss additional requirements or modifications to the overall design with relevant personnel, and amend as necessary

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, 2.1, 2.2, 2.3, 3.4, 4.5, 4.6, 5.1	Interprets and analyses technical and descriptive information in project documents for design activities
Writing	2.3, 4.5, 4.6	- Records information in required format - Names files according to requirements
Oral Communication	1.1, 2.5, 3.1, 3.3, 5.2	Listens carefully in verbal exchanges and uses questioning techniques to clarify and confirm project requirement
Navigate the world of work	4.7	Complies with work health and safety requirements
Interact with others	1.1, 2.5, 3.1, 3.3, 5.2	Uses appropriate communication practices and protocols to elicit opinions and reach agreement on required changes
Get the work done	1.1-1.3, 2.1, 3.1-3.4, 4.1-4.4, 4.6, 5.1, 5.2	- Takes responsibility for organising and implementing tasks required to prepare, produce, present and finalise user interfaces - Analyses and evaluates information to make technical and design decisions - Uses formal thinking processes and exploration to generate ideas - Identifies, selects and uses suitable software to create, review, present, amend and store user interface files

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUADIG403 Create user interfaces	CUFDIG403A Create user interfaces	Updated to meet Standards for Training Packages. Performance criteria edited, combined and added.	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 CUADIG403 Create user interfaces

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Performance Evidence

Evidence of the ability to:

- create technically feasible and creative interface design ideas that consider:
 - purpose of the interactive media product
 - target users
 - text content and media assets requirements
- use suitable software to create a user interface that:
 - uses visual design principles to communicate with target users or audience
 - demonstrates principles of user-centred design
 - meets required accessibility standards
 - includes documentation about style sheets, templates or themes used
 - is saved in an appropriate output format
- review ideas and user interface 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 file output formats appropriate to a range of delivery platforms
- describe visual design and communication principles as they apply to interface designs
- explain user-centred design principles and their importance to creation of interactive media interfaces
- identify accessibility standards that apply to interface designs
- explain how typography influences user interface visual impact
- explain the purpose of copyright and outline copyright clearance procedures
- outline health and safety requirements when working for extended periods of time 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:

- design specifications
- graphics software.

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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