



**Australian Government**

# **Assessment Requirements for CUAGR615**

## **Develop graphic designs for the built environment**

**Release: 1**

## Assessment Requirements for CUAGR615 Develop graphic designs for the built environment

### 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:

- develop at least two different graphic designs for the built environment according to brief requirements.

In the course of the above, the candidate must:

- interpret objectives and requirements of built environment project brief
- conceive and realise graphic design solutions that fulfil creative, technical and budgetary requirements for a range of built environment projects
- communicate and collaborate effectively with others in:
  - concept development
  - design production and refinement
  - presentation and review
  - addressing technical, creative or organisational issues
- review and evaluate final work for success in meeting creative, technical and client objectives
- identify strategies to further develop own skills.

### 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:

- current trends and ideas in design for the built environment
- key people involved in built environment projects, and their typical roles, responsibilities and interrelationships, in relation to the graphic designer
- different types of signage and built environment projects and the particular considerations that apply
- ways in which consumers respond to signage

- production factors for different types of signage and their impact on the design process
- sources of ideas for built environment designs
- ways visual impact is achieved in design for the built environment
- use of critical and creative thinking techniques in the design process
- legislative and regulatory issues that affect design in the built environment, including particular council requirements and duty of care
- intellectual property issues and legislation in relation to designs for the built environment
- sustainability issues related to materials and cost for signage and their impact on graphic design.

## 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:

- graphic design technologies
- opportunities for collaboration with others.

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>