



Australian Government

Department of Education, Employment and Workplace Relations

ICA40805 Certificate IV in Information Technology (Multimedia)

Release: 1

ICA40805 Certificate IV in Information Technology (Multimedia)

Modification History

Not Applicable

Description

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This qualification provides the skills and knowledge for an individual to be competent in designing, developing and utilising basic multimedia briefs either as an independent ICT specialist or as part of a team. The qualification has a small suite of core units with the opportunity for inclusion of 70 per cent of the qualification as electives selected from 7 'natural clusters' of units and beyond, thus providing exceptional flexibility for individuals and enterprises.

The Electives Clusters in the qualification are designed to provide a degree of guidance to individuals who may wish to develop deeper skills in particular fields within the multimedia industry, however the choice of electives is not confined to a single cluster. The 7 Electives Clusters are:

- Design
- Animation
- Games Development
- Website
- Multimedia Development
- Digital and Video
- IT

Complementary, 'non-ICT' qualifications can be found in several other Training Packages including:

- CUF07 Screen and Media
- ICP05 Printing and Graphic Arts
- CUV03 Visual Arts, Craft and Design
- BSB07 Business Services

Job Roles

Depending on the cluster selected, a person could work in a number of areas in the broad ICT and multimedia industries.

Possible job titles include:

- 2D/3D Artist
- 3D Animator
- 3D Artist/Modeller
- Animator
- Audio/Video Engineer
- Designer
- Digital Media Specialist
- Game Development Producer
- Games Developer
- Graphic/Media Designer
- Interaction Media Developer
- Media/Instructional Designer
- Multimedia Author
- Multimedia Authoring Specialist
- Multimedia Designer
- Multimedia Developer

- Multimedia Developer/Engineer
- Multimedia Development Technician
- Multimedia Producer
- Multimedia Programmer
- Multimedia Specialist Producer
- PC Games Programmer
- PS2 Lead Programmer
- Software Engineer Games
- Software Support Engineer
- Streaming Media Specialist
- UnrealEd Level Designer
- Virtual Reality Specialist
- Web Designer
- Xbox Programmer
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Pathways Information

Not Applicable

Licensing/Regulatory Information

Not Applicable

Entry Requirements

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The following units contain the basic fundamentals of ICT knowledge and skills for all qualifications at Certificate III in IT and above. These units or demonstrated equivalence are required for entry into this qualification:

BSBCMN106A	Follow workplace safety procedures
ICAD2012B	Design organisational documents using computing packages
ICAU1128B	Operate a personal computer
ICAU2005B	Operate computer hardware
ICAU2006B	Operate computing packages
ICAU2013B	Integrate commercial computing packages
ICAU2231B	Use computer operating system
ICAW2001B	Work effectively in an IT environment
ICAW2002B	Communicate in the workplace

Employability Skills Summary

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The following table contains a summary of the Employability Skills required for a Multimedia Developer. The Employability Skills facets described here are broad industry requirements that may vary depending on qualification packaging options.

Employability Skill	Industry requirements for this qualification include:
Communication	<ul style="list-style-type: none"> using plain English literacy communication skills in relation to analysis, evaluation and presentation of information
Teamwork	<ul style="list-style-type: none"> exchanging messages with other project members and actively participating in IT community activities scheduling feedback meetings to discuss report and possible next actions with stakeholders
Problem Solving	<ul style="list-style-type: none"> identifying possible approaches to multimedia projects and the benefits of each approach
Initiative and Enterprise	<ul style="list-style-type: none"> transferring and applying theoretical concepts and/or technical or creative skills to a range of situations
Planning and Organising	<ul style="list-style-type: none"> planning and developing a multimedia design which meets the project specifications
Self-management	<ul style="list-style-type: none"> taking responsibility for own outputs in relation to specified quality standards working within the Australian Computer Society code of ethics regarding security, legal, moral and ethical issues
Learning	<ul style="list-style-type: none"> maintaining knowledge of tools and software applications and the goods and services provided obtaining client evaluation and feedback

Employability Skill	Industry requirements for this qualification include:
Technology	<ul style="list-style-type: none"> selecting and using software and hardware diagnostic tools, including for multimedia contexts and automated testing environments

Packaging Rules

Qualification Structure

To attain the ICA40805 Certificate IV in Information Technology (Multimedia) 19 units must be achieved:

- 6 core units; plus
- 13 elective units

Achieve 6 Core Units

Core

BSBCMN304A Contribute to personal skill development and learning

CUFGEN01A Develop and apply industry knowledge

CUFDIG401A Author interactive media

CUSADM08A Address copyright requirements

ICAW4214B Maintain ethical conduct

PSPPM402B Manage simple projects

Achieve 9 Elective Units from any of the ICA40805 Electives Clusters below

Note 1: The grouping of units into these clusters is for guidance only. It is *not* a requirement of this qualification that a complete cluster be completed.

Note 2: People intending to complete other Certificate IVs in IT or proceed to a Diploma of IT qualification are encouraged to complete the IT cluster of units.

Electives Clusters

Design

CUFDIG303A Produce and prepare photo images

CUFDIG502A Design web environments

CUFMEM07A Apply principles of visual design and communication to the development of a multimedia product

CUFMEM10A Design and create a multimedia interface

ICPPP311B Develop a detailed design concept

Animation

CUFANM302A Create 3D digital animation

CUFANM301A Create 2D digital animation

CUFIMA05A Create 3D digital models and images

Games Development

CUFDIG504A Design games

ICAA4058B Apply skills in object-oriented design

ICAB4075B Use a library or pre-existing components

ICAB4219B Apply introductory object-oriented language skills

ICAB4224B Apply mathematical techniques for software development

ICAB4225B Automate processes
ICAT4242B Perform unit test for a class
ICAB5223B Apply intermediate object-oriented language skills

Website

ICAB4135B Create a simple mark-up language document to specification
ICAB4137B Produce basic client side script for dynamic web pages
ICAB4169B Use development software and IT tools to build a basic website
ICAI4189B Ensure website content meets technical protocols and standards
ICAT4183B Confirm accessibility of website design for people with special needs
CUFDIG201A Maintain interactive content

Multimedia Development

CUFDIG501A Coordinate the testing of interactive media products
CUFMEM10A Design and create a multimedia interface
CUFDIG505A Design information architecture
CUFWRT601A Write scripts
ICPKN315B Apply knowledge and requirements of the multimedia sector

Digital and Video

CUFCAM01A Set up and operate a basic video camera
CUFCAM03A Compose camera shots and operate a camera
CUFMEM13A Incorporate, design and edit digital video
ICPMM321B Capture a digital image
ICPMM346B Incorporate video into multimedia presentations

IT

ICAA4041C Determine and confirm client business expectations and needs
ICAB4225B Automate processes
ICAD4043B Develop and present a feasibility report
ICAD4217B Create technical documentation
ICAT4221B Locate equipment, system and software faults

Achieve 4 Elective Units from the Following Sources (Listed in Recommended Order)

- any of the Electives Clusters above; and/or
- elsewhere in the *ICA05 Information and Communications Technology Training Package* (at Certificate III [maximum 2 units], Certificate IV or Diploma; and/or
- preferred Training Packages (CUF07 Screen and Media; ICP05 Printing and Graphic Arts; SIR07 Retail Services; CUV03 Visual Arts, Craft and Design) at Certificate IV or Diploma; and/or
- any other Training Package (up to a maximum 2 units) based on documented industry or enterprise needs (at Certificate IV or Diploma)
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Prerequisite Requirements

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There are no specific prerequisites for ICA05 core units in this qualification, however prerequisite arrangements for non-ICA05 core and any elective units should be checked with the originating Training Package.