



Australian Government

ICTGAM402 Identify and apply principles of games design and game playing

Release: 1

ICTGAM402 Identify and apply principles of games design and game playing

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 identify and apply principles of games design and game playing.

It applies to individuals who support the design, development and programming of basic digital games as part of a larger development team in the game development industry.

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

Unit Sector

Game development

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 and document, the methodology relating to various computer game genres	1.1 Review game-play elements in an example of a chosen, or given, game genre 1.2 Identify the objectives of play in an example of a chosen, or given, game genre
2. Interpret consumer demographics for various games products	2.1 Identify the target markets for various types of games 2.2 Interpret the choices and patterns of buyers and players 2.3 Review the social, emotional, and cognitive aspects of contemporary interactive game play
3. Review the historical aspects of game-play and	3.1 Review and describe the history of the games industry

ELEMENT	PERFORMANCE CRITERIA
game design	3.2 Review the game play, and design, for non-computer based games 3.3 Review the uses of games in commercial, industrial, education, military training, and therapeutic and assessment contexts
4. Identify industry game-design principles	4.1 Research and identify current industry game-design principles 4.2 Identify the game-design principles for a chosen or given game
5. Outline the development of a computer game	5.1 Outline the game design and play strategies 5.2 Outline the technical limitations, and constraints, of current hardware and software

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, 1.2, 2.1-2.3, 3.1-3.3, 4.1, 4.2, 5.1, 5.2	Interprets and comprehends technical documentation, specifications, market information, statistics, diagrams, objects and images to analyse various aspects of game play and game design, and to identify target markets and interpret consumer demographics
Writing	3.1, 5.1, 5.2	Uses accurate spelling and grammar, together with game development specific technical terminology, to produce documents as required by the job role
Oral Communication	1.1, 1.2, 2.1, 2.3, 3.1, 3.2, 3.3, 4.1, 4.2, 5.1, 5.2	Uses effective listening and open questioning techniques to obtain information about games, game development and the target markets
Numeracy	2.2, 2.3	Interprets numerical and statistical information relating to target markets, and the games industry
Get the work done	1.1, 1.2, 2.1-2.3, 3.1-3.3, 4.1, 4.2, 5.1, 5.2	Uses a range of digitally based technologies to access, extract and share relevant information

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
ICTGAM402 Identify and apply principles of games design and game playing	ICAGAM402A Identify and apply principles of games design and game playing	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 ICTGAM402 Identify and apply principles of games design and game playing

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Performance Evidence

Evidence of the ability to:

- determine the methodology used for games genres
- differentiate game genres
- identify the consumer demographic for games products
- differentiate game design and play principles
- prepare an outline of a game design according to industry and organisational requirements.

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 3-D digital model design techniques
- outline procedures and processes for computer game development
- identify current game-play hardware and software products
- outline the technical constraints that hardware and software impose on design and development.

Assessment Conditions

Gather evidence to demonstrate consistent performance in 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:

- the internet
- computer hardware and software appropriate for researching games and the games industry.

Assessors must satisfy NVR/AQTF assessor requirements.

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