



Australian Government

ICTDMT405 Produce interactive animations

Release: 1

ICTDMT405 Produce interactive animations

Modification History

Release	Comments
Release 1	This version first released with ICT Information and Communications Technology Training Package Version 6.0.

Application

This unit describes the, skills and knowledge required to create interactive animation for a range of applications, including web pages, e-learning, simulations and advertisements.

It applies to individuals who possess a sound knowledge of digital media and provide support within a team and are independently responsible for the design and development of animations in multiple environments, including graphic design, software, application and website design, as well as multi-media projects.

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. Analyse project requirements	1.1 Determine task requirements for dynamic functionality of animation 1.2 Determine required language to achieve functionality 1.3 Determine and evaluate current requirements for specified application
2. Design animations	2.1 Design animation according to task requirements 2.2 Design animation to meet specifications of sound and interactive functions 2.3 Design animation that enhances the purpose, clarity or useability according to intended audience and context of animation

ELEMENT	PERFORMANCE CRITERIA
	2.4 Confirm design specifications with required personnel
3. Produce animations	3.1 Create animation according to task requirements 3.2 Research and experiment with a range of animation techniques to enhance user experience 3.3 Test and debug scripts and demonstrate required functionality 3.4 Test and debug scripts on different browsers, operating systems and devices
4. Publish animations	4.1 Publish animation in an acceptable format 4.2 Incorporate animations on required platform or location, including hypertext markup language (HTML) page, application or software 4.3 Document work and confirm function with appropriate personnel 4.4 Save and back up work

Foundation Skills

This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

Skill	Description
Oral Communication	Uses listening and questioning techniques to confirm requirements and articulate complex concepts and matters using relevant industry for intended audience
Reading	Researches technical and conceptual information from a range of sources to identify and evaluate appropriate design elements and animation techniques for a specific audience
Writing	Prepares complex documentation design and work performed using applicable language, layout, format and structure for a specific audience
Teamwork	Selects and uses appropriate conventions, and protocols, when communicating with co-workers and others in a range of work contexts
Planning and organising	- Accepts responsibility for planning and sequencing complex tasks and workload, negotiating key aspects with others taking into account capabilities, efficiencies and effectiveness - Uses a logical sequence of steps to identify and solve functional problems relating to animation

Problem solving	• Addresses less predictable problems and applies problem-solving processes in determining a solution • Uses a logical sequence of steps to identify and solve functional problems relating to animation
Self-management	• Makes routine decisions and implements standard procedures for routine tasks, using formal decision-making processes for more complex and non-routine situations
Technology	• Interprets the purposes, specific functions and key features of common digital systems and tools, and operates them effectively to complete routine tasks

Unit Mapping Information

Supersedes and is equivalent to ICTDMT402 Produce interactive animation.

Links

Companion Volume Implementation Guide is found on VETNet -

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

Assessment Requirements for ICTDMT405 Produce interactive animations

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Performance Evidence

The candidate must demonstrate the ability to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including evidence of the ability to:

- design and create at least one piece of interactive animation, using different animation techniques
- publish animation on at least one accessible location, including a website, application or shared software
- test, debug and fix code and useability errors on at least 4 different browsers (if publishing on a website), and on at least 2 different devices.

In the course of the above, the candidate must:

- following industry standards and procedures
- confirm, document and save work.

Knowledge Evidence

The candidate must be able to demonstrate knowledge to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including knowledge of:

- internet technology used to inform choice of scripting type
- principles of analysis and design that may be used in the process of producing interactive animations
- programming control structures including buttons and scripting language
- animation programming concepts, including:
 - acceptable formats for importing assets
 - component libraries
 - cross-browser issues
 - importing and exporting libraries
- inserting published work to a hypertext markup language (HTML) or to an extensible hypertext markup language (XHTML) page

- internet animation player statistics
- masking that may be used in producing interactive animations
- movements and automated movements
- publishing finished work in applicable web format
- shape animation, manipulation, symbols, text manipulation and transparencies
- testing and debugging script techniques
- version control techniques and file naming standards.

Assessment Conditions

Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.

This includes access to:

- animation tools, equipment and materials
- industry software packages
- the internet and browser access
- storage device or cloud system
- electronic devices, including
 - a personal computer (PC)
 - a smartphone device
 - tablet.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational education and training legislation, frameworks and/or standards.

Links

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