



Australian Government

ICTGAM426 Write narrative scripts for interactive games

Release: 1

ICTGAM426 Write narrative scripts for interactive 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 develop, write and test scripts and related content for interactive games.

It applies to individuals who contribute and support the design, development, and programming of 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 develop story and script components	1.1 Identify and confirm game genre and story components with required personnel 1.2 Discuss and propose creative script concepts and ideas 1.3 Develop a script structure consistent with game genre and game design brief 1.4 Develop script components in the main plot, background stories and level and mission stories according to game genre and game design brief

ELEMENT	PERFORMANCE CRITERIA
2. Write a draft script	2.1 Write a script synopsis according to game design brief 2.2 Write a draft script and include main characters and their interactions, background stories and level and mission stories, according to design brief, game structure and genre 2.3 Develop character and narrator dialogue 2.4 Initiate storyboards for draft scripts in required format
3. Review script according to feedback	3.1 Present synopsis and storyboards to required personnel and seek feedback 3.2 Collate and respond to comments and feedback 3.3 Revise scripts and storyboards according to feedback 3.4 Undertake focus testing with intended audience
4. Write final script	4.1 Collate and respond to comments and feedback from focus testing 4.2 Review and rewrite script synopsis, script and dialogue where required 4.3 Initiate revised storyboards where required 4.4 Present final script in agreed format to required personnel and obtain sign-off

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	• Uses listening and questioning techniques and effective mode of communication to articulate complex concepts and requirements using industry language for intended audience • Presents script using persuasive presentation techniques, plain English (translating games specific terminology where required)
Reading	• Interprets and comprehends a range organisational and client documentation and identifies aim of proposed games • Reviews feedback containing a wide range of vocabulary and terminology ranging from simple to highly technical depending on source of feedback
Writing	• Creates a cohesive and well-structured game script, plot, characters, environment and elements using required spelling and grammar, together with descriptive language
Teamwork	• Cooperates with others as part of routine activities through the

SKILL	DESCRIPTION
	explanation and testing of gaming scripts
Initiative and enterprise	• Uses a high level of creativity and initiative in writing scripts
Planning and organising	• Plans, organises and completes work according to defined requirements and schedules
Self-management	• Makes decisions and implements procedures in routine and non-routine tasks using formal decision-making processes • Identifies importance of secure information applicable to own work and takes responsibility in data management
Technology	• Writes, sources and analyses information using information and communications technology (ICT) based tools

Unit Mapping Information

Supersedes and is equivalent to ICTGAM407 Write scripts for interactive 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 ICTGAM426 Write narrative scripts for interactive games

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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:

- 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.

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