



Australian Government

Assessment Requirements for ICTGAM401 Produce an interactive game

Release: 1

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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:

- apply a variety of strategies for game trialling and testing
- create a game using original and innovative approaches
- implement game development and production strategies
- maintain the integrity of the design brief and game design document.

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:

- describe basic programming techniques
- discuss the capabilities, and constraints, of game engines
- identify current game-play hardware and software products
- outline the technical constraints that hardware and software impose on design and development
- explain risk and critical path management, relevant to interactive game development
- outline the game production, testing and trialling process
- discuss the process of evaluating game prototypes from technical, design and game play perspectives.

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 game development field of work, and include access to:

- project briefs

- relevant organisational documentation
- game-production assets
- technical specifications
- industry-standard computer hardware, software, and peripheral devices appropriate for interactive games development.

Assessors must satisfy NVR/AQTF assessor requirements.

Links

Companion Volume implementation guides are found in VETNet -

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