



Australian Government

Assessment Requirements for ICTGAM426

Write narrative scripts for 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:

- write a script according to game design brief and client requirements.

In the course of the above, the candidate must:

- identify key components of the story
- develop script structure and components
- communicate and liaise script review with required personnel
- prepare a final script and present to required personnel
- follow organisational procedures applicable to script writing and development process
- comply with copyright and intellectual property standards and legislation.

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
- components that drive script narrative and engage target audiences
- the contribution of script writing to narrative development and engaging game play
- focus testing processes and procedures
- game genres and narrative structures
- industry standard game script formats
- research methods in:
 - competitors' work in developing stories and scripts in games
 - factual information as a basis for character, location and narrative development
 - owners of copyright and intellectual property used in game development
 - script structures and character profiling in interactive games

- scriptwriting techniques and interactive game requirements
- seeking permission from copyright owners for use of protected elements in scripts
- different storyboarding techniques
- copyright and intellectual property standards and legislation
- organisational procedures that may be used to write scripts for interactive 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:

- scriptwriting reference materials
- game design brief
- the internet
- a range of industry standard interactive games across all platforms and genres
- a range of industry standard games consoles and hand-held game devices
- required hardware, software and peripheral devices
- file storage
- games engine.

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>