



Australian Government

CUAIND211 Develop and apply creative arts industry knowledge

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.

Application

This unit describes the skills and knowledge required to develop and apply basic creative arts industry knowledge to industry practices. It includes understanding industry structures and operations, employment obligations and opportunities, the impact of new technology, and identification of industry laws, regulations, and protocols. It involves researching the creative arts industry and updating personal knowledge based on this research.

The unit applies to those who perform a range of mainly routine tasks under direct supervision and are required to apply basic creative arts industry knowledge.

No licensing, legislative or certification requirements apply to this unit at the time of publication.

Unit Sector

Industry Capability – Industry Context

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. Source and apply creative arts industry information	1.1 Identify and access sources of information on the creative arts industry using different media 1.2 Identify different sectors in the creative industries and discuss how they are related 1.3 Investigate roles of different industry bodies and associations 1.4 Identify and discuss new and emerging technologies impacting the industry 1.5 Seek information from different people about the nature of employment conditions and work opportunities within the industry

ELEMENT	PERFORMANCE CRITERIA
	1.6 Discuss industry protocols and laws that apply to the creative arts industry 1.7 Collate and systematically organise information collected
2. Update and maintain creative arts industry knowledge	2.1 Update knowledge of the industry using information obtained 2.2 Identify key issues and trends in the industry 2.3 Discuss and share information about key issues and trends with others 2.4 Update and store information in an easily accessible format

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	- Gathers information using listening and questioning techniques - Shares information and expresses opinions using language applicable to audience
Reading	Interprets information and identifies and updates knowledge about the creative arts industry's key features
Writing	Records information collected in applicable format for personal reference
Planning and organising	Plans and implements required tasks
Teamwork	Uses appropriate communication practices when discussing information with different people
Technology	Accesses information using digital tools

Unit Mapping Information

Supersedes and is equivalent to CUAIND201 Develop and apply creative arts industry knowledge.

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 CUAIND211 Develop and apply creative arts industry knowledge

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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:

- gather, interpret and discuss industry information on at least two occasions.

In the course of the above, the candidate must:

- discuss issues applicable to the creative arts industry, including:
 - legal issues
 - industry protocols
 - respecting cultural protocols
 - new and existing technologies
 - employment conditions
 - work opportunities
- discuss creative arts industry trends
- collate, organise and store key information in an applicable format for future reference.

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:

- different sources of creative arts industry information
- distinguishing features of the creative arts industry, including:
 - structures
 - operations
 - different industry sectors
- employment conditions, obligations and opportunities in the creative arts industry
- industry laws and protocols, including cultural protocols, that relate to working in the creative arts industry
- different industry bodies and associations and their roles in industry

- impact of current trends and new technologies on the creative arts industry.

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:

- applicable and current industry information
- different media to collect and store industry information
- 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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