



Australian Government

ICTGAM424 Develop story and content in digital games

Release: 1

ICTGAM424 Develop story and content in digital games

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

It applies to individuals who are game concept developers, script writers, storyboard artists, game designers, technical designers and other IT professionals working in the game development environment.

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 in game development and applicable industry standards and regulations 1.2 Discuss, modify and enhance storylines with required personnel according to game environment 1.3 Determine applicable game genre 1.4 Establish and document draft storyline according to game requirements 1.5 Confirm storyline complies with copyright and intellectual property protection regulations
2. Write plot synopsis and background story	2.1 Determine and create character profiles 2.2 Develop environment profiles consistent with storyline

ELEMENT	PERFORMANCE CRITERIA
	2.3 Develop and document background story and initial plot profile 2.4 Write and develop plot synopsis and options and link to specific game levels
3. Develop story components	3.1 Source initial concept artwork according to game environment and specifications 3.2 Develop level specifications and storylines 3.3 Initiate development of storyboards showing plot development, cinematic and level outlines according to organisational procedures
4. Finalise story components and obtain sign-off	4.1 Seek and respond to feedback on story and concept with required personnel and apply required changes 4.2 Finalise story concept, profiles and other specifications according to organisational procedures and game requirements 4.3 Obtain sign-off from required personnel and confirm inclusion of final story components in game design brief

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
Oral communication	Obtains views, information and feedback and presents concepts and storyline using listening, open questioning and other communication techniques
Reading	Identifies and evaluates a variety of texts in aiding concept development
Writing	Develops storylines and plot synopses using appropriate layout and required descriptive language in a cohesive and well-structured manner
Initiative and enterprise	Uses creativity and initiative in the story and visual design
Self-management	- Identifies and complies with industry and regulatory requirements - Makes routine decisions and implements standard procedures in routine tasks - Uses formal decision-making processes in more complex and non-routine situations

SKILL	DESCRIPTION
Technology	Conducts research, designs work processes and completes work tasks using information and communications technology (ICT) based tools

Unit Mapping Information

Supersedes and is equivalent to ICTGAM405 Write story and content for digital games.

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 ICTGAM424 Develop story and content in digital games

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:

- develop at least one game storyline according to industry standards.

In the course of the above, the candidate must:

- create character profiles according to game environment and storyline
- write plot synopsis with a supporting background story
- create a storyboard
- comply with copyright and intellectual property protection regulations.

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:

- budgeting and scheduling considerations in game development
- copyright and intellectual property protection regulations applicable to written narrative and concept graphics
- different story requirements in particular game genres
- role of story writing in game development
- research methods used in observing latest changes and narrative development in games
- tools and techniques used in developing game narrative
- organisational procedures that may be used in the development of story and content in digital games.

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:

- a range of industry standard games across all platforms and genres
- a range of industry standard consoles and hand-held game devices
- the internet
- word processing software
- industry standard game development software
- required hardware, software and games engine
- file storage and version control environment
- copyright and intellectual property legislation.

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>