



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 1.2 Determine, with relevant personnel, production points at which development will be tested 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 2.2 Determine testing methods to be used, considering project specifications, budget and time 2.3 Discuss, with relevant personnel, the user profile appropriate for

ELEMENT	PERFORMANCE CRITERIA
	testing the interactive media product, if required 2.4 Develop and document a plan for testing products at specified points during development and on completion 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 3.2 Create materials to be used in tests if required 3.3 Instruct and coordinate personnel involved in the testing process 3.4 Apply methods to test that products meet creative, production and technical requirements 3.5 Analyse test findings for usability and/or design deficiencies in the product designs 3.6 Record problems and faults detected and the remedial steps taken 3.7 Document the testing process according to enterprise procedures 3.8 Evaluate final products against previously determined criteria 3.9 Report summarised evaluation to relevant production personnel
4. Evaluate testing process	4.1 Review effectiveness of testing methods 4.2 Evaluate the testing process and records system for improvements 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	Critically analyses and reviews test evaluation documents
Writing	1.3, 2.4, 2.5, 3.6, 3.7, 3.8, 4.2, 4.3	- Uses clear language and detailed text to document test criteria, test results and evaluation results - Documents reports, record systems and progress charts in a suitable format

Oral Communication	1.2, 1.3, 2.3, 3.3, 3.9	• Uses language and features appropriate to the audience to communicate test criteria, timeframes and key evaluation information • Uses questioning and listening techniques to clarify requirements
Navigate the world of work	1.1, 3.7	• Takes account of quality and industry practice when resolving testing problems • Ensures products adhere to quality requirements of the organisation
Interact with others	1.2, 1.3, 2.3, 3.3, 3.9	• Collaborates with others throughout all stages of the design process • Selects and uses appropriate practices and protocols to communicate test processes and results
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	• Plans, organises and implements complex tasks for self and others • Analyses complex information to solve problems and make decisions • Uses digital tools for testing and record keeping

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUADIG501 Coordinate the testing of interactive media products	CUFDIG501A 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>