



Australian Government

CUADIG413 Create user interfaces

Release: 1

CUADIG413 Create user interfaces

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 create a user interface for animation, gaming and/or visual effects products.

The unit applies to those who respond to design briefs and produce user interfaces that incorporate user-centred design principles and comply with platform standards. They typically 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 and plan approach	1.1 Interpret design brief requirements in consultation with required personnel 1.2 Identify text content and media assets to be integrated into user interfaces 1.3 Determine file output format according to delivery platform requirements of interactive media products 1.4 Identify industry-standard graphics software options 1.5 Discuss and select graphics software with required personnel
2. Produce user interfaces	2.1 Develop structure for user interfaces based on design brief using selected graphics software 2.2 Source, create and integrate all graphic interactive components 2.3 Develop user interfaces according to design brief requirements

ELEMENT	PERFORMANCE CRITERIA
	2.4 Apply principles of user-centred design and standards for accessibility to development of user interfaces 2.5 Document styles for text and presentation for use in style sheets, templates, and themes 2.6 Save user interfaces in required output format that meets technical parameters 2.7 Adopt safe ergonomic practices when using equipment for long periods of time
3. Finalise user interfaces	3.1 Plan and implement testing of interface with sample users 3.2 Review user interface testing and evaluate effectiveness of interface components with required personnel 3.3 Discuss additional requirements or modifications to interface with required personnel, and adjust interface as required 3.4 Obtain final agreement on finished designs from required personnel

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
Learning	Analyses and evaluates information to inform technical and design decisions
Oral communication	Clarifies and confirms project requirements using listening and questioning techniques in verbal exchanges
Reading	Interprets and analyses technical and descriptive information in project documents for design activities
Writing	Names files according to project requirements
Initiative and enterprise	- Takes responsibility for organising and implementing tasks required to prepare, produce, present and finalise user interfaces - Explores concepts to generate ideas using formal thinking processes
Self-management	Complies with work health and safety requirements
Teamwork	Elicits opinions and reaches agreement on required changes using applicable communication practices and protocols

Unit Mapping Information

Supersedes and is equivalent to CUADIG403 Create user interface.

Links

Companion Volume Implementation Guide is found on VETNet -

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