



Australian Government

Assessment Requirements for ICTGAM501

Create design concepts for digital games and 3-D media

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 1.0.

Performance Evidence

Evidence of the ability to:

- demonstrate original and innovative approaches to the creative development of a game
- implement game development and production strategies
- maintain the integrity of the design brief
- develop concept art and design specifications for heads-up displays, splash screens, start screens and game field screens, consistent with an identified game genre
- develop technical specifications for game mechanics, artificial intelligence, physics, sound, game play and overall usability
- implement a working heads-up display with basic functionalities.

Note: If a specific volume or frequency is not stated, then evidence must be provided at least once.

Knowledge Evidence

To complete the unit requirements safely and effectively, the individual must:

- explain basic programming techniques
- discuss the capabilities and constraints of game engines
- outline concept development and visualisation skills
- discuss computer game development, including specific terminology
- describe current game-play hardware and software products
- outline the human resources required in the process of creating a game and their respective skills and technology requirements
- summarise work health and safety (WHS) requirements for:
 - ergonomics
 - electrical safety
- discuss risk and critical path management
- summarise the technical constraints that hardware imposes on:

- software development
- graphics requirements
- code development
- creative visual design.

Assessment Conditions

Gather evidence to demonstrate consistent performance in conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the game development field of work, and include access to:

- computer hardware and software
- games engines
- file storage
- the internet for research purposes.

Assessors must satisfy NVR/AQTF assessor requirements.

Links

Companion Volume implementation guides are found in VETNet -

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