



Australian Government

Assessment Requirements for ICTGAM420

Produce interactive 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 6.0.

Performance Evidence

The candidate must demonstrate the ability to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including evidence of the ability to:

- create an interactive game using an industry standard game-engine software and development tools.

In the course of the above, the candidate must:

- follow applicable industry standards and organisational guidelines
- apply a variety of strategies in game trialling and testing
- implement game development and production strategies
- maintain the integrity of design brief and game design document
- save final product and obtain sign-off from required personnel.

Knowledge Evidence

The candidate must be able to demonstrate knowledge to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including knowledge of:

- basic programming techniques that may be used for interactive game development
- game engine capabilities and constraints
- industry standard game-play hardware and software products
- technical constraints hardware and software impose on design and development
- risk and critical path management, applicable to interactive game development
- game production testing and trialling process
- the process of evaluating game prototypes from technical, design and game play perspectives
- industry standards and organisational guidelines applicable to game production
- game-production assets and issues with asset integration.

Assessment Conditions

Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.

This includes access to:

- project briefs
- applicable organisational documentation
- game-production assets
- technical specifications
- game production testing and trialling tools
- industry standard game-engine software and development tools
- required industry-standard hardware, software and peripheral devices.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational education and training legislation, frameworks and/or standards.

Links

Companion Volume Implementation Guide is found on VETNet -

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