



Australian Government

CUAPPM513 Incorporate creative and technical needs into management processes

Release: 1

CUAPPM513 Incorporate creative and technical needs into management processes

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 work with creative and technical personnel to realise concepts that underpin productions in the screen, media, entertainment and events industries. It involves evaluating creative and technical production trends and applying this knowledge to production activities.

The unit applies to those who display a high level of initiative and judgement as they take responsibility for ensuring that production management decisions take account of creative and technical considerations. They may also be responsible for coordinating and supervising the work of teams engaged in a range of production activities.

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

Unit Sector

Media and Live Entertainment Production – Production Management

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. Assess key creative and technical aspects of productions	1.1 Identify major creative and technical aspects of productions 1.2 Identify and contact required personnel 1.3 Review production documentation to inform assessment of creative and technical production needs 1.4 Seek input from specialist personnel as required
2. Apply knowledge of creative and	2.1 Collaborate with creative and technical personnel

ELEMENT	PERFORMANCE CRITERIA
technical production to work activities	2.2 Participate in production decisions and facilitate outcomes that balance different production needs 2.3 Document creative and technical needs in the planning and implementation of projects
3. Update creative and technical production knowledge	3.1 Identify and use opportunities to update knowledge of current and emerging creative and technical trends 3.2 Incorporate updated knowledge into work activities as required

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
Learning	Identifies and participates in activities to update currency of industry knowledge and trends
Reading	Interprets production documentation in relation to own duties
Oral communication	- Shares ideas in group discussions and is open to a range of viewpoints - Clearly explains requirements and uses listening and questioning techniques to confirm understanding and build rapport
Numeracy	Interprets numerical data in production specifications
Initiative and enterprise	- Applies organisational procedures when managing and realising productions - Recognises the potential of new approaches to enhance work practices and outcomes
Teamwork	Collaborates with team members and helps facilitate effective group interaction and direction
Planning and organising	- Uses a combination of logical planning processes and an understanding of context to identify required information and strategies to incorporate creative and technical needs into management processes - Evaluates need for team collaboration
Technology	Uses the internet as an information resource

Unit Mapping Information

Supersedes and is equivalent to CUAPPM503 Incorporate creative and technical needs into management processes.

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 CUAPPM513 Incorporate creative and technical needs into management processes

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:

- incorporate creative and technical aspects of production into the planning and management of at least one event or production.

In the course of the above, the candidate must:

- interact effectively with a range of creative and technical personnel involved in productions.

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 industry trends in relation to creative and technical production
- aspects of live productions:
 - roles and responsibilities of key technical and creative personnel
 - technical terminology
 - process of designing, developing and realising productions
 - relationship between different production areas
 - typical challenges and issues that arise in the creative and technical side of productions
- production and event management processes and techniques and how they can be adapted to foster an approach to production management that integrates creative and technical considerations.

Assessment Conditions

Skills in this unit must be demonstrated in a live production environment where the conditions are typical of those in a working environment in this industry.

This includes access to productions or events and others to collaborate with.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational education and training legislation, frameworks and/or standards. Where personal safety is a limiting factor, assessment may occur in a simulated work environment typical of those in a working environment in this industry.

Links

Companion Volume Implementation Guide is found on VETNet -

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