



Australian Government

CUADIG512 Design digital applications

Release: 1

CUADIG512 Design digital applications

Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package version 5.0.

Application

This unit describes the skills and knowledge required to determine project requirements, and research and draft designs for digital applications, which may consist of one or multiple technologies integrated in various combinations.

The unit applies to those 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, mobile or other 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 and identify project requirements in discussion with required personnel 1.2 Determine target audience characteristics and their influence on design 1.3 Identify content and application functions and how these are accessed, searched and delivered
2. Research and select digital applications	2.1 Research different digital applications and analyse how these meet project requirements 2.2 Identify issues relating to delivery platform and technical and industry standards, and determine how these may affect digital application options

ELEMENT	PERFORMANCE CRITERIA
	2.3 Confirm different digital application options identified in consultation with required personnel 2.4 Select applications that meet project requirements
3. Draft design specifications	3.1 Outline interrelationship of different components and screens and design architecture of digital application 3.2 Identify content and data displays, and specify how these will be logically structured and integrated into digital application 3.3 Specify production requirements, including applicable testing strategies 3.4 Produce draft design specifications and instructions for development teams according to project brief requirements
4. Review and confirm design specifications	4.1 Review designs against project requirements 4.2 Present draft design specifications using industry standard techniques and discuss with required personnel 4.3 Adjust designs as necessary after discussions with required personnel 4.4 Clarify ownership of intellectual property according to project and organisational requirements 4.5 Confirm acceptance of design specifications with required personnel

Foundation Skills

This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

SKILL	DESCRIPTION
Oral communication	• Participates effectively in spoken interactions using language and features applicable to audience • Confirms project requirements and elicits relevant feedback using questioning and listening strategies • Communicates with different audiences using applicable practices and protocols
Reading	• Interprets texts using different reading strategies
Writing	• Drafts and confirms specifications and instructions using text, graphic diagrammatic and visual formats.
Initiative and enterprise	• Analyses information and makes decisions that affect the entire project

SKILL	DESCRIPTION
Planning and organising	• Takes responsibility for planning, organising and implementing tasks, coordinating with others when required
Self-management	• Adheres to organisational and legislative requirements
Teamwork	• Collaborates with others throughout all stages of design process
Technology	• Uses digital tools that specify architecture, navigation and content to meet project brief specifications

Unit Mapping Information

Supersedes and is equivalent to CUADIG502 Design digital applications.

Links

Companion Volume Implementation Guide is found on VETNet -

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

Assessment Requirements for CUADIG512 Design digital applications

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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:

- design at least two digital applications according to different project briefs.

In the course of the above, the candidate must:

- research digital applications
- design technically feasible specifications for digital applications that:
 - meet audience, function and content requirements
 - detail all aspects of the application's:
 - interactive features, functionality, navigation and user interfaces
 - access permissions, media assets and reports
 - search capability, architecture, content and screen designs
- present and discuss draft specifications
- review and adjust design specifications where required.

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:

- sequence and interrelationships of stages in the process of designing digital applications
- common digital application platforms
- structures of content and data displays in digital applications
- different components and design architecture of digital applications
- issues relating to technical standards and platform functions that may impact on digital application options
- testing strategies used in design of digital applications
- impact of web standards on design of digital applications
- typical formats and techniques for documenting design of digital applications

- concept of intellectual property rights and how these are managed in context of digital applications.

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:

- project briefs on which designs can be based
- sample content
- interaction with others required to demonstrate the performance evidence.

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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