Australian Government

ICT40915 Certificate IV in Digital and Interactive Games

Release 4

ICT40915 Certificate IV in Digital and Interactive Games

Modification History

Release	Comments
Release 4	This version released with ICT Information and Communications Technology Training Package version 4.0. Release 4 created to update the elective list unit codes and titles.
Release 3	This version released with ICT Information and Communications Technology Training Package version 3.1. Release 3 created to clarify packaging rules.
Release 2	This version released with ICT Information and Communications Technology Training Package version 2.0. Release 2 created to update unit codes.
Release 1	This version first released with ICT Information and Communications Technology Training Package Version 1.0.

Qualification Description

This qualification provides the skills and knowledge for an individual to be competent in supporting the design, development and programming of basic digital games briefs as part of a larger development team. The qualification has a small suite of core units with an opportunity to select units from specialist groups of electives across the different artistic or programming fields of the industry.

Licensing/Regulatory Information

No licensing, legislative or certification requirements apply to this qualification at the time of publication.

Entry Requirements

Nil

Packaging Rules

Total number of units = 16

4 core units *plus*
12 elective units

The elective units consist of:

- 5 units from one of the following specialist elective groups:
  Group A Design
  Group B Programming
  Group C Art.

Of the remaining elective units:

- up to 7 may be from the specialist elective groups below or from Group D general elective units below or elsewhere in ICT Information and Communications Technology Training Package
- up to 3 may be from any other Training Package or accredited course at Certificate IV or Diploma level.

The elective units chosen must be relevant to the work outcome and meet local industry needs.

Core units

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BSBWHS304 Participate effectively in WHS communication and consultation
processes
ICTGAM401 Produce an interactive game
ICTICT418 Contribute to copyright, ethics and privacy in an ICT
environment
ICTICT419 Work effectively in the digital media industry
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Elective units

Specialist elective units

Group A Design

CUAPPM407 Create storyboards

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ICTGAM402 Identify and apply principles of games design and game playing
ICTGAM403 Create design documents for interactive games
ICTGAM405 Write story and content for digital games
ICTGAM406 Create visual design components for interactive games
ICTGAM407 Write scripts for interactive games
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Group B Programming

ICTGAM404 Apply artificial intelligence in game development

ICTICT406 Build a graphical user interface

ICTPRG301 Apply introductory programming techniques

ICTPRG405 Automate processes

ICTPRG413 Use a library or pre-existing components

ICTPRG415 Apply skills in object-oriented design

ICTPRG417 Apply mathematical techniques for software development

ICTPRG430 Apply introductory object-oriented language skills

ICTPRG527 Apply intermediate object-oriented language skills

Group C Art

CUAANM301 Create 2D digital animations

CUAANM302 Create 3D digital animations

CUAANM303 Create 3D digital models

CUAANM402 Create digital visual effects

CUADRA201 Develop drawing skills

ICTDMT402 Produce interactive animation

ICTDMT403 Produce and edit digital images

ICTGAM301 Apply simple modelling techniques

ICTGAM302 Design and apply simple textures to digital art

ICTGAM303 Review and apply the principles of animation

ICTGAM408 Use 3-D animation interface and toolsets

ICTGAM409 Create 3-D characters for interactive games

ICTGAM410 Develop 3-D components for interactive games

ICTGAM412 Design interactive media

ICTGAM413 Design and create 3-D digital models

ICTGAM414 Create audio for digital games

ICTGAM416 Prepare and complete image rendering processes

ICTGAM417 Apply digital effects to interactive products

ICTGAM418 Use simple modelling for animation

General elective units

Group D

BSBCRT401 Articulate, present and debate ideas

ICTICT408 Create technical documentation

ICTICT420 Develop client user interface

ICTICT427 Identify, evaluate and apply current industry specific technologies to meet industry standards

Qualification Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
ICT40915 Certificate IV in Digital and	ICT40915 Certificate IV in Digital and	Updates to clarify	Equivalent

PwC's Skills for Australia

Code and title current version	Code and title previous version	Comments	Equivalence status
Interactive Games (Release 3)	Interactive Games (Release 2)	packaging rules	qualification

Links

Companion Volume Implementation Guides are available from VETNet - https://vetnet.education.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2