



Australian Government

Assessment Requirements for CUADIG412

Design user interfaces

Release: 1

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Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package version 5.0.

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 user interfaces for animation, gaming, and/or visual effects products.

In the course of the above, the candidate must:

- develop sketches including:
 - visual design principles
 - target audience characteristics
 - content architecture specifications
 - main spatial zones and functional areas
- produce specifications that:
 - respond to the design brief
 - meet technical, creative and formatting parameters
 - include instructions for development teams
- exhibit safe ergonomic practices when using screens and keyboards.

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:

- visual design principles
- user characteristics considered in design and development of interfaces
- spatial and functional areas of screen layout
- steps in testing prototype design
- common information architecture and design specifications
- typical formats and techniques for documenting user interface designs
- strategies to work collaboratively in a team environment

- basic work health and safety requirements when working on computers and keyboards including safe ergonomic practices
- common delivery platforms of interactive media products
- technical, creative and formatting parameters of interactive media platforms including:
 - main spatial zones
 - functional areas.

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:

- briefs on which to base user interface designs
- industry-standard equipment and facilities for user interface design
- interactions with others required to demonstrate the performance evidence
- sample users for testing interface design.

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

Links

Companion Volume Implementation Guide is found on VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>