



Australian Government

ICTGAM421 Identify and apply games design and game play principles

Release: 1

ICTGAM421 Identify and apply games design and game play principles

Modification History

Release	Comments
Release 1	This version first released with ICT Information and Communications Technology Training Package Version 6.0.

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 characteristics of various game genres	1.1 Identify and review game-play elements in various game genres 1.2 Identify objectives of game play in various game genres 1.3 Document findings from game genre analysis
2. Interpret consumer demographics in various games products	2.1 Identify target markets in various types of games 2.2 Interpret choices and patterns of buyers and players 2.3 Review social, emotional and cognitive aspects of contemporary interactive game play
3. Review historical aspects of game play and game design	3.1 Review and describe history of the games industry 3.2 Review game play and design in non-computer-based

ELEMENT	PERFORMANCE CRITERIA
	games 3.3 Identify 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 industry game-design principles 4.2 Identify game-design principles in various games
5. Outline development of games	5.1 Identify and outline game design and play strategies 5.2 Outline technical limitations and constraints of industry hardware and software

Foundation Skills

This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

SKILL	DESCRIPTION
Numeracy	Interprets numerical and statistical information applicable to target markets and the games industry
Oral communication	Uses listening and questioning techniques to obtain required information using appropriate industry language for intended audience
Reading	- Interprets and comprehends technical documentation, specifications, market information, statistics, diagrams, objects and images - Analyses various aspects of game play and game design and identifies target markets and interprets consumer demographics
Writing	Produces documentation outlining analysis and game design as required using accurate spelling, grammar and specific technical language
Technology	Uses a range of digitally based technologies and accesses, extracts and shares applicable information

Unit Mapping Information

Supersedes and is equivalent to ICTGAM402 Identify and apply principles of games design and game playing.

Links

Companion Volume Implementation Guide is found on VETNet -

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

Assessment Requirements for ICTGAM421 Identify and apply games design and game play principles

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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:

- identify games design and game playing principles in at least two games from at least two different game genres.

In the course of the above, the candidate must:

- determine methodology used
- differentiate game genres and identify differing characteristics
- identify consumer demographic for each game product
- differentiate game design and play principles
- prepare an outline of a game design according to industry and organisational requirements.

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:

- 3-D digital model design techniques
- procedures and processes in game development
- industry standard game-play hardware and software products
- technical constraints hardware and software impose on design and development
- industry and organisational requirements.

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:

- the internet
- required hardware and software required in researching games and the games industry.

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 -

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