



**Australian Government**

# **CUADIG501 Coordinate the testing of interactive media products**

**Release: 1**

# CUADIG501 Coordinate the testing of interactive media products

## 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 manage testing of interactive media products.

It applies to individuals who plan and co-ordinate the testing process, analyse the results, and write the reports. This is a central role working with the production team, including designers, authors, programmers and graphic artists.

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. Determine criteria for testing                | 1.1 Define testing criteria to make sure that products meet technical and quality outcomes<br>1.2 Determine, with relevant personnel, production points at which development will be tested<br>1.3 Document and communicate testing criteria to relevant personnel                |
| 2. Plan approach for product testing             | 2.1 Identify various testing methods and their characteristics relevant for interactive media products<br>2.2 Determine testing methods to be used, considering project specifications, budget and time<br>2.3 Discuss, with relevant personnel, the user profile appropriate for |

| ELEMENT                                                  | PERFORMANCE CRITERIA                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|----------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                                          | testing the interactive media product, if required<br>2.4 Develop and document a plan for testing products at specified points during development and on completion<br>2.5 Establish records system to document testing results                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| 3. Test interactive media at specified production points | 3.1 Coordinate testing of products at identified production points<br>3.2 Create materials to be used in tests if required<br>3.3 Instruct and coordinate personnel involved in the testing process<br>3.4 Apply methods to test that products meet creative, production and technical requirements<br>3.5 Analyse test findings for usability and/or design deficiencies in the product designs<br>3.6 Record problems and faults detected and the remedial steps taken<br>3.7 Document the testing process according to enterprise procedures<br>3.8 Evaluate final products against previously determined criteria<br>3.9 Report summarised evaluation to relevant production personnel |
| 4. Evaluate testing process                              | 4.1 Review effectiveness of testing methods<br>4.2 Evaluate the testing process and records system for improvements<br>4.3 Save and archive findings to inform subsequent projects                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |

## 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, 1.3, 2.1, 2.4, 2.2, 3.6, 3.8, 4.1, 4.2, 4.3 | <ul style="list-style-type: none"> <li>Critically analyses and reviews test evaluation documents</li> </ul>                                                                                                                                |
| Writing | 1.3, 2.4, 2.5, 3.6, 3.7, 3.8, 4.2, 4.3           | <ul style="list-style-type: none"> <li>Uses clear language and detailed text to document test criteria, test results and evaluation results</li> <li>Documents reports, record systems and progress charts in a suitable format</li> </ul> |

|                            |                                                        |                                                                                                                                                                                                                                                                 |
|----------------------------|--------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Oral Communication         | 1.2, 1.3, 2.3, 3.3, 3.9                                | <ul style="list-style-type: none"> <li>• Uses language and features appropriate to the audience to communicate test criteria, timeframes and key evaluation information</li> <li>• Uses questioning and listening techniques to clarify requirements</li> </ul> |
| Navigate the world of work | 1.1, 3.7                                               | <ul style="list-style-type: none"> <li>• Takes account of quality and industry practice when resolving testing problems</li> <li>• Ensures products adhere to quality requirements of the organisation</li> </ul>                                               |
| Interact with others       | 1.2, 1.3, 2.3, 3.3, 3.9                                | <ul style="list-style-type: none"> <li>• Collaborates with others throughout all stages of the design process</li> <li>• Selects and uses appropriate practices and protocols to communicate test processes and results</li> </ul>                              |
| Get the work done          | 1.1-1.3, 2.1-2.5, 3.1, 3.2, 3.4-3.6, 3.8, 3.9, 4.1-4.3 | <ul style="list-style-type: none"> <li>• Plans, organises and implements complex tasks for self and others</li> <li>• Analyses complex information to solve problems and make decisions</li> <li>• Uses digital tools for testing and record keeping</li> </ul> |

## Unit Mapping Information

| Code and title<br>current version                                 | Code and title<br>previous version                                 | Comments                                                                              | Equivalence status |
|-------------------------------------------------------------------|--------------------------------------------------------------------|---------------------------------------------------------------------------------------|--------------------|
| CUADIG501<br>Coordinate the testing of interactive media products | CUFDIG501A<br>Coordinate the testing of interactive media products | Updated to meet Standards for Training Packages. Minor edits to 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 CUADIG501 Coordinate the testing of interactive media products

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## Performance Evidence

Evidence of the ability to:

- document and communicate testing criteria to relevant personnel
- develop a plan for testing products that considers project specifications, budget and time
- establish and use a records system to document results
- conduct testing including:
  - creating any materials required
  - coordinating personnel
  - using testing methods that meet creative, production and technical requirements
- analyse test results
- compile reports and summaries of testing according to enterprise requirements
- review and document testing processes and methods.

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:

- outline typical criteria used for testing interactive media products
- describe typical production points for testing interactive media products
- explain testing methods that might be used for particular interactive media products and describe how these are implemented
- outline the type of information that should be kept in a records system
- outline typical challenges of coordinating testing of interactive media products and how to handle them.

## 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:

- interactive media products under development
- equipment used for testing.

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 guides are found in VETNet -

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