



Australian Government

ICTDMT401 Create visual design components for digital media

Release: 1

ICTDMT401 Create visual design components for digital media

Modification History

Release	Comments
Release 1	This version first released with ICT Information and Communications Technology Training Package Version 1.0.

Application

This unit describes the skills and knowledge required to create visual design components for interactive media, using industry-standard authoring tools.

It applies to individuals working in digital media, under the direction of industry standards and supervision, who are responsible for producing visual design components for digital media.

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

Unit Sector

Digital media technologies

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. Identify commonly used visual design components for games and interactive media	1.1 Obtain the project brief and documents 1.2 Identify the features of the visual design components for interactive media 1.3 Discuss the design considerations for designing an interactive visual design component
2. Identify the graphics software packages used for visual design	2.1 Identify and review the range of industry-standard graphics software available 2.2 Assess the software related to the visual design component requirements 2.3 Discuss the technical specifications for rendering and

ELEMENT	PERFORMANCE CRITERIA
	editing processes 2.4 Select the graphics software package
3. Use graphics software	3.1 Run the graphics software and become familiar with the interface 3.2 Create new files and organise a file structure 3.3 Learn the required tools and features used to create visual design components
4. Create the visual design components for an interactive media	4.1 Design the visual components of a basic graphical user interface (GUI) for interactive media 4.2 Consider the interactive elements of GUI 4.3 Document the design 4.4 Use graphics software to create visual design components to be used for GUI
5. Evaluate the implementation	5.1 Demonstrate the implementation to relevant personnel 5.2 Evaluate the usability of design components 5.3 Reflect on possible changes to improve the visual design and interactivity of components

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
Reading	1.1-1.3, 2.1, 2.2, 3.1, 3.3, 4.1, 4.2, 5.2, 5.3	Analyses and comprehends documentation, images, briefs, instructions, technical and conceptual information from a range of sources, in order to inform the implementation of visual design components for interactive media
Writing	3.2, 4.3	- Uses industry specific language to create files and file structures - Records technical information noting output of investigations and discussions
Oral	1.3, 2.3, 5.1, 5.3	Articulates complex designs and graphical requirements to others in collaborative discussions,

Communication		using listening and questioning techniques to check, evaluate and confirm design requirements
Numeracy	1.2, 2.1, 2.3, 3.1, 3.3, 4.1, 4.2, 5.2	• Uses both formal and informal, oral and written language to convey knowledge and evaluation of technical design components
Interact with others	1.3, 2.3, 5.1-5.3	• Selects and uses appropriate conventions and protocols to communicate with co-workers and others in a range of work contexts
Get the work done	1.1-1.3, 2.1-2.4, 3.1-3.3, 4.1-4.4, 5.2, 5.3	• Takes responsibility for planning and organising own workload • Analyses available information to make informed decisions • Reflects on outcomes to identify opportunities for improvement • Understands the purposes, specific functions and key features of common digital systems and tools, and operates them effectively to complete routine tasks

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
ICTDMT401 Create visual design components for digital media	ICADMT401A Create visual design components for digital media	Updated to meet Standards for Training Packages	Equivalent unit

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2>

Assessment Requirements for ICTDMT401 Create visual design components for digital media

Modification History

Release	Comments
Release 1	This version first released with ICT Information and Communications Technology Training Package Version 1.0.

Performance Evidence

Evidence of the ability to:

- demonstrate original and innovative approaches to the creative development of a graphical user interface (GUI)
- demonstrate how to maintain the integrity of the design brief
- produce concept art and design specifications for splash screens, start screens, and game field screens consistent with a design brief
- construct technical specifications for the visual design components, and overall usability.

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:

- explain basic programming techniques
- identify the technical constraints that hardware imposes on software development, graphics requirements, code development and creative visual design
- identify the techniques for applying concept development skills
- identify the techniques for applying concept visualisation skills.

Assessment Conditions

Gather evidence to demonstrate consistent performance in conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the digital media field of work, and include access to:

- computer hardware
- software
- file storage

- the internet for research purposes
- copyright and intellectual property legislation
- workplace health and safety (WHS) legislation
- enterprise policies.

Assessors must satisfy NVR/AQTF assessor requirements.

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2>