



Australian Government

CUAPPR401 Realise a creative project

Release: 1

CUAPPR401 Realise a creative project

Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package version 2.0.

Application

This unit describes the skills and knowledge required to experiment with ideas and techniques to find an individual style or voice throughout a creative project that results in a completed work.

It applies to individuals who have sound technical, conceptual and theoretical skills in a particular area of creative practice, often at a pre-professional level.

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

Unit Sector

Industry capability – professional practice

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. Develop ideas for creative project	1.1 Identify and analyse sources that inform ideas for work 1.2 Explore and identify ideas using visual representation and design tools 1.3 Challenge identified ideas, engaging with others as required 1.4 Identify possible project constraints, based on nature and purpose of work 1.5 Refine and select options based on own analysis and communication with others
2. Plan the creative project	2.1 Confirm scope and objectives of the work in consultation with relevant people as required

ELEMENT	PERFORMANCE CRITERIA
	2.2 Organise financial, physical and other resources 2.3 Evaluate safety and sustainability considerations for the project 2.4 Identify options for documenting and recording work and the ideas and research that inform it
3. Create finished work	3.1 Adapt and extend skills in manipulating selected materials, processes and technologies to fulfil project objectives 3.2 Evaluate creative work in progress and respond to conceptual and technical issues by adjusting work as required 3.3 Monitor project workflow against the plan 3.4 Apply safe and sustainable work practices relevant to chosen creative form 3.5 Document the production of work using approaches suitable to chosen creative form
4. Evaluate own work	4.1 Analyse own work in terms of conceptual development, technical execution and professional potential 4.2 Identify areas for future improvement especially in terms of own technical skills in particular creative form 4.3 Evaluate efficiency and effectiveness of overall work process 4.4 Seek input from others as required and respond positively to feedback

Foundation Skills

This section describes language, literacy, numeracy and employment skills incorporated in the performance criteria that are required for competent performance.

Skill	Performance Criteria	Description
Learning	4.1, 4.2	Reviews own technical skills and performance and identifies areas for ongoing and future skill development
Reading	1.1, 2.1, 3.2	Interprets information in a variety of forms regarding at times complex or abstract ideas, and uses the knowledge gained to evaluate possibilities and methodologies
Writing	3.5	Develops material for a specific audience using clear

		and detailed language in order to convey explicit processes, requirements and ideas
Oral Communication	1.3, 2.1, 4.4	- Participates in a verbal exchange of ideas regarding conceptual and technical issues in creative work, using appropriate, detailed and clear language - Uses listening and questioning skills to discuss scope and objectives of the work with key others
Numeracy	2.2, 3.3, 4.3	- Calculates with whole numbers and routine fractions, decimals or percentages to determine project costs - Selects, totals and orders required resources within project's budgetary and time constraints
Navigate the world of work	2.3, 3.4	Identifies, evaluates and follows explicit responsibilities throughout the project
Interact with others	1.3, 2.1, 4.4	Uses appropriate communication practices to discuss ideas and work with others
Get the work done	1.2, 1.4, 1.5, 2.2, 2.4, 3.2, 3.3, 4.2, 4.3	- Plans and organises methodologies and resource requirements according to creative vision - Experiments with a range of techniques and tools in the development of work, and acts on opportunities for refinement - Recognises and takes responsibilities for addressing challenges and opportunities to refine work - Takes responsibility for the outcomes of decision-making processes and actively contributes to decision-making processes when required - Evaluates effectiveness of decisions in terms of how well the stated goals are met

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUAPPR401 Realise a creative project	CUVPRP401A Realise a creative project	Updated to meet Standards for Training Packages and clarify intent. Minor edits to elements and performance criteria.	Equivalent unit

Links

Companion Volume implementation guides are found in VETNet -

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

Assessment Requirements for CUAPPR401 Realise a creative project

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Performance Evidence

Evidence of the ability to:

- take responsibility for the complete process of planning and producing a creative project
- develop and refine conceptual and technical skills through a demonstrated process of exploration and experimentation
- produce creative work that reflects an emerging individual style, using safe and sustainable work practices
- document the creative work from initial idea to realisation in a format suitable to creative form
- communicate effectively with others about ideas and created work, integrating constructive feedback
- evaluate efficiency and effectiveness of completed creative project process.

Note: If a specific volume or frequency is not stated, then evidence must be provided at least once.

Knowledge Evidence

To complete the unit requirements safely and effectively, the individual must:

- summarise the relationship between technique, materials and process in the relevant creative form
- discuss typical problems that occur during the development of a creative project, and how to avoid or resolve them
- describe commonly used research methodologies for creative practitioners
- describe current and emerging practices for documenting work in a creative context
- outline basic project management techniques, particularly in relation to work planning, time management and resource management
- discuss intellectual property issues and legislation associated with professional creative practice

- summarise sustainability issues associated with the tools and materials used in the chosen creative form
- outline work health and safety procedures in relation to chosen creative form.

Assessment Conditions

Assessment must be conducted in a safe environment where evidence gathered demonstrates consistent performance of typical activities experienced in creative arts industry environments. The assessment environment must include access to:

- resources for producing the creative work, including work space, tools, equipment and materials
- studio and workshop facilities.

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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