



Australian Government

Assessment Requirements for CUADIG511 Coordinate testing of interactive media products

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 5.0.

Performance Evidence

The candidate must demonstrate the ability to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including evidence of the ability to:

- coordinate testing of at least two interactive media products.

In the course of the above, the candidate must:

- interpret and respond to project brief requirements
- develop plan for testing products according to project requirements including:
 - budget and time constraints
 - technical feasibility
 - quality standards
- conduct testing including:
 - creating any materials required
 - coordinating personnel
 - using testing methods that meet creative, production and technical requirements
- analyse test results
- ensure products adhere to quality requirements of organisation
- compile reports and summaries of testing according to organisational requirements
- review and document testing processes and methods.

Knowledge Evidence

The candidate must be able to demonstrate knowledge to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including knowledge of:

- common interactive media products
- typical criteria used for testing interactive media products
- organisational quality requirements for interactive media products
- typical development points for testing interactive media products
- industry standard formats for documentation and reporting

- testing methods used for different interactive media products and processes for implementing testing methods
- strategies for evaluating testing methods
- ways to work effectively with the production team
- types of information that should be kept in records systems
- organisational procedures relevant to testing interactive media products
- typical challenges of coordinating testing of animation, gaming and visual effects products and how to handle them.

Assessment Conditions

Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.

This includes access to:

- interactive media products under development
- interaction with others required to demonstrate the performance evidence
- 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 Guide is found on VETNet -

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