



**Australian Government**

# **Assessment Requirements for CUADIG517**

## **Design digital simulations**

**Release: 1**

# Assessment Requirements for CUADIG517 Design digital simulations

## 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:

- design at least two examples of digital simulations according to different project briefs.

In the course of the above, the candidate must:

- research and generate ideas for technically feasible simulations that meet target audience requirements
- develop draft design specifications for digital simulations that are clear, detailed and technically feasible
- review and seek feedback from required personnel and produce final design specifications.

## 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:

- typical formats and documentation for presenting simulation designs
- strategies to evaluate designs and respond to feedback to improve designs
- technical parameters of digital simulations, including:
  - algorithms
  - rules
  - laws
  - physical & mathematical formulae
- authoring tools used for digital simulations
- user interfaces used for digital simulations
- ways that technical parameters represent real world processes
- common delivery platforms of simulations
- how intellectual property rights are managed in design of digital simulations.

## 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:

- briefs for digital simulations on which designs can be based
- access to real-world environments to be simulated
- facilities and resources to develop design simulations
- 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

Companion Volume Implementation Guide is found on VETNet -

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