



**Australian Government**

# **CUADIG502 Design digital applications**

**Release: 1**

# CUADIG502 Design digital applications

## 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 design digital applications, which may consist of one or many technologies integrated in various combinations.

It applies to individuals who work with clients to design specifications for digital applications, which are then built by other specialised team members. Digital applications may be operated in a web or mobile device environment.

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 project requirements                | 1.1 Analyse project brief to identify purpose of, and target audience for, digital applications<br>1.2 Consult with clients or relevant personnel to clarify project requirements, including project timelines<br>1.3 Identify target audience characteristics and determine how these influence design<br>1.4 Identify content and application functions and how these are accessed, searched and delivered |
| 2. Research digital applications                 | 2.1 Research digital applications and analyse how these meet audience, function and content requirements                                                                                                                                                                                                                                                                                                     |

| ELEMENT                                     | PERFORMANCE CRITERIA                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|---------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                             | <p>2.2 Identify issues relating to delivery platform and technical and industry standards, and determine how these may affect digital application options</p> <p>2.3 Consult relevant personnel to confirm all digital application options are considered</p> <p>2.4 Select applications that will meet creative, production and technical requirements</p>                                                                                                                                                                                                                                                                                                                                                                                                                          |
| 3. Draft design specifications              | <p>3.1 Design architecture of digital application to show interrelationship of various components and screens</p> <p>3.2 Specify interactive features, functionality and navigation</p> <p>3.3 Identify content and data displays, and specify how these will be logically structured and integrated into and/or generated in the digital application</p> <p>3.4 Specify levels of access permissions as required</p> <p>3.5 Specify media assets as required</p> <p>3.6 Specify user interfaces, taking screen sizes into account</p> <p>3.7 Specify report generation if required</p> <p>3.8 Specify production requirements, including appropriate testing strategies</p> <p>3.9 Produce draft design specifications and instructions for design and development teams to use</p> |
| 4. Review and confirm design specifications | <p>4.1 Use a range of techniques to present draft design specifications, and discuss with client</p> <p>4.2 Review designs against creative and technical requirements, and client and audience needs</p> <p>4.3 Adjust designs as necessary after discussions with relevant personnel</p> <p>4.4 Clarify ownership of intellectual property to comply with production and organisational requirements</p> <p>4.5 Confirm, with client, acceptance of design specifications, including deliverables, milestones and timelines</p>                                                                                                                                                                                                                                                    |

## 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, 1.4, 2.1, 2.2, 3.1-3.9, 4.4        | <ul style="list-style-type: none"> <li>Selects and applies a range of reading strategies to interpret texts</li> </ul>                                                                                                                                                                                                                                                                      |
| Writing                    | 3.1-3.9                                      | <ul style="list-style-type: none"> <li>Uses text, graphic diagrammatic and visual formats to draft and confirm specifications and instructions</li> </ul>                                                                                                                                                                                                                                   |
| Oral Communication         | 1.2, 2.3, 4.1, 4.5                           | <ul style="list-style-type: none"> <li>Participates effectively in spoken interactions using language and features appropriate to the audience</li> <li>Uses questioning and listening strategies to confirm project requirements and elicit relevant feedback</li> </ul>                                                                                                                   |
| Navigate the world of work | 4.4                                          | <ul style="list-style-type: none"> <li>Understands and adheres to organisational and legislative requirements</li> </ul>                                                                                                                                                                                                                                                                    |
| Interact with others       | 1.2, 2.3, 4.1, 4.5                           | <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 with a range of audiences</li> </ul>                                                                                                                                                               |
| Get the work done          | 1.1-1.4, 2.1-2.4, 3.1-3.6, 3.8, 3.9, 4.1-4.5 | <ul style="list-style-type: none"> <li>Takes responsibility for planning, organising and implementing tasks required to complete project, coordinating with others when required</li> <li>Analyses information to make decisions that affect the entire project</li> <li>Uses digital tools to specify architecture, navigation and content to meet project brief specifications</li> </ul> |

## Unit Mapping Information

| Code and title<br>current version     | Code and title<br>previous version | Comments                                                                                             | Equivalence status |
|---------------------------------------|------------------------------------|------------------------------------------------------------------------------------------------------|--------------------|
| CUADIG502 Design digital applications | CUFDIG502A Design web environments | Updated to meet Standards for Training Packages. Title changed. 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 CUADIG502 Design digital applications

## Modification History

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## Performance Evidence

Evidence of the ability to:

- research digital applications and analyse how they meet audience, function and content requirements
- design specifications for digital applications that:
  - meet client and audience requirements
  - are technically feasible
  - detail all aspects of the application's permissions, search capability, architecture, content, assets, screen designs, functions, reports, production requirements and testing strategies
- present and discuss draft specifications.

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:

- explain the sequence and interrelationships of stages in the process of designing digital applications
- outline issues relating to technical standards and platform functions that may impact on digital application options
- outline the impact of web standards on the design of digital applications
- describe typical formats and techniques for documenting the design of digital applications
- describe the concept of intellectual property rights and how this is managed in context of digital applications.

## 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:

- project briefs on which designs can be based
- sample content.

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

## Links

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