



Australian Government

ICTGAM405 Write story and content for digital games

Release: 1

ICTGAM405 Write story and content for digital games

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 develop storylines, write plot synopses and background stories, and to develop story components for interactive digital games.

It applies to individuals who are employed as game concept developers, script writers, storyboard artists, game designers and other personnel working 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. Identify and develop storylines with game potential	1.1 Identify potential storylines for game development, to current industry standards and regulations 1.2 Modify and enhance storylines to suit the game environment 1.3 Determine the appropriate game genre
2. Write the plot synopsis and background story	2.1 Determine character profiles 2.2 Develop environment profiles consistent with the storyline 2.3 Develop the background story 2.4 Develop the initial plot profile 2.5 Develop plot synopsis and options, and link to specific game

ELEMENT	PERFORMANCE CRITERIA
	levels
3. Develop story components	3.1 Source the initial concept artwork 3.2 Develop level specifications and storylines 3.3 Initiate the development of storyboards showing plot development, cinematic and level outlines
4. Finalise story components for inclusion in the game design brief	4.1 Seek feedback on the story and concept 4.2 Finalise the story concept, profiles and other specifications for inclusion in the game design brief

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, 3.1	Identifies and evaluates a variety of texts to aid concept development
Writing	1.2, 2.1, 2.2, 2.3, 2.4, 2.5, 3.2, 3.3, 4.2	- Uses clear, concise language, accurate spelling, technical terminology, and appropriate layout, when developing the technical aspects and flowcharts for the game storyline - Employs a wide range of descriptive language to create cohesive and well-structured content for the characters, environment and plot
Oral Communication	1.1, 1.3, 3.1, 3.3, 4.1	- Uses effective listening, open questioning techniques and reflective responses to obtain views, ideas, information and feedback - Presents the concept and storyline clearly, using words and non-verbal features appropriate to the audience
Navigate the world of work	1.1	Identifies and complies with industry and regulatory requirements
Get the work done	1.1-1.3, 2.1-2.5, 3.1-3.3, 4.1, 4.2	- Makes routine decisions and implements standard procedures for routine tasks, using formal decision making processes for more complex and non-routine situations - Uses creativity and initiative in the story, and the visual design

		Uses information and communications technology (ICT) based tools to conduct research, design work processes, and complete work tasks
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Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
ICTGAM405 Write story and content for digital games	ICAGAM405A Write story and content for digital games	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 ICTGAM405 Write story and content for digital games

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Performance Evidence

Evidence of the ability to:

- develop storylines for games, according to current industry standards
- apply processes and procedures to facilitate quality script writing
- apply the role of narrative in game development
- seek, and professionally respond to, feedback regarding concept and storylines.

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:

- outline budgeting and scheduling considerations for game development
- outline the copyright and intellectual property protection regulations for written narrative and concept graphics
- discuss different story requirements for particular game genres
- discuss the role of story writing in game development, and the quality of the final product
- outline research methods that can be used to stay abreast of the latest changes and narrative development for games
- discuss tools and techniques for developing game narrative.

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:

- a range of current computer games across all platforms and genres
- a range of the latest consoles and hand-held game devices

- the internet for research purposes
- computer hardware, software and games engines
- file storage
- current copyright and intellectual property legislation.

Assessors must satisfy NVR/AQTF assessor requirements.

Links

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