



Australian Government

CUAPPR602 Collaborate in professional creative projects

Release: 1

CUAPPR602 Collaborate in professional creative projects

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 collaborate with other creative practitioners in order to establish, realise and then evaluate a creative project.

It applies to individuals who are independent creative practitioners working together in a collaborative team on commercial or community creative projects in physical or virtual environments. They may work on individual pieces of creative work or on thematically connected works in the broader context of a work brief, exhibition, competition or themed event. The unit applies to self-generated projects as well as those developed in response to opportunities presented by others.

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. Support collaborative opportunities to enhance professional practice	1.1 Establish and maintain sustainable productive creative relationships 1.2 Cultivate collaborative communities and partnerships based on the potential benefits for self and others 1.3 Identify and address, where practicable, factors that inhibit the potential to collaborate effectively 1.4 Identify and pursue opportunities for collaboration
2. Establish collaborative	2.1 Identify an agreed collaborative project and contribute to

ELEMENT	PERFORMANCE CRITERIA
projects	establishing project objectives and parameters 2.2 Agree on ways of working that acknowledge the different contributions of those involved 2.3 Acknowledge and integrate ethical approaches to questions of intellectual property for creative content 2.4 Identify and respond to professional and practical project considerations 2.5 Organise and allocate work activities collaboratively in a cost-effective and equitable manner with clear, agreed outcomes
3. Realise collaborative projects	3.1 Contribute and share own technical and creative expertise, from idea generation to final project realisation 3.2 Identify and act on opportunities to extend own expertise and learn from others as collaborative project progresses 3.3 Contribute to monitoring project progress against agreed objectives, demonstrating a high standard of personal engagement and professionalism in the collaborative effort 3.4 Challenge, test and share ideas with project team in a positive and constructive manner 3.5 Identify technical, creative and organisational challenges and contribute to their resolution by suggesting new ideas and solutions 3.6 Meet established personal responsibilities in creative work and overall project
4. Evaluate collaborative projects	4.1 Engage in an open process of review and evaluation with others involved in projects 4.2 Evaluate nature and level of own contribution to collaborative effort and effectiveness of professional relationships with others 4.3 Identify and seek opportunities to refine and expand own expertise

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
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Learning	3.2, 4.3	Demonstrates a developed sense of self as a learner using observation and feedback to identify strengths and weaknesses and opportunities for improvement and further development
Reading	2.1, 2.4	Interprets information from project documentation
Writing	2.1, 2.4, 2.5	Documents roles and project requirement using language and format appropriate to context and audience
Oral Communication	1.1, 1.2	Uses appropriate language to share and explore potentially abstract creative concepts and ideas
Navigate the world of work	2.3	Works with a high degree of autonomy, taking responsibility and ownership for all aspects of at times complex project work, including complying with any legal, regulatory and ethical responsibilities
Interact with others	1.1, 1.2, 2.2, 3.1, 3.4, 4.1	- Invests considerable time and energy in building and maintaining effective relationships to share and enhance skills and knowledge around complex issues, ideas and creative challenges in order to achieve joint outcomes - Pays close attention to both explicit and implicit meanings in communications, routinely seeking clarification where misinterpretation might create difficulties - Demonstrates sophisticated control in all methods of communication, drawing on diverse practices to achieve goals with a high degree of professionalism
Get the work done	1.3, 1.4, 2.1, 2.4, 2.5, 3.3, 3.5, 3.6, 4.1, 4.2	- Develops plans to manage complex tasks with an awareness of how they contribute to own and others' practice - Uses systematic, analytical processes in a variety of situations to gather relevant information and identify, evaluate and refine options against agreed understandings - Recognises the critical importance of the ongoing exploration of new ideas to the viability and effectiveness of own role - Recognises a range of problems and responds intuitively to difficulties by quickly drawing on current knowledge and past experience to devise solutions

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUAPPR602 Collaborate in professional creative projects	CUVPRP602A Collaborate in professional creative projects	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 CUAPPR602 Collaborate in professional creative projects

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Performance Evidence

Evidence of the ability to:

- identify and take part in professional communities, networks and groups
- analyse the potential benefits of collaborative opportunities to own body of creative work
- participate in the technical, creative and organisational aspects of a collaborative project to realise creative work of a professional standard, including:
 - contributing to agreed objectives and parameters
 - contributing technical, creative and organisational expertise in line with agreed team approaches
 - modelling due diligence and professionalism
 - establishing and maintaining sustainable professional relationships
 - evaluating and resolving complex project problems of a technical, creative or organisational nature
- use the collaborative process as a tool in developing own creative and professional expertise.

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:

- detail the types of face-to-face and virtual communities, networks and groups relevant to own professional creative practice
- summarise the benefits of collaboration for individuals, businesses and communities, including the value of collaboration as a problem-solving tool
- explain behaviours and factors that support effective professional relationships in a collaborative process, particularly in a creative context

- summarise typical problems encountered in a collaborative process and how they may be avoided or resolved
- explain essential project management processes and procedures that apply to any project
- describe ways of evaluating projects in terms of their success as collaborative undertakings, including benefits of alternative evaluation approaches:
 - formal reporting
 - professional critique
 - reviewing peer feedback
- explain intellectual property issues that affect the development of creative content, including the concept of shared intellectual property.

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:

- opportunities to collaborate.

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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