



Australian Government

Assessment Requirements for ICTGAM415 Develop simple environments for 3-D games

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:

- research and analyse requirements from the client's brief
- develop environment designs that comply with the games design brief and client requirements
- verify and validate the environment prototype
- test responses to the environment designs with the intended audience
- finalise the environment design.

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:

- determine the budgeting and scheduling considerations for environment creation in games, with consideration given to human resources
- discuss the techniques applied to environment design and realisation, including how the genre of the game influences environment requirements
- discuss how to interpret environment design briefs
- describe the role and position of interactive environments in commercial game development, game duration, and quality
- outline the processes and procedures needed to facilitate quality, and innovation in the design of 3-D environments
- identify the prototyping tools and techniques for commercial environment development in games
- outline the research methods used to stay abreast of the latest developments in game environment design.

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:

- appropriate computer hardware and software
- input and output devices
- game design documents or specifications
- style shots.

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>