



Australian Government

CUADIG506 Design interaction

Release: 1

CUADIG506 Design interaction

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 and test interactions for interactive media products.

It applies to individuals who apply knowledge of human-computer interaction to design and testing of interactivity of products including games, e-learning resources or websites. User experience designers liaise with a range of technical and creative team members.

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. Identify project requirements	1.1 Discuss design briefs with relevant personnel to clarify production requirements 1.2 Discuss, with relevant personnel, the purpose of the interactive media product 1.3 Identify technical parameters of appropriate interactive media products, including format and delivery platform 1.4 Identify target audience and user characteristics to inform design of interactions
2. Generate ideas for interactions	2.1 Research the delivery platform and analyse its potential for human-computer interaction

ELEMENT	PERFORMANCE CRITERIA
	2.2 Generate a range of ideas for interactions to engage users 2.3 Evaluate new ideas and incorporate them as appropriate 2.4 Consult relevant personnel to confirm all options are considered 2.5 Select a systematic approach to interaction design that will meet creative, production and technical requirements specified in briefs
3. Draft interaction design specifications	3.1 Draft design specifications for all interactive sequences 3.2 Select sequences as prototypes and demonstrate prototype interactions to relevant personnel using a wireframe 3.3 Conduct user experience tests with prototype interactive sequence 3.4 Use test results to measure user engagement and identify logical inconsistencies in design 3.5 Document all feedback and incorporate into draft design specifications
4. Finalise interaction designs	4.1 Re-evaluate interactions on the basis of feedback from user tests 4.2 Discuss and confirm additional requirements or modifications to the interaction design with relevant personnel 4.3 Write final interaction design specifications to reflect all additional requirements or modifications

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	1.3, 1.4, 2.1, 2.3, 3.4, 3.5, 4.1, 4.3	- Analyses and evaluates written text and technical specifications - Reads strategically and selectively, identifying purpose of design brief
Writing	2.2, 2.3, 3.1, 3.5, 4.3	- Documents information using correct formatting procedures and uses appropriate, specialised vocabulary when drafting design specifications - Accurately incorporates modifications and factual information in specification documentation

Oral Communication	1.1, 1.2, 2.4, 3.3, 4.2	- Participates effectively in spoken interactions using language and features appropriate to the audience - Uses questioning and listening strategies to confirm project requirements and elicit relevant feedback
Numeracy	3.4	Extracts and evaluates statistical information that measures engagement
Interact with others	1.1, 1.2, 2.4, 3.3, 4.2	- Works collaboratively with production personnel throughout all stages of production - Selects and uses appropriate practices and protocols to communicate with a range of audiences
Get the work done	1.1-1.4, 2.1-2.5, 3.1-3.5, 4.1-4.3	- Coordinates and plans tasks, taking responsibility for ensuring that the project is continually assessed and evaluated to meet design specifications - Generates and evaluates creative ideas for incorporation into the design prototype - Organises and selects appropriate testing techniques to ensure product outcome is of the highest standard - Uses digital tools to assist with design tasks

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUADIG506 Design interaction	CUFDIG506A Design interaction	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 CUADIG506 Design interaction

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Performance Evidence

Evidence of the ability to:

- research and generate a range of ideas for interactions that meet the project brief and target audience
- draft interaction design specifications for interactive media products and develop prototypes from selected sequences
- conduct user experience testing with prototypes, and record results
- finalise interaction design specifications based on feedback and testing results.

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 various types of user experience interactions and how these may be applied across different delivery platforms
- explain features of human-computer interactions that influence design of user interactions
- describe usability testing techniques relevant to interactive media
- outline typical formats and techniques used for documenting interactive designs.

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:

- proposals or briefs on which designs can be based
- facilities and resources to develop and test design of interactivity.

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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