



Australian Government

Department of Education, Employment and Workplace Relations

CUFMEM10A Design and create a multimedia interface

Release: 1

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Modification History

Not applicable.

Unit Descriptor

This unit describes the skills and knowledge to design and create the graphical user interface (GUI) for a multimedia product within the cultural industries.

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Application of the Unit

Not applicable.

Licensing/Regulatory Information

Not applicable.

Pre-Requisites

Not applicable.

Employability Skills Information

Not applicable.

Elements and Performance Criteria Pre-Content

Not applicable.

Elements and Performance Criteria

Elements and Performance Criteria

Element	Performance Criteria
1 Plan an interface design	1.1 Obtain and study the project brief, navigation plan and technical specifications for a multimedia product 1.2 Discuss the concept and specifications with relevant personnel to identify the design concept or metaphor 1.3 Identify the budget, technical and resource constraints to ensure that all requirements are considered during the design phase 1.4 Clarify the client and user/audience needs in order to identify the format of the interface to be used
2 Develop the interface	2.1 Visualise the concept and develop preliminary sketches 2.2 Develop and present a series of roughs to relevant personnel and discuss the various merits for selection 2.3 Continuously evaluate new ideas and incorporate them as appropriate 2.4 Develop a final detailed sketch taking into consideration all ideas generated 2.5 Gain approval from relevant personnel to ensure that the interface meets all requirements
3 Create the interface	3.1 Use appropriate industry standard software to create screen design, applying visual design principles to all screen elements 3.2 Ensure all elements, screens, transitions, sequences, pages and buttons are integrated to conform to the basic design concept or metaphor 3.3 Ensure all elements conform to the specified technical requirements 3.4 Develop a prototype version of the interface and experiment to ensure its utility

- 4 Evaluate the interface
 - 4.1 Present, discuss and evaluate the interface design prototype to relevant personnel, obtaining and noting detailed response, comments and any required changes
 - 4.2 Incorporate design changes to complete interface design
 - 4.3 Obtain final agreement from relevant personnel for finished design to ensure that the design brief has been achieved

Required Skills and Knowledge

Not applicable.

Evidence Guide

Underpinning skills and knowledge

Assessment must include evidence of essential knowledge of, and skills in, the following areas:

- ability to interpret a brief
- ability to follow a navigation design
- drawing skills
- understanding of visual design principles
- knowledge of appropriate 2D and 3D software to produce interface design
- understanding of cultural context of multimedia product use
- effective communication skills
- knowledge of strategies to test usability

Linkages to other units

This unit has linkages to the following units and combined training delivery and/or assessment is recommended:

- CUSGEN01A - Use and adapt to new technology
- CUFMEM06A - Design a multimedia project
- CUFWRT07A - Write an interactive sequence for multimedia
- CUSRAD02A - Conduct research

Critical aspects of evidence

Assessment must be customised to meet the needs of the context in which performance is being assessed. Assessment should only address those variable circumstances, listed in the range of variables statements, which apply to the chosen context.

The following evidence is critical to the judgement of competence in this unit:

the development and evaluation of a graphic interface design for a multimedia product. The GUI should be user friendly, efficient, original and creative

Method and context of assessment

Assessment may take place on the job, off the job or a combination of both of these.

Off the job assessment must be undertaken in a closely simulated workplace environment.

Assessment may incorporate a range of methods to assess performance and the application of essential underpinning knowledge, and might include:

- practical demonstration (direct observation may need to occur on more than one occasion to establish consistency of performance)

- role play

- case studies

- work samples or simulated workplace activities

- oral questioning/interview aimed at evaluating the processes used in developing and realising the creative concept

- projects/reports/logbooks

- third party reports and authenticated prior achievements

- portfolios of evidence which demonstrate the processes used in developing and realising the creative concept

Resource requirements

Assessment requires access to a range of resources, equipment and software listed in the range of variables statement, currently used by the multimedia industry.

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Range Statement

Factors to be taken into account:

budget
resources
metaphor
purpose
audience
navigation design
multimedia elements

Technical specifications may include:

file format
file size
operating system
delivery platform

Relevant personnel may include:

project manager
navigation designers
sound engineer
video producer
animators
artists
instructional designers
programmers
graphic designers
technical staff
other specialist staff

Multimedia product may include:

educational product
game
promotional product
information product
training product

Industry standard software may include:

a wide range of software, some current examples of which may be:

Photoshop
Illustrator
Coral Draw
Fireworks
Studio Max
Bryce
Freehand

NOTE: These programs are constantly being upgraded and replaced and appropriate up to date programs should be selected.

Delivery platform may include:

world wide web
CD-ROM

Multimedia productions may include or be included in:

aspects or sections of film/ video production:

feature

documentary

short film and/or video

animations

commercials

live or pre-recorded performances

music video

television production of any type (music, drama, comedy, variety, sport)

live or pre-recorded television productions

educational product

game

promotional product

information product

training product

e-commerce

a range of others

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Unit Sector(s)

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