



Australian Government

Assessment Requirements for CUADIG507 Design digital simulations

Release: 1

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Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package version 2.0.

Performance Evidence

Evidence of the ability to:

- research and generate a range of ideas for simulations that meet the project brief and target audience
- develop draft design specifications for digital simulations that are clear, detailed and technically feasible
- review and seek feedback from relevant personnel and produce final design 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:

- describe typical formats and documentation for presenting simulation designs
- outline a range of authoring tools used for digital simulations
- describe the ways in which algorithms, laws, rules and mathematical formulas can represent real world processes
- outline intellectual property rights and how these are managed in design of digital simulations.

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:

- briefs for digital simulations on which designs can be based
- facilities and resources to develop design simulations.

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>