



Australian Government

Assessment Requirements for ICTGAM432

Create audio for digital 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:

- source and analyse at least three audio resources from at least three different music genres
- record and manipulate at least three different pieces of audio
- generate at least three sound effects
- compose at least one simple music tracks
- integrate at least one simple music track and at least three different sound effects into a digital game.

In the course of the above, the candidate must:

- create audio according to game context and game environment
- evaluate, select and use audio programming libraries
- comply with copyright legislation and applicable industry standards.

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:

- industry standard audio-editing software, music production software and tools
- different audio formats and their application to games
- capabilities of audio-programming libraries
- basic music theory relevant to audio recording for digital game development
- copyright legislation and industry standards applicable to audio recordings
- music-creation tools and their relation to music theory.

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:

- required hardware, software and peripheral devices
- specifications documentation detailing game context and environment
- digital audio editing software
- music production software
- audio-programming libraries
- games engine
- file storage
- the internet
- a range of digital games
- 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>