



**Australian Government**

**Department of Education, Employment and Workplace Relations**

# **CUSGEN01A Use and adapt to changes in technology**

**Release: 1**

## **CUSGEN01A Use and adapt to changes in technology**

### **Modification History**

Not applicable.

### **Unit Descriptor**

This unit describes the skills and knowledge required to evaluate and adapt to a variety of technological changes within the cultural industries. This knowledge underpins effective performance in all sectors and applies to all people working in these 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

<b>Element</b>	<b>Performance Criteria</b>
1 Evaluate information about new technology	<p>1.1 Where necessary seek information about the current technological changes that apply to the relevant industry</p> <p>1.2 Evaluate the information according to the impact it will have on effective work performance within the industry, including information about:</p> <ul style="list-style-type: none"><li>changes in any type of equipment or technology used within the industry</li><li>likely effects of new technology on current work practices</li><li>ways of upgrading skills to include the use of new technology</li></ul>
2 Adapt to changes in the new technology	<p>2.1 When required, undertake appropriate training of new technology to improve work practices</p> <p>2.2 Read any relevant documentation that will assist in the practice of use of the new technology</p> <p>2.3 When required, select appropriate equipment that is suitable for the specific uses defined by the new technology</p> <p>2.4 Implement the new technology in current work practices</p>
3 Update knowledge of new technology	<p>3.1 Continually apply informal and/or formal research to update knowledge of any subsequent new technologies that may impact on work practices</p> <p>3.2 Monitor current changes in technology and implement those changes when required</p> <p>3.3 Share updated knowledge with colleagues as appropriate, and incorporate information into day-to-day work activities</p>

## Required Skills and Knowledge

Not applicable.

## Evidence Guide

Evidence guide

### Underpinning knowledge and skills

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

the ability to access information about new technology

basic research skills

identification of relevant information

questioning techniques to obtain information

sorting and summarising information

ability to undertake training in new technology and incorporate the use of new technology into current work practices

### Linkages to other units

This is a core unit that underpins effective performance in all other units. It is recommended that this unit is delivered/assessed in conjunction with other operational and technical units.

## Critical aspects of evidence

This unit of competence applies to a range of cultural industries. The focus of assessment will depend on the industry involved.

Assessment must be contextualised/tailored to meet the needs of the particular industry and industry sector in which performance is being assessed. Assessment would only address those variable circumstances, listed in the range of variables statements, which apply to the chosen context.

Care should be taken in developing training to meet the requirements of this unit. The specific focus of training will depend upon the industry involved i.e. music, film and television, radio or multimedia. For generic pre-vocational training, organisations should provide training, which is tailored to meet the needs of the particular industry. It is intended that participants will gain a breadth of industry knowledge, encompassing the full range of industry contexts, with no bias towards individual industry specialisations.

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

demonstration of knowledge of new technology

incorporation of appropriate new technology into current work practices to achieve most effective outcomes

## 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

written or interactive computer based test or quiz

projects/reports/logbooks

third party reports and authenticated prior achievements

portfolios of evidence

## Resource requirements

Assessment requires access to a range of relevant and current industry information materials listed in the range of variables statement.

Work place based assessment should utilise the range of materials current and relevant to that workplace environment.

Simulated workplace activities must be undertaken using an appropriate range of relevant and current material to the industry.

## Key competencies

Level

Collecting, organising and analysing information	3
Communicating ideas and information	2
Planning and organising activities	2
Working with others and in teams	1
Solving problems	2
Using mathematical ideas and techniques	2
Using technology	3

## Range Statement

Range of variables

Variable Scope

Information about the new technology may be obtained from the following sources:

- electronic media
- reference books
- libraries
- industry associations and organisations
- industry journals
- publications - newsletters, magazines, bulletins and letters
- computer data, including internet
- induction kits
- organisational policies, procedures and journals
- occupational health and safety laws, regulations, journals
- personal observations and experience
- discussions with current industry practitioners
- discussions with manufacturers - technical and sales personnel
- specialist technical publications
- manufacturers' handbooks, manuals
- promotional material

Industries incorporating new technology may include:

- music
- film
- television
- radio
- interactive multimedia
- entertainment
- arts

New technology may include:

- replacement of analog systems with digital systems
- video editing software
- music production software and equipment



sound editing software  
camera equipment  
sound equipment  
projection equipment  
computer technology

**Unit Sector(s)**

Not applicable.