



Australian Government

Assessment Requirements for CUADIG514 Design games

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:

- research, generate ideas for, and design at least two games according to different game briefs.

In the course of the above, the candidate must:

- confirm game designs meet requirements to be technically feasible
- document all game aspects including strategy outcomes, style, mechanics and game assets
- identify factors such as resourcing and budgetary requirements that may impact on the design of the game
- provide solutions to design issues.

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:

- objectives, theories, styles and literature that underpin common traditional and digital games
- common traditional and digital game genres
- technical parameters of various platforms and their influence on game design
- game mechanics, structures and strategy outcomes in relation to game design
- strategies to test the function and operation of games
- registers of game assets in relation to game design
- formats for documenting and presenting game designs
- factors that may impact game designs.

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:

- game briefs on which designs can be based
- industry-standard equipment and facilities for game design
- interactions 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

Companion Volume Implementation Guide is found on VETNet -

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