



Australian Government

CUADIG414 Write and apply scripting language in authoring

Release: 1

CUADIG414 Write and apply scripting language in authoring

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 write and apply scripting language in authoring interactive media products.

The unit applies to those who apply skills in writing and customising their own code for work in client-side technologies. They investigate, develop, write and integrate basic scripting routines to enhance interaction levels or remedy functionality errors in interactive media products.

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. Investigate scripting options	1.1 Assess design specifications and identify areas where customised or new scripting languages may be required 1.2 Locate script libraries for pre-written scripts 1.3 Discuss scripting options and confirm compliance with design specifications with required personnel
2. Write scripts	2.1 Outline control structures and algorithms using pseudo-code and flow charts 2.2 Check objects and assets are in place and identified by labels 2.3 Identify and recommend event handlers 2.4 Write code using correct syntax according to functional requirements

ELEMENT	PERFORMANCE CRITERIA
	2.5 Identify coding comment requirements and document comments as required 2.6 Confirm code and syntax meet functional requirements using authoring environment as required 2.7 Save code in required format 2.8 Adopt safe ergonomic practices when using screens and keyboards for extended periods of time
3. Integrate and confirm scripting language	3.1 Integrate selected scripts into authoring environment 3.2 Confirm scripted elements comply with design specifications 3.3 Eliminate or merge redundant code and confirm clean code
4. Test scripting language	4.1 Conduct tests and confirm routines and scripted elements meet required technical specifications 4.2 Test scripting language for faults and document findings 4.3 Remove faults using standard de-bugging techniques
5. Evaluate scripting language	5.1 Evaluate process and record decisions in consultation with required personnel 5.2 Archive newly written scripts for future use

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
Numeracy	Writes and customises code using specialised mathematical language and symbols
Oral communication	- Presents information and seeks feedback using applicable language and features - Clarifies requirements using questioning and listening techniques
Reading	Analyses and interprets complex text to determine compliance requirements, technical specifications and other job-related information
Writing	- Completes authoring requirements using required language - Records information in required format - Names files according to project requirements
Initiative and enterprise	- Makes decisions directly related to completion of required tasks - Uses analytical techniques when testing and repairing scripting language

SKILL	DESCRIPTION
Planning and organising	Researches, writes and evaluates script using formal planning processes
Self-management	Complies with work health and safety responsibilities
Teamwork	Collaborates in technical decision-making and process evaluation with required personnel
Technology	Creates and tests script using digital tools

Unit Mapping Information

Supersedes and is equivalent to CUADIG404 Apply scripting language in authoring.

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 CUADIG414 Write and apply scripting language in authoring

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:

- write and apply scripting language in authoring for at least three interactive media products.

In the course of the above, the candidate must:

- identify scripting requirements using design specifications in consultation with required personnel
- create pseudo-code and flowcharts, and structure functional logic prior to coding
- write scripting language code according to functional requirements
- produce clean, logical and well-documented code
- test and de-bug code and confirm interactive functions work without fault.

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:

- ways to address challenges of writing scripts for interactive products
- script libraries and their common uses
- standard de-bugging techniques for interactive products
- different authoring software, scripting languages, scripted elements and event handlers
- different structures used in scripting languages for authoring interactive media products, including Document Object Model (DOM) and Object Oriented Programming (OOP)
- work health and safety requirements when working on computers and keyboards including safe ergonomic practices.

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
- authoring environment and software.

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>