



Australian Government

ICTGAM417 Apply digital effects to interactive products

Release: 1

ICTGAM417 Apply digital effects to interactive products

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 apply digital effects to an interactive product.

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

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 apply an interactive concept map of the production	1.1 Catalogue the individual components to be applied to the presentation 1.2 Identify, then apply, an interactive concept map showing the components in a logical layout and structure 1.3 Prepare an interactive storyboard for the production
2. Identify and apply digital effect components for the production	2.1 Identify the method for applying the digital effects framework to the presentation 2.2 Apply the framework for digital effects, using industry-standard methods 2.3 Refine the digital effects framework

ELEMENT	PERFORMANCE CRITERIA
	2.4 Ensure that the framework conforms to project specifications
3. Identify and apply digital effect components for inclusion in the presentation	3.1 Identify the digital effect components for inclusion 3.2 Confirm that the digital effect components are in an appropriate format for the framework 3.3 Apply the digital effect components to the framework, for inclusion in the product presentation
4. Apply all components into a functioning and well-designed interactive product	4.1 Apply all the media components in the authoring environment 4.2 Identify the digital effects programming necessary to ensure satisfactory results 4.3 Identify any inconsistencies within the digital effects 4.4 Review and test the design, to ensure that it meets the creative and technical requirements of the brief 4.5 Apply the runtime version of the presentation, for inclusion into the product 4.6 Ensure that the presentation runs satisfactorily on all target platforms

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, 2.4, 4.4	- Interprets a design brief containing complex effects and interactive design terminology - Interprets information in diagrams, icons, symbols, text, numbers and letters
Writing	1.1, 1.2	Documents information on designs according to industry standards and organisational requirements
Numeracy	2.4, 4.1, 4.4	- Uses whole numbers, decimals and percentages relevant to measurement, resolution aspect ratio, pixel ratio, scale coordinates, colour, shading and other attributes/variables, in the application of digital effects - Interprets numerical information and applies basic mathematical calculations, relating to the time lines and budgetary information

Interact with others	1.1, 1.2, 1.3	Constructs a message with some understanding of the purpose, audience needs and expectations, when developing a concept map and storyboard
Get the work done	All	Understands the key principles and concepts underpinning the design, and operation, of digital systems and tools, and uses these when applying digital effects

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
ICTGAM417 Apply digital effects to interactive products	ICAGAM417A Apply digital effects to interactive products	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 ICTGAM417 Apply digital effects to interactive products

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Performance Evidence

Evidence of the ability to:

- prepare concept maps and storyboards according to requirements
- produce a functioning interactive product that:
 - meets a design brief
 - incorporates digital effects components
 - demonstrates use of effective and creative design principles
 - demonstrates use of visual communication principles.

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:

- explain the component-based programming skills required to produce interactive products
- describe the technical constraints that hardware or software imposes on design and development
- outline the techniques for applying:
 - concept development skills
 - concept visualisation skills
 - framework integration skills.

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

- 3-D animation software
- games engines
- file storage.

Assessors must satisfy NVR/AQTF assessor requirements.

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